

The Microlite20 RPG Collection

2012 Edition Volume I

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 his work.** No editing of individual games has been done.

This is Volume I of the 2012 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/>

Table of Contents

VOLUME I

1. Introduction
 2. **SECTION ONE**
 3. Microlite20 Purest Essence [p 9]
 4. **SECTION TWO**
 5. Microlite20 [p 28]
 6. Microlite20 GM's Guide [p 31]
 7. Microlite20 Expert Rules [p 34]
 8. Microlite20 Equipment List [p 37]
 9. Microlite20 Fast Packs [p 40]
 10. Everything About Skills [p 42]
 11. Monster Building [p 47]
 12. Campaigns [p 49]
 13. Mass Combat [p 52]
 14. Minor Variant Rules Collection [p 56]
 15. Microlite20 Monster List [p 69]
 16. Microlite20 Monster Quick Stats [p 72]
 17. Microlite20 Arcane Spells [p 94]
 18. Microlite20 Divine Spells [p 95]
 19. Microlite20 Apocrypha [p 97]
 20. Microlite20 Psionics [p 103]
 21. M20 Psionics Rules [p 108]
 22. M20 Age Level System [p 120]
 23. Microlite20 Variant Rules [p 121]
 24. Microlite20 Rune Magic [p 123]
 25. Microlite20 Elemental Magic [p 126]
 26. Microlite20 Vancian Magic [p 128]
 27. Microlite20 Four by Five Magic [p 130]
 28. Microlite20 Martial Arts [p 133]
 29. Microlite20 Anthro Races [p 136]
 30. Microlite20 Mutations [p 139]
 31. Microlite20 Mecha [p 143]
 32. Microlite20 Mecha Revised [147]
 33. Microlite20 Spacecraft [p 154]
 34. Wayfarer M20 Options [p 158]
 35. Microlite20 Low Talents [p 163]
 36. Microlite20 Variable d6 [p 165]
 37. Fantasy Character Options [p 166]
 38. Fantasy Races & Classes [p 198]
 39. Microlite20 True Sorcery [p 208]
 40. Microlite20 Tactical System [p 235]
 41. **SECTION THREE**
 42. Microlite20 House Rules [p 241]
 43. MicroFantasy [p 245]
 44. Alter Microlite20 [p 260]
 45. Ultramicrolite20 Revised [p 264]
 46. Ultramicrolite20 Revised II [p 265]
 47. Nanolite20 [p 266]
 48. Microlite20 Modern [p 269]
 49. M20 Modern: Expert [p 273]
 50. Microlite20 Modern-Day [p 277]
 51. M20 Hard Core Rules [p 293]
 52. Swords against Sorcery [p 300]
 53. M20 Heroic [p 308]
 54. Iron Heartbreakers [p 315]
 55. Microlite11 [p 326]
 56. WildWalker's M20 4e [p 328]
 57. Microlite20 Variant 4e [p 332]
 58. Microlite 4E [p 337]
 59. Micro Action Fantasy [p 339]
 60. MULRAH [p 349]
 61. Lite20 [p 358]
 62. Mini20 [p 369]
 63. Realms of Renown [p 393]
 64. Microlite74: Basic [p 406]
 65. Microlite74: Standard [p 426]
 66. Microlite74: Extended [p 454]
 67. Microlite74: Companion I [p 486]
 68. Microlite77 [p 508]
 69. Microlite20 OSS [p 513]
 70. Advanced Microlite20 OSS [p 519]
 71. Argo [p 526]
 72. M20 Hyborian Age [p 535]
 73. Microlite Conan [p 538]
 74. Prehistoric Microlite20 [p 540]
 75. Microlite20 Bronze Age [p 547]
 76. Microlite Dark Sun [p 550]
 77. Omerian Tales [p 556]
 78. Beacon [p 593]
 79. WarEngine RPG [p 635]
 80. Yamato M20 [p 637]
 81. Challenges & Champions [p 660]
 82. Microlite20 Elf Lords [p 697]
 83. Microlite20 Resident Evil [p 700]
 84. Microlite20 Cthulthu [p 703]
 85. Microlite20 Vampires [p 707]
 86. Microlite20 2012 [p 711]
 87. SpyLite [p 714]
 88. Giant Bug Invasion [p 733]
 89. Cyberpunk [p 738]
 90. SuperLite [p 741]
 91. Microlite20 Costumes [p 758]
 92. Tumbleweed [p 775]
 93. Gunsmoke & Goblins [p 780]
 94. Owl Hoot Trail [p 785]
 95. Microlite Storytelling [p807]
 96. TileHack [p 808]
 97. Dragoons [p 816]
 98. ZombiePocalypse [p 844]
 99. Relics & Ruins [p 847]
 100. OmegaLite20 [p 853]
 101. RABID [p 869]
 102. Microlite20 Vermin [p 875]
 103. Where No Man Has Gone Before [p 882]
 104. Galactic Methuselah [p 932]
 105. FrontierLite [p 935]
 106. M20 Star Wars [p 937]
 107. Microlite20 Star Wars [p 953]
 108. Scions of a Primordial Planet [p 961]
 109. Micro MechWarrior [p 968]
 110. Stargate 1895 [p 976]
 111. Blaster D20 Microlite [p 993]
 112. Pendragon D20 Microlite [p 1009]
 113. Diabolical D20 Microlite [p 1018]
 114. PathfinderLite20 [p 1031]
 115. **SECTION FOUR**
 116. Character Sheets [p 1076]
- ## VOLUME II
117. **SECTION FIVE**
 118. Microlite20 Golden Edition [p 7]
 119. DungeonFinder Player's Guide [p 149]
 120. DungeonFinder GM's Guide [p 193]
 121. DungeonFinder Book of Monsters [p 242]
 122. Grimm Lite [p 284]

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 Drebitko. 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 form 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 has Microlite20 character sheets.

The fifth section, located in volume II, includes complete games with many pictures or background images. Two of these games try to add more information from the 3.x SRD to make more complete versions of Microlite20.

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.*

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Section 1:

Microlite20 Purest Essence

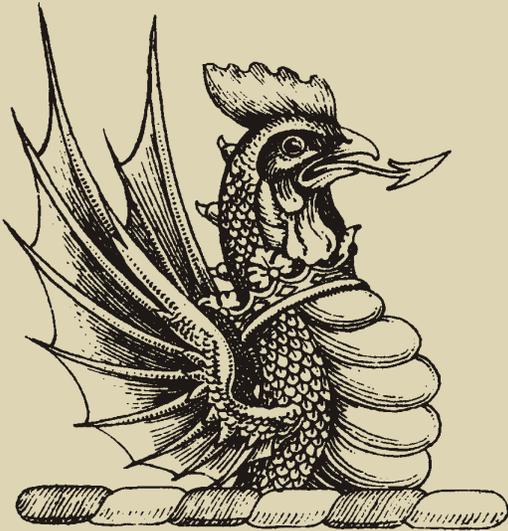
This fancy printing of Microlite20 incorporates the basic rules, the expert rules, the compact monster and spell lists, and the GM Guide in a nicely formatted package. It's really all you need to play. If you are at all familiar the 3.x Fantasy SRD, it's probably more than enough to run a fantasy campaign 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.

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

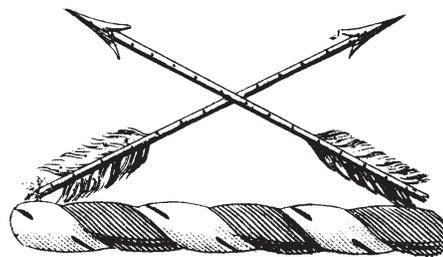
The most common coin is the *gold piece* (gp). A gold piece is worth 10 silver pieces. Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, and gold coins there are also platinum pieces (pp), which are each worth 10 gp.

| 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

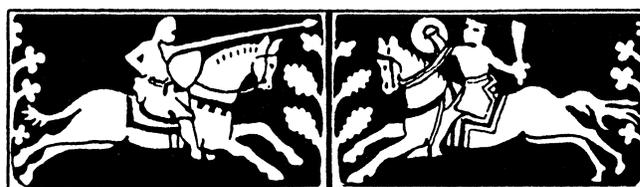
| Weapon | Cost | Damage | Range |
|-----------------|-------|--------|--------|
| Crossbow, hand | 100gp | 1d4 | 30ft. |
| Crossbow, heavy | 50gp | 1d10 | 120ft. |
| Crossbow, light | 35gp | 1d8 | 80ft. |
| Dart | 5sp | 1d4 | 20ft. |
| Javelin | 1gp | 1d6 | 30ft. |
| Longbow | 75gp | 1d8 | 100ft. |
| 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

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)



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 | | |



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: 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.

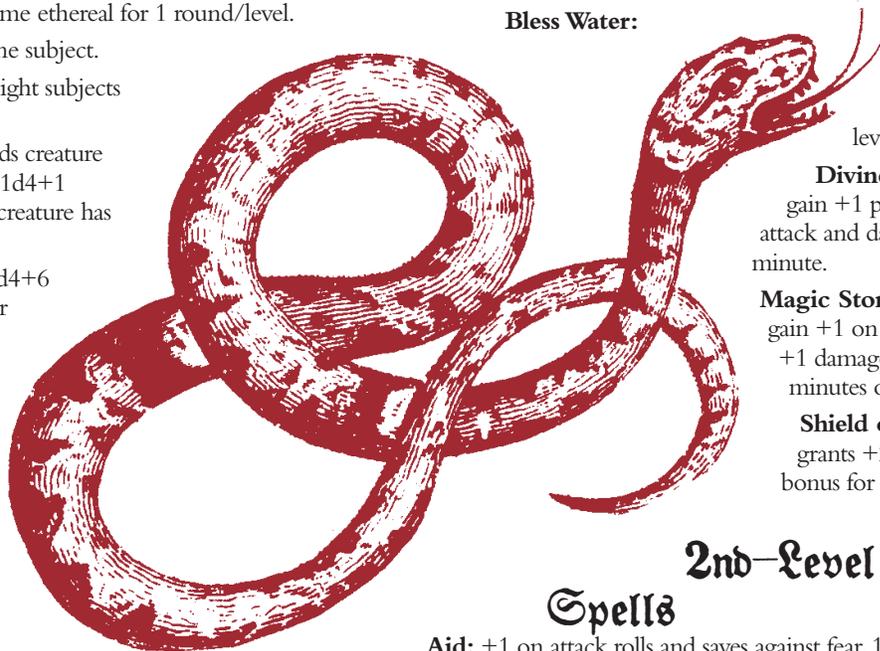
0-Level Divine Spells: Orisons

- 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
- 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, $d4 \rightarrow d6$, $d6 \rightarrow d8$, 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.

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 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)

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, 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: 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)

Bermin

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)

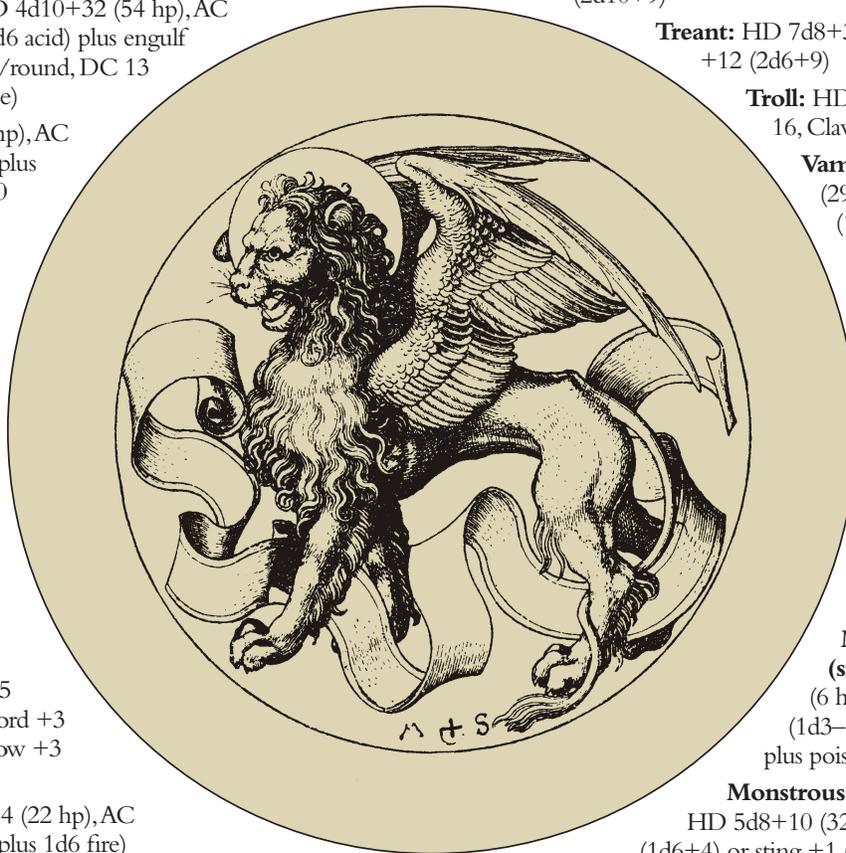
Hybrid Form: HD 3d8+7 (20 hp), AC 16, Claw +4 (1d4+2)

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: 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 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 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 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.

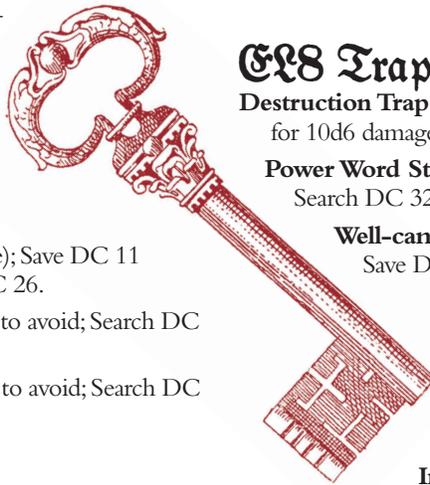
Wide-mouthed Spiked Pit with Poisoned Spikes: 70 ft. deep (7d6, fall), Atk +10 (1d4+5 plus poison each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

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.

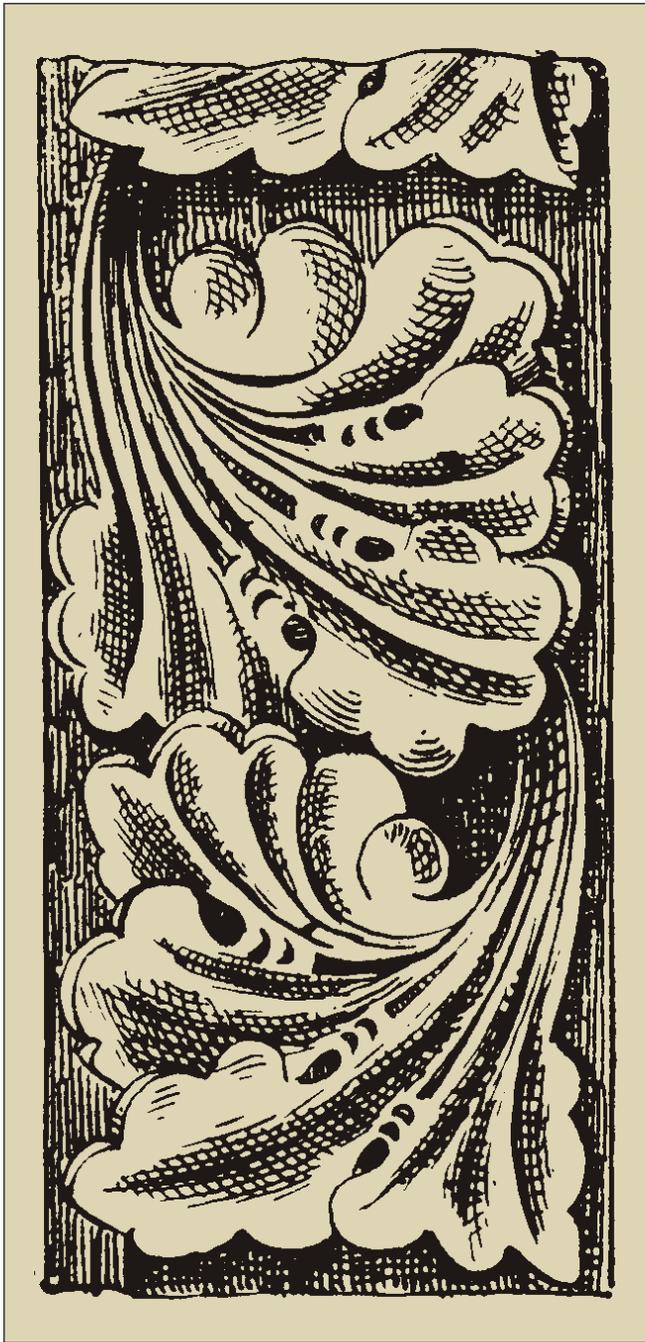
Energy Drain Trap: Atk +8 (2d4 negative levels for 24 hours); Save DC 23 to avoid; Search DC 34, Disable DC 34.



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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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.

MICROLITE20

Monsters

| Name | Hit Dice | Armour Class | Attack |
|--------------------------|----------------------|--------------|--|
| 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 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 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.

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Microlite20

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 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 Uncarthed**, which features two new races (Half-ogres 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: Sculpt 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

Cost

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 it's 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 chance 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 gives 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**

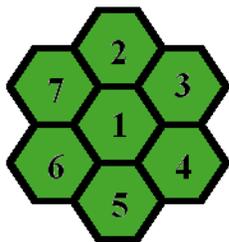
Created **06/17/2008 - 15:16**

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 it's 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.
- **Wingtipper's 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 as 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 it's 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 Distructor 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 do 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. $9/10$ th 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 $10/9$ th for 10hp. This leaves the Gnolls with just 2hp. Just 54 Gnolls remain standing ($300 \times 1/2$). 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 $11hp \times 10/9 = 12hp$ 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 12

Ogre tries to resist, rolls 15 + HD (4) = 19, succeeds.

Ogre rolls 8+8, does 17 damage to Kyoshi – down to 0!

Myung attacks from the shadows, rolls 12+7, does 5+7 damage – down to 7.

(In an alternate universe the sneak failed and he rolled 12 and 15, doing 5 and 6 damage, bringing the ogre down to 8.)

Yonkyu sees that the ogre is badly hurt and rolls 18, does 3 damage – down to 4.

Yasu Odong casts Sleep on Ogre, rolls 9 + Magic Attack Bonus (5) = 14, uses 3hp – down to 12

Ogre tries to resist, rolls 6 + HD (4) = 10, fails, and will fall asleep next round!

Ogre rolls 15+8, does 20 damage to Myung – down to 1!

Myung rolls 9+7, does 5 damage to ogre – killing it before sleep takes effect.

Party wins!

Yonkyu casts Cure Light Wounds twice on Kyoshi & Myung, costing him 12 hp total, healing 2d8+6 for each: 15 for Kyoshi and 14 for Myung.

Status:

Kyoshi @ 15/29hp

Myung @ 15/21hp

Yonkyu @ 11/23hp

Yasu Odong @ 12/18hp

58% of max.

Conclusion:

1. Not a point landing with the party ending at 58% instead of 75%.
2. Combat was interesting I think.
3. The ogre having the initiative did not decide the fight.

Character Creation Example

Let's create a thief! Name: Alex. Class: Rogue. Race: Human. Level: 1. That was easy.

Roll 4d6: 5, 5, 2, 4. Drop 2 for a total of 14. Assuming this is above average, let's assign this to DEX.

Roll another 4d6: 5, 2, 5, 6. Drop 2 for a total of 16. Damn! Should have used this for DEX. Doesn't matter, however. We'll use it for STR. This is going to be a master assassin!

Roll the last 4d6: 5, 5, 3, 3. Drop 3 for a total of 13. This must be my lucky day. Use it for MIND.

This gives us STR 16, DEX 14, MIND 13. STR bonus is +3, DEX bonus is +2, MIND bonus is +1 since we have to round down.

Skills are Level + 1 because we're human. And Sub is + 3 because we're a rogue. Thus: Phys 2, Sub 5, Know 2, Comm 2.

There's no magic to worry about. As for combat, we'll be wearing studded leather and a large weapon because we're so strong: A katana, which we could use as a two-handed weapon, if necessary!

Hitpoints is $STR + 1d6 (3) = 19$. Not bad for a rogue...

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

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

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

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

Level Advancement Example

The 1st level adventurers have just completed a dungeon adventure, and defeated 5 EL1 encounters, an EL2 trap and the EL3 leader. That's a total of EL10, so they all advance to level 2. They need to defeat another 20 Encounter Levels to reach Level 3.

Sanity Checks

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

To implement them in Microlite20 use $MIND \times 5$ as your starting SAN, then run SAN checks as per the Call of Cthulhu rules.

This would work as a substitute:

If the character encounters something that is likely to threaten their sanity (a rotting corpse, a vampire, a dragon, Great Cthulhu, etc), the player rolls d100. If the result exceeds their current SAN, they roll another dice (usually a d6, though more - many more! - for particularly frightening sights) and deduct that amount from their SAN.

I suggest that if they lose 1/10th of their current SAN in one go they gain a temporary insanity, such as short-term catatonia, nightmares or a phobia. When their SAN reaches 0, they're hopelessly lost. SAN can be regained through therapy, rest and weak tea.

For example: Matt Warren, Occult P.I. has a MIND of 16, so his SAN is 80 at the start of the campaign. His first case involves a series of bodies that have been discovered with their lips and eyelids sewn shut with red thread. He's in the morgue, and on his first sight of the bodies makes a SAN check, getting a 92 for the result. He rolls a d6 and gets a 4, meaning his SAN is now 76.

And thus begins the slow descent into madness.....

Alternate Skill System

Higher level characters in Microlite20 tend to be very skilled even at things outside of their area of expertise. A +3 bonus to one skill at level 1 is a significant advantage. However, by level 20 (and beyond), that bonus is marginal.

To signify the different specialties of each class you can use the following system.

Clerics are at (Level + 3 + Mind Modifier) for Communication, and (Half-Level + Ability Modifier) for all other skills. The GM may rule that a Cleric uses (Level + MIND) for Knowledge when used for all things related to dogma-related.

Fighters are at (Level + 3 + Strength Modifier) for Physical, and (Half-Level + Ability Modifier) for all other skills. The GM may rule that a Fighter uses (Level + MIND) for Knowledge when applicable to martial areas.

Magi are at (Level + 3 + Mind Modifier) for Knowledge, and (Half-Level + Ability Modifier) for all other skills. The GM may rule that a Magi uses (Level + MIND) for Communication when dealing with other spell casters.

Rogues are at (Level + 3 + Dexterity Modifier) for Subterfuge and (Half-Level + Ability Modifier) for all other skills. The GM may rule that a Rogue uses (Level + MIND) for Knowledge when applicable to all things rogue-like.

When determining a skill that is at "half-level" always round down.

Adding Charisma

Adding CHA as a stat is as simple as writing it onto your character sheet and making an extra 4d6 roll during character generation.

The skill bonus can then be used in place of your MIND bonus for any interactions with intelligent creatures.

Examples

Bluffing past a guard - sub+CHA

Intimidating the barbarian leader with a show of might - phys+CHA

Convincing the elven court that you mean no harm to their forest - com+CHA

Haggling down a merchant - com+CHA

Alternative

You can still simulate charismatic leaders by having non-magi with a high MIND stat.

Multiclassing

To Multiclass in Microlite20 simply take an additional class at your next level break, subject to GM permission. It is not recommended for Games Masters to allow more than two class combinations however as this can lead to Powergaming Munchkinitis, a dreadful disease that afflicts some role-players.

Optionally, only allow a class change every third level (3,6,9,etc).

Certain class combinations can be used to simulate other base D&D classes:

Fighter + Cleric = Paladin

Rogue + Cleric = Bard

etc.

As an additional option, characters do not get the +3 bonus to the specialty skill of that class, only the first class a character takes receives this bonus. This should cut down on min/maxing and allow characters to branch into multiple classes freely.

Monks

Monks use no armour. They have a +3 bonus to Physical and can fight unarmed (kicks, punches, etc) doing d6 damage (STR bonus to damage still applies). Their unarmed damage increases every four levels starting at the fourth level as shown in the following table:

| | | | | | | |
|--------|-----|-----|------|-------|-------|------|
| Level | 1-3 | 4-7 | 8-11 | 12-15 | 16-19 | 20 |
| Damage | 1d6 | 1d8 | 1d10 | 2d6 | 2d8 | 2d10 |

Their attacks count as magical after 3rd level.

They gain an AC bonus equal to half their level (rounded up) provided they are wearing no more than loose fitting clothes.

| | | | | | |
|----------|-----|-----|-----|-----|------|
| Level | 1-2 | 3-4 | 5-6 | 7-8 | 9-10 |
| AC Bonus | +1 | +2 | +3 | +4 | +5 |

Ninjas are the same as Monks, but gain +3 to Sub instead of the +3 to Phys.

Monks can use DEX bonus + level instead of STR bonus + level as melee attack bonus if unarmed.

Additionally, the following may be applicable for some campaigns:

Monks make multiple attacks per round by taking -2 on the first attack, -4 on the second attack, and so on, as long as their melee attack bonus is positive.

Example: Mu Ehr is a 5th level monk with STR 12/+1 and DEX 18/+4. He uses DEX based Gong Fu to fight and thus has a melee bonus +9 for a single attack. When using a Flurry of Blows, he has four attacks at +7/+5/+3/+1. He deals 1d8+1 points of damage when he hits. His AC is 17.

His older brother Chen Dong is a 5th level monk with STR 17/+3 and DEX 15/+2. He uses STR based Iron Fist moves and has a melee bonus of +8. When using a Flurry of Blows, he has three attacks at +6/+4/+2 (there is no +0 attack). He deals 1d8+3 points of damage when he hits. His AC is 15.

Druids

A Druid is a Cleric who worships Nature and Nature spirits. Generate as a Cleric but use the Druid spell lists from the SRD. Druids avoid using metal where possible, preferring living or once-living materials (leather, wood, etc).

From third level a Druid can Wild Shape into any small animal (eg a fox or badger) once a day. Every three levels the number of uses increases by one (2/day at 6th, 3/day at 9th, etc). A Druid can use up 2 uses by Wild Shaping into a medium-sized animal (eg, a wolf), or 3 uses by Wild Shaping into a large animal (eg, a bear).

Base Attack Bonus

This variant makes certain classes better at fighting than others.

Clerics have a Base Attack Bonus equal to 1/2 of their level (rounded up).

Fighters have a Base Attack Bonus equal to their level.

Rogues have a Base Attack Bonus equal to 3/4 of their level (rounded up).

Magi have a Base Attack Bonus equal to 1/2 of their level (rounded up).

Halfbreeds

Halfbreed races are a common staple of fantasy.

Half-Orc +3STR, -1MIND

Half-Elf +1MIND, +1 comm

Mul (Half-Dwarf) +1STR, +1 phys

Quarterling (Half-Halfling) +1DEX, +1 sub

Half-Fiend +3MIND, -1STR or -1DEX

Half-Stone Elemental +3STR, -1DEX

Half-Air Elemental +3MIND, -1STR

Half-Water Elemental +3DEX, -1MIND

Half-Fire Elemental +3MIND, -1DEX

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 $1d20 + \text{Cleric lvl} + \text{Cha mod}$. The DC to beat is $10 + \text{Monster HD} + \text{Turn Resistance (if any)} + \text{Cha mod}$. 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 = $1d20 + \text{Clr lvl} + \text{MIND mod}$
DC = $10 + \text{creature HD} + \text{Turn Resistance} + \text{MIND mod}$

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 thieve'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. It's form is no measure of power, however, for the plainest staff often holds the most power. Spell staves come in two types - Magestuffs, 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 it's 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)

Ankheg

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 +8 (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 incorporeal touch +3 (1d4 perm. Wis); babble, madness; undead, incorporeal, +2 turn resistance |
| Allip | 15 | 4d12 | 26 | +5 | |
| 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. |
| Ankheg | 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 | 20 electricity ray +12 (2d8), bite +12 (1d8+2); electricity ray; immunities, fire and cold resistance 20 |
| Arrowhawk, Elder | 22 | 15d8+45 | 112 | +5 | 20 electricity ray +19 (2d8), bite +20 (2d6+9); electricity ray; immunities, fire and cold resistance 20 |
| 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, 1d6/2d6 Str) |
| 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, alternate form |
| Barghest, Greater | 20 | 9d8+18 | 58 | +6 | bite +12 (1d8+4), 2 claws +7 (1d6+2); spell-like abilities, feed; damage reduction 15/+1, 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 10/+1, SR 30, celestial qualities, uncanny dodge |
| Cel., Planetar | 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; scent |
| 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.), DR 15/+2, immunities, SR 25 |
| 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.), DR 15/+2, immunities, SR 27 |
| 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.), DR 20/+3, immunities, SR 29 |
| 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.), DR 20/+3, immunities, SR 31 |
| 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, SR 19 |
| 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 21 |
| 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 10/+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 10/+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.), DR 15/+2, immunities, SR 25 |
| Drag., Green, Anc | 37 | 32d12+224 | 432 | +4 | bite +40 (4d6+12), 2 claws +35 (2d8+6), 2 wings +35 (2d6+6), tail slap +35 (2d8+18); breath (60 ft., DC33, 20d6), spell-like abilities, spells (13th), fright (300 ft., DC31); blindst (300 ft.), DR 15/+2, immunities, SR 27 |
| Drag., Green, Wyr | 40 | 35d12+280 | 507 | +4 | bite +44 (4d6+13), 2 claws +39 (2d8+6), 2 wings +39 (2d6+6), tail slap +39 (2d8+19); breath (60 ft., DC35, 22d6), spell-like abilities, spells (15th), fright (330 ft., DC32); blindst (330 ft.), DR 20/+3, immunities, SR 28 |
| Drag., Green, GW | 43 | 38d12+304 | 551 | +4 | bite +48 (4d6+14), 2 claws +43 (2d8+7), 2 wings +43 (2d6+7), tail slap +43 (2d8+21); breath (60 ft., DC37, 24d6), spell-like abilities, spells (17th), fright (360 ft., DC35); blindst (360 ft.), DR 20/+3, immunities, SR 30 |
| Drag., Red, Wlg | 16 | 7d12+14 | 59 | 0 | bite +10 (1d8+3), 2 claws +5 (1d6+1), 2 wings +5 (1d4+1); breath (30 ft., DC15, 2d10); blindst (30 ft.), fire subtype, immunities |
| Drag., Red, VY | 18 | 10d12+30 | 95 | 0 | bite +14 (2d6+5), 2 claws +9 (1d8+2), 2 wings +9 (1d6+2), tail slap +9 (1d8+7); breath (40 ft., DC18, 4d10); blindst (60 ft.), fire subtype, immunities |
| Drag., Red, Yng | 21 | 13d12+39 | 123 | 0 | bite +19 (2d6+7), 2 claws +14 (1d8+3), 2 wings +14 (1d6+3), tail slap +14 (1d8+10); breath (40 ft., DC19, 6d10), spells (1st); blindst (90 ft.), fire subtype, immunities |

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-lk 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-lk 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-lk abil, 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-lk abil, 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-lk abil, 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, immun., 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 | 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-lk 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-lk 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-lk 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.), fire subtype, 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.), fire subtype, 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-lk abilities, spells (9th), fright (210 ft., DC28); blindst (210 ft.), fire subtype, 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., DC37); blindst (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., DC40); blindst (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, capsize; scent, fire immunity, dragon |
| Dragonne | 18 | 9d10+27 | 76 | +6 | bite +12 (2d6+4), 2 claws +7 (2d4+2); roar; scent |
| Drider | 17 | 6d8+18 | 45 | +2 | 2 sh. swords +3 (1d6+2), bite +0 (1d4+1 &p), shortbow +5 (1d6); poison (DC16, 1d6 Str), spells, spell abilities; SR 14 |
| Dryad | 12 | 2d6 | 7 | +6 | dagger +1 (1d4); spell-like abilities; symbiosis |
| 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/phantasm; 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 30 |
| Frost Worm | 18 | 14d10+70 | 147 | +4 | bite +20 (2d6+12 & 1d8 cold); trill, breath weapon (30 ft., DC22, 15d6); cold subtype, death throes |
| 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 &p), 2 claws +0 (1d3 &p); paralysis (DC14), create spawn; undead, +2 turn resistance |
| Ghast | 16 | 4d12 | 26 | +2 | bite +4(1d8+1 &p), 2 claws +1 (1d4 &p); 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 catching, fire subtype |
| Giant, Cloud | 21 | 17d8+102 | 178 | +1 | gar mngst +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. grtsword +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); scent |
| 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 2, DR 5/+1 |
| Mephit, Dust | 17 | 3d8 | 13 | +7 | 2 claws +4(1d3); breath (10 ft., DC12, 1d4 & torment), spell-like abilities, summon mephit; fast healing 2, DR 5/+1 |
| 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 10/+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; fast healing 2, DR 10/+1 |
| 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 | 2 slams +12 (1d6+5), tongue touch +7 (par); improved grab, paralysis (DC14), create spawn; undead |
| Mummy | 17 | 6d12+3 | 42 | -1 | slam +6 (1d6+4 and mummy rot); despair, mummy rot; undead, resistant to blows, DR 5/+1, fire vulnerability |
| 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; poison immunity, guarded thoughts, charm resistance |
| 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, DR 20/+3 |
| Nightwing | 28 | 17d12 | 110 | +8 | bite +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, etherealness |
| 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 longsword +7 (1d8+7) |
| Ogre Mage | 18 | 5d8+15 | 37 | +4 | huge greatsword +7 (2d8+7), or huge longbow +2 (2d6); spell-like abilities; regeneration 2, 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, split, 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, split, 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; fast healing 5, resistances |
| Slaad, Blue | 18 | 8d8+24 | 60 | +2 | 4 rakes +11 (2d6+4), bite +9 (2d8+2 & d); spell-lk 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 |
| Sprite, Grig | 18 | 1/2 d6+1 | 2 | +4 | diminutive short sword +6 (1d3-3), composite shortbow +6 (1d4); spell-like abilities, fiddle; 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 |
| Thoqqua | 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 AC HD hp Init Attacks and Qualities

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 | 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 | AC | HD | hp | Init | Attacks and Qualities |
|---------|----|----|----|------|-----------------------|
|---------|----|----|----|------|-----------------------|

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; vermin |
| 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 | 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 ARCANES SPELLS

0-LEVEL ARCANES 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 ARCANES 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 ARCANES 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 ARCANES 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 ARCANES 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 ARCANES 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 ARCANES 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 ARCANES 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 ARCANES 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 ARCANES 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: 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 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 1 round / 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. **Entrhall:** 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:** Paralyzes 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:** Frees 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 extradimensional 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 ghosts (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 cater 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 skimmed 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 ½ 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 augmented 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).

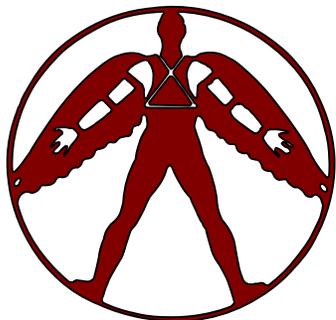
9TH LEVEL PSION POWERS

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.

Udoroot (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>Precognitionion, 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>Telepathic 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

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| <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. |

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| <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. |
| Prowess | 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

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| <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. |

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| <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. |
| Mental Barrier | 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 Psicrystal</i> | Your psicrystal 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 meelee attack, you heal half of your base weapon damage. |

4th-Level Psi-Powers

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| <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. |

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| <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 <i>teleport</i> . |
| <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

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| <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. |

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| <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

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| <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

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| <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

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| <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

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| <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 give the 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 yards. 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.

~~*Mindercrusher* Any psionic creature struck in combat by a mindercrusher 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 manifester 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 | EL's | Humans+HalfX | Elves/Dwarves | Halflings | Orcs | Gnomes |
|-----|------|--------------|---------------|-----------|------|--------|
| 1 | 0 | 16 | 32 | 25 | 10 | 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.

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.

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.

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.

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.

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, it's 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 bonus | DEXb 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 ruins 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/level damage), Major ((1/2 Level)d6 damage), Greater (1d6/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/level damage), Major ((1/2 Level)d6 damage), Greater (1d6/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 Dispel 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 Microlite20. 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 Flame (F) 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 you 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 become living iron, 1min/level, +6 Str, -6Dex, +15AC

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 x 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 purlieu 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** (infirmio): 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 or 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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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 staves 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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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 M20s 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 ; Blindsense ; 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 ; Lightning 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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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 immanent. 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 mecha's 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, Megatanium: +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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Source URL: <http://microlite20.net/node/80>

Microlite 20 Mecha Revised

Initially by Darth Cestual/greywulf

By Andrew Domino (www.dominowriting.com/games.html), last revised May 10, 2011

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Based on the Microlite 20 Purest Essence Rules: www.microlite20.net/files/Microlite20_purest_essence.pdf

This is an adaptation of the Microlite 20 Purest Essence rules for the creation of mecha. A mecha is a giant robot or mechanized suit of armor used for heavy industrial work, or more often, combat, like a massive tank with arms and legs, though your mecha may instead have wheels, skis or some other mode of transport. These rules will enable you to create any kind of mecha, from a personal battle suit to a team of robots that combine together to form a super-robot, strong enough to destroy a planet.

You'll need Purest Essence for rules on how to play and other rules not listed here. Non-mecha creatures, like humans, animals and monsters, are called "ordinary characters" in these rules.

Piloted Or Independent?

No matter what kind of mecha you create, the first decision you'll have to make is: who's controlling the mecha?

A *piloted* mecha is one that has a human (or alien, elf, or some other creature) inside it. In a battle suit, the mecha is wrapped head-to-toe around the human's body. In a larger mecha, a human sits in a cockpit in its torso or head, directing the mecha's movements and weapons from that central point.

An *independent* mecha is actually a robot itself, with a computer brain controlling its thoughts and actions. It's even possible for a smaller mecha to pilot another mecha.

Choose piloted or independent when creating your mecha character. A pilot's statistics do not affect the mecha's attacks and other actions.

Power Core

Each mecha holds at least one "power core" – a compact engine and fuel compartment stored in a protected section of the mecha. It can be described any way you wish: a miniature nuclear

reactor, nanotech energy generators, gasoline engine, magical sphere of force, etc. Each power core provides 10 Power Points for the mecha to use in a battle, or about 10 minutes (outside combat) before it is fully drained. Power cores can be combined (a mecha with 3 power cores has 30 Power Points per turn). Some equipment calls for the mecha to spend Power Points, though movement and basic controls (lifting, connecting to an outside computer, etc.) do not require Power Points.

A power core will recharge 1 Power Point per minute outside combat, and must be recovered in combat (see below). If a mecha ends its turn with 0 (zero) Power Points or less, there is potential that the power core or cores may melt down or even explode. Roll 1d10: on a result of 1, the power core is unstable. The pilot and anyone else inside the mecha must leave immediately, before the power core is destroyed, causing damage equal to Size Grade d12 to all targets in a circle Size Grade x 10 feet (or 2 spaces) around the mecha. For example, a Size Grade III mecha that is destroyed causes 3d12 damage in a 30 foot (6 spaces) radius.

Stats And Level

Mecha have three stats, similar to ordinary characters. Roll 4d6, drop lowest die. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats. Alternately, assign the stat scores 16, 13 and 11 in any order. After each major adventure, or when the game master chooses, each mecha gains a **Level**. Every three levels (Level 3, 6, 9, etc.), add +1 to one of the mecha's stats in the form of upgrades. All mecha begin at Level 1.

Chassis: The stability and lifting capability of the mecha's structural design and its hydraulics systems. This is the equivalent of an ordinary character's Strength stat.

Handling: The mecha's ability to move and

target its weapons, using its electronics and servo controls. This is the equivalent of an ordinary character's Dexterity stat.

Pilot or Cortex: The skill of the person operating the mecha (for a piloted mecha), or the performance ability of the mecha's computing "brain" power (for an independent mecha). This is the equivalent of an ordinary character's Mind stat.

After adjusting stat scores for Size Grade (see below) and equipment, determine your stat bonuses by using (stat score -10) /2, round down. This math is done for you here.

| <u>Stat Score</u> | <u>Stat Bonus</u> |
|-------------------|-------------------|
| 3 | -4 |
| 4 – 5 | -3 |
| 6 – 7 | -2 |
| 8 – 9 | -1 |
| 10 – 11 | +0 |
| 12 – 13 | +1 |
| 14 – 15 | +2 |
| 16 – 17 | +3 |
| 18 | +4 |

Operating Systems (OS)

Where standard characters have skills, mecha have operating systems. There are four.

Combat: The offensive and defensive capabilities of the mecha. Half this value (round up) is the mecha's attack bonus (see below). This is the equivalent of an ordinary character's combat abilities – melee/hand-to-hand, missile/ranged and magic/supernatural (if possible).

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 controls. This is the equivalent of an ordinary character's Physical skill.

Sensors: How well the mecha can process the information on its surrounding environment, as well as how to avoid or disarm other sensor systems. This is the equivalent of an ordinary character's Subterfuge skill.

Interface: How well a mecha's on board computers can interact with outside systems. This is the equivalent of an ordinary character's Knowledge and Communication skills, as a mecha's computer both stores its records and can upload and download information.

Each character starts with four OS points to be assigned to any operating systems the player chooses. Any OS points not assigned are lost. Roll higher than the Difficulty Class given in the adventure to succeed.

Operating System rank = 1 + OS points + bonus offered by Configuration (see below) + any other bonuses. When a mecha gains a Level, add +1 to each of the mecha's operating systems in the form of upgrades.

Slots

A mecha doesn't need to purchase equipment, armor and weapons. Instead, it is built by filling "slots": segments on its structure made to host guns and ammunition, computer controls, readouts for the pilot, etc.

Each Size Grade (below) lists the number of slots the mecha will hold, and each item of equipment and armament lists the number of slots it requires to be installed. Any slots not filled go unused. If a mecha picks up a new item, it must clear one or more slots before it can be used by the mecha.

The mecha's cockpit, power core or cores and basic mechanical and electronic elements do not take up slots. Each item of equipment or armament can only be purchased once.

Size Grade

Size Grade I: These mecha are common as industrial loaders, urban infantry, starship boarding actions and for police and military "power armor." Not much larger than a standard human, Size Grade I is the equivalent of a medium or large size ordinary character.

An attack by a Size Grade I mecha on an ordinary character causes the listed amount of damage (a Size Grade I mecha's machine

guns cause 1d6 damage to a human).

An attack by an ordinary character on a Size Grade I mecha causes at most $\frac{1}{2}$ the listed amount of damage (round down – a human firing a 2d6 machine gun causes 1d6 damage to a Size Grade I mecha).

Power Cores: 1 (10 Power Points)
Slots Available: 5
Stat Score: +2 Pilot or Cortex

Size Grade II: Designed as the standard battlefield model, Size Grade II mecha are a good balance between production cost and effectiveness in the various theaters of war. Most shape-changing mecha, ones that can switch between a humanoid and vehicle, animal or object form, are also this size. Size Grade II is the equivalent of a huge or gargantuan size ordinary character.

An attack by a Size Grade II mecha on an ordinary character causes 5 times the listed amount of damage (a Size Grade II mecha's machine guns cause 5d6 damage to a human).

An attack by an ordinary character on a Size Grade II mecha causes at most 1d3 points of damage, no matter what the weapon's normal damage (a human firing a 2d6 machine gun causes 1d3 points of damage to a Size Grade II mecha).

Power Cores: 2 (20 Power Points)
Slots Available: 10
Stat Score: +2 Handling

Size Grade III: 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. Combiners, shape-changing mecha that can connect together to form a larger mecha, are this size. Size Grade III is the equivalent of a gargantuan or colossal size ordinary character.

An attack by a Size Grade III mecha on an ordinary character causes 10 times the listed

amount of damage (a Size Grade III mecha's machine guns cause 10d6 damage to a human).

An attack by an ordinary character on a Size Grade III mecha cannot cause any damage at all, no matter what the weapon's normal damage (a human firing a 2d6 machine gun causes no damage to a Size Grade III mecha).

Power Cores: 3 (30 Power Points)
Slots Available: 15
Stat Score: +2 Chassis

Configuration

A mecha's configuration is its primary purpose in and out of combat. Each provides a bonus to one operating system and some other special ability. While Size Grade is equivalent to an ordinary character's race, Configuration is equivalent to an ordinary character's class.

Assault: Designed with weapons and armor for heavy combat use. Nicknamed the “soldier bot.”

Operating System: +3 Combat

Special Ability: +1 free slot, which must be used for an armament (not non-combat equipment).

Industrial: Used for heavy lifting and carrying, in construction, terrain modification, etc. Nicknamed the “salaryman bot.”

Operating System: +3 Engineering

Special Ability: +1 free slot, which must be used for an item of non-combat equipment (not armament).

Infiltrator: Used for reconnaissance. Often slightly smaller than similar mecha, these have sound and video dampeners to keep them concealed and protected from bigger, tougher mecha. Nicknamed the “scout bot.”

Operating System: +3 Sensors

Special Ability: +2 to Armor Class. Add another +1 to Armor Class after three Levels (Level 3, 6, 9, etc.).

Support: Used as the standard service and repair model. Nicknamed the “scientist bot.”

Operating System: +3 Interface

Special Ability: Each turn this mecha is in melee/hand-to-hand distance with another

mecha, it can repair +2d6 hit points to that mecha (or to itself). It requires 1 Power Point each time.

Combat Data

Armor Class: 10 + Handling stat bonus + Infiltrator special ability + any armor armament.

Hit Points: Chassis stat score + 5 (for Size Grade I) or +10 (for Size Grade II) or +20 (for Size Grade III). Add +2 hit points each time the character gains a Level. If a mecha's hit points fall to 0 (zero), damage is removed from Power Points (see above). A mecha can not be restored to more than its initial hit points.

Initiative: 1d20 + Handling stat bonus.

On its turn, a mecha can move once and take other actions, including attacks, using equipment, and attempting other rolls using operating systems. Each action, except for that first move, "costs" a certain number of Power Points. A mecha can keep acting until it ends its turn or runs out of Power Points.

Moving additional times in a turn uses 2 Power Points per time after the first. A Size Grade I mecha normally moves 30 feet (6 spaces on a standard battle map) per turn. A Size Grade II or III mecha normally moves 60 feet (12 spaces) per turn.

Attacks are: 1d20 + $\frac{1}{2}$ Combat Operating System (round up) rank vs Armor Class. This works even if a mecha is facing an ordinary character – it's the damage that is affected (see Size Grade, above). Power Points for the attack (listed by the armament) are spent before the attack is rolled. A mecha can make multiple attacks in a single turn, but each must use a different armament. All attacks have a bonus equal to $\frac{1}{2}$ Combat Operating System, whether it is using a fist, a gun, or any other weapon, since they all rely on the mecha's design and functionality.

To perform another action, determine which stat and operating system will best fit the action. Spend 1 Power Point (or more, if the game master decides the action is especially complex or demands a lot of energy), then roll 1d20 + Stat Bonus + Operating System rank vs a

difficulty determined by the game master (often 10 or 15).

If a mecha does not move, attack or take any other action on its turn in combat, it will recover 1d6 Power Points.

Non-Combat Equipment

Additional Cockpit: This can be used as a separate gunner's control, engineering station, or for a passenger. Each turn, add +1d6 to one roll your mecha makes. You must decide which roll you will use this bonus for before you roll any dice. Slots used: 2, Power Points used: none

Additional Power Core: +10 power points. Slots used: 2, Power Points used: none

Advanced Comm Center: Used in tactical relays, scientific analysis and jamming enemy communication systems. +3 Interface when applied. Slots used: 1, Power Points used: 1 per turn this bonus is applied

Advanced Diagnostics: If a mecha does not move, attack or take any other action on its turn in combat, it will recover 1d12 Power Points, instead of the regular 1d6. Slots used: 1, Power Points used: none

Advanced Sensor Array: +3 Sensors when applied. Slots used: 1, Power Points used: 1 per turn this bonus is applied

Afterburner: This oversized engine doubles the range of a jump pack and the speed of thrusters (one afterburner will apply to either or both items). Slots used: 1, Power Points used: 2 Power Points per turn along with jump pack, 1 Power Point per turn along with thrusters.

Anti-Gravity Functionality: A series of stabilizers and small maneuvering thrusters that enable a mecha to function in space. It operates at the same speed and with the same operating system capability as it does on land. Slots used: 1, Power Points used: 1 per turn

Back-Up Systems: These redundant coolant and alarms help prevent a core breach. If you are rolling to see if a power core is unstable, roll 1d20 instead of 1d10. Slots used: 1, Power Points used: none

Gestalt Formatting: As its entire turn, a mecha can combine with other mecha to form part of a larger mecha, called a combiner (one Size Grade larger than itself – Size Grade III mecha cannot select this item). When combined, the mecha uses the best stat and operating system numbers of its individual mecha for each dice roll. The players of each mecha in the combined mecha must decide which of them will control the combiner mecha while together. Slots used: 1, Power Points used: 5 per combination action (coming together or separating).

Jump Pack: This system allows the mecha to make short rocket-assisted jumps of up to 1 kilometer (10 spaces in one turn). Size Grade III mecha cannot use this item. Slots used: 2, Power Points used: 2 per turn

Life Support System: The mecha is sealed and treated for aquatic or off-world operations. Slots used: 1, Power Points used: none

Lifters: Special lifting arms or crane with winch. +2 to Chassis stat score. Slots used: 2, Power Points used: none

Nanorepair Unit: The mecha can repair 3 hit points to itself, and can still take other actions on this turn. Slots used: 1, Power Points used: 3 per turn

Neural Link: A direct link to the pilot's brain increases reaction time. This item can only be used by piloted mecha. +2 to Pilot stat score. Slots used: 1, Power Points used: none

Remote: A small vehicle often used by the mecha to silently observe or move into dangerous situations. The remote can hold a small amount of material (it is not big enough to hold another mecha or an ordinary character). The remote cannot make attacks, but uses the mecha's AC if it is attacked. The mecha controls its remote. It can take one action per turn, in addition to the mecha's actions. Slots used: 2, Power Points used: 1 to launch the remote

Reserve Power Supply: A small generator holds reserve energy, providing the mecha with +5 Power Points. Slots used: 1, Power Points used: none

Shape-Changing Matrix: Allows a mecha to engage a physical transformation, changing it into a vehicle, robotic animal or object form and back. The shape-change takes

place instantaneously. In its alternate form, the mecha has all the capabilities of that vehicle, creature or object, and can still communicate in spoken language. +5 Sensors to appear as a "normal" vehicle, animal or object when in that form. Slots used: 1, Power Points used: 2 per shape-change (from mecha to other form or the reverse).

Structural Enhancement: The mecha is built to absorb additional damage, providing +5 initial hit points. Slots used: 1, Power Points used: none

Thermoptic Camouflage: Light refraction and camouflage paint enable a mecha to blend in with its surroundings. +10 Sensors, but only to avoid detection. Slots used: 1, Power Points used: 1 per turn

Thrusters: These rocket engines enable a mecha to fly through the air as fast as it can walk. Terrain will not affect the mecha's movement. It can still attack and be attacked by other mecha, but only with ranged weapons. Slots used: 2, Power Points used: 3 to launch, +1 point per turn to remain in the air until the next turn.

Wings: +5 to Combat, Engineering and Sensors, but only when in flight. Thrusters are required to actually begin and end flight. Slots used: 2, Power Points used: none

Armaments

Armor, Light Mecha: +2 Armor Class. A mecha can have only one type of armor (and a shield). Slots used: 2, Power Points used: none

Armor, Medium Mecha: +4 Armor Class. A mecha can have only one type of armor (and a shield). Slots used: 4, Power Points used: none

Armor, Heavy Mecha: +8 Armor Class. A mecha can have only one type of armor (and a shield). Slots used: 8, Power Points used: none

Tactical Shield: +1 Armor Class. Slots used: 1, Power Points used: none

Gladiator Enhancement: The mecha has specialized combat ability when fighting face to face. +1 to hit with a melee/hand-to-hand attack per Power Point spent. Slots

used: 1, Power Points used: 1 to 5 per turn this bonus is applied

Ion Cannon: No damage to hit points, but the enemy suffers a -1d6 penalty to all rolls on its next turn. Slots used: 2, Power Points used: 5 per attack.

Laser Blaster: 3d6 damage. Slots used: 2, Power Points used: 6 per attack.

Machine Guns: 1d6 damage. Slots used: 1, Power Points used: 4 per attack.

Mass Cannon: 2d12 damage. Slots used: 2, Power Points used: 6 per attack.

Mecha-Sized Hand Weapon: Size Grade I: 1d8, Size Grade II: 2d8, Size Grade III: 3d8 damage. Slots used: none, Power Points used: 4 per attack. This weapon can be used in melee/hand-to-hand combat only. Choose a specific weapon, like axe, sword or club.

Missile Pods: 1d20 damage. Slots used: 2, Power Points used: 8 per attack. Fires a barrage of 20 small missiles. The die roll indicates how many hit their mark.

Plasma Cannon or Rail Gun: 2d10+5 damage.

Slots used: 3, Power Points used: 7 per attack.

Punch or Crush (landing on another mecha): Size Grade I: 1d6, Size Grade II: 2d6, Size Grade III: 3d6 damage. Slots used: none, Power Points used: 4 per attack. This weapon can be used in melee/hand-to-hand combat only.

Targeting System: The mecha has specialized combat ability with long-range attacks. +1 to hit with a missile/ranged attack per Power Point spent. Slots used: 1, Power Points used: 1 to 5 per turn this bonus is applied

Recoilless Rifle: 2d10 damage. Slots used: 2, Power Points used: 5 per attack.

Rocket Launcher: 1d8 damage. Slots used: 1, Power Points used: 5 per attack.

Shockwave Pulse Emitter: 2d8 damage. Slots used: 3, Power Points used: 7 per attack. It fires an electromagnetic pulse that fries electrical systems, sparks flammable materials, and sends targets flying an additional 10 feet (2 spaces) per point of damage suffered.

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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 it?s 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, 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](#)

WAYFARER M20

Wayfarer M20 presents 4 sections that are designed to be used in conjunction with Microlite20 core rules. It provides additional basics such as expanded race, class, and combat options as well as providing a way to simulate d20 feats in M20. MicroMagic20, MonsterMill20, MastersManual20 present alternate, fast-moving, and detailed systems to break free of the tyranny of lists, and provide game masters with tools to instantly create an infinite variety of needed material on the spot.

Races

Gnomes get +2 AC

Half-Elves get +2 to Feat bonuses

Half-Orcs get +1 Attack bonuses

Classes

Barbarians can wear light or medium armor and use shields. They have a +3 bonus to Physical and may expend HP to go into a rage, suffering -2 AC. For every 4 HP expended, gain +2 to melee attack rolls, melee damage rolls, and ignore 2 points each time they take damage.

Bards can use light armor. They have a +3 bonus to Knowledge and may inspire allies to add +1 to their d20 rolls for the rest of an encounter. Inspiration increases +1 at lv. 8, 13, and 18. They may cast Arcane spells with a max spell level of level/3 (round down).

Druids can wear light and medium armor but may never use worked metal. They have a +3 bonus to Communication. May transform into any creature with HD less than or equal to caster level. Casts any nature related spell at +1 HP cost (no signature spells).

Monks wear no armor but add both DEX and MIND bonuses to AC. They add +3 to Physical. Unarmed attacks deal d8 damage and are treated as light weapons. Add +1 to AC, 'saving throws,' and attack and damage rolls made with unarmed attacks. This increases at 4th level, and every four levels on.

Paladins use any kind armor and use shields. They have a +3 bonus to Communication. Their touch and melee attacks may cure or inflict 2 HP on allies or evil enemies for every 1 HP they exhaust. May cast Divine spells with a spell level equal to or below ¼ caster level (round down).

Rangers use light armor and shields. They have a +3 bonus to Subterfuge. They reduce total penalties from additional attacks by +1, increasing by +1 at 6th level and every five levels on. At 6th level, may add a second two-weapon/bow attack if they take a further -2 penalty on all attacks that round. May cast Divine spells with a spell level equal to or below ¼ caster level (round down).

Sorcerers wear no armor and add +3 to Knowledge. They cast Arcane spells with a spell level equal to or below ½ their class level, rounded down (minimum 1st). They treat every spell as if it were a signature spell.

Wizards are referred to as Magi in the core rules.

Combat

Each round, a character may do 2 things: attack once and move 30 feet. Movement may be traded to make extra attacks. Attack may be traded for 120 feet of movement. Characters may also do something minor (like draw a weapon) for free each round.

Rather than standard extra attack progression, at level 6 characters may choose to make a bonus attack, but every attack you make that round is with a -2 penalty. Reduce all bonus attack penalties 1 at level 11 and 16.

Members of every class, except those with a max spell level of ½ level, may use Dex bonus + Level as Melee attack bonus if wielding two light weapons. They may also make an extra attack when using two light weapons or a bow if they take a -2 penalty on all attack rolls that round.

Saving Throws= Level + relevant ability bonus.

Feats

Feats are used to perform extraordinary tasks, and may be used three times per day. Feats may be used to add a bonus equal to ½ the character's level (round up) to any of the following: d20 roll, damage roll, AC, or spell DC. The GM might also allow you to expend feat use to attempt a rule-bending action or cause hazardous effects.

Mounts and Vehicles

Vehicle speed is expressed in five categories with accompanying modifiers: Stationary/Slow Speed (0), Average speed (1), Fast (2), and Full (4). These modifiers apply positively to the vehicles' and passengers' defense and apply negatively to many passenger actions. Riders use the vehicle's speed rather than their own. A typical horse moves twice as fast as a humanoid.

Equipment

Most equipment is purchased in sets of items used for similar purposes. A basic set merely allows the character to participate in the corresponding activity (survive in the wild, navigate a cave, etc). If a specific item is required, a d20 roll of 11+ substantiates that the character has the item in question. Deluxe kits lower this DC to 5 and add a +2 to appropriate skill rolls. Characters may carry a weight equal to their STR score.

Arms and Armor

Weapons: gp Cost = points * X 5.

| Points | Damage | Feature |
|--------|--------|----------|
| 1 | D4 | 2 Handed |
| 2 | D6 | 1 Handed |
| 3 | D8 | Ranged |
| 4 | D10 | Thrown |
| 6 | D12 | Light |

*Maximum point value= 8

Armor: gp Cost = AC bonus times 5, squared.

| |
|---|
| Light +1; +2; +3 |
| Medium +4; +5; +6 |
| Heavy +7; +8 |
| Shields: gp Cost = AC bonus times 7. |
| Standard +1; +2 |
| Tower +4 |

| Equipment | Price (gp) | Weight | Set | Price (gp) | Weight |
|----------------------------|------------|--------|--------------------------|------------|--------|
| Wilderness Survival Pack | 15 | 5 | Craftsman's Tools | 5 | 3 |
| Deluxe Survival Pack | 200 | 10 | Deluxe Craftsman's Tools | 55 | 10 |
| Dungeoneering Kit | 20 | 3 | Healer's Supplies | 100 | 5 |
| Deluxe Dungeoneering Kit | 150 | 5 | Deluxe Healer's Supplies | 400 | 10 |
| Scholar's Bag | 70 | 3 | Common Mount and Gear | 92 | - |
| Deluxe Scholar's Bag | 250 | 5 | War Mount and Gear | 580 | - |
| Thieves' Implements | 40 | 3 | Magic Craft Assortment | 500 | 10 |
| Deluxe Thieves' Implements | 130 | 5 | Unique Tool | 50 | 1 |

MICROMAGIC20

MicroMagic20 is an alternative to the d20 SRD magic system that allows for spontaneous spell creation. It presents 8 spell schools from which many unique spells may be derived instantaneously. A unique spell is cast by shifting any/all default descriptors up or down the descriptor lists. The default level of each of these spells is Lv. 0 (indicated by the bracketed descriptors). Increase a spell's level +1 by shifting a descriptor down, decrease level -1 by shifting a descriptor up. A spell's final level must fall between 0 and 9. Signature Spells: Choose one school, rather than 1 spell/level, that costs 1 HP less to use.

Guidelines

Descriptor settings are to be representative; GMs may allow effects that are not listed. Err on the side of the higher level.

- A spell's area may be a cylinder (10' radius, 30' high), cone (40' long), four 10' cubes, a ball (20' radius spread) or a 120' line.
- To combine multiple spells into one, set all common descriptors identically, total combined spell levels, and add +2.
- Cast spell as a free action by adding +4 levels.
- Set a specific condition to trigger spell cast into creature or object by taking MIND rather than HP damage.
- Delay spell effects up to 5 rounds by adding +3 to spell level.
- Effect additional targets (up to caster level) dealing half damage or -4 DC by adding +3 to spell level.

Conjuration: *Create, Summon* Arcane & Divine

| Range | Duration | Manifestation | Effect |
|----------------|---------------------|---------------------|------------------------|
| | 1 round/Lv. | | +/- 1; dazzle |
| [close] | [10 min/Lv.] | [1 physical] | [+/- 2; disarm] |
| long | | area effect | +/- 4; entangled |
| | | | Total cover, pin |

Abjuration: *Ward, Protect* Arcane & Divine

| Range | Duration | Bonus | Type |
|-------------------|-----------------|-------------|-----------------------|
| | | | martial; spell school |
| | | | arcane or divine |
| [personal] | [1 min.] | [+1] | [all spells] |
| close | 1 min./Lv. | +2 | |
| long | 1 hr./Lv. | +4 | |
| area | | +8; dispel | |
| | | - | |
| | | | immune |
| | | | deflect back |

Divination: *Learn, Find, Discern* Arcane & Divine

| Range | Duration | Detail | Subject |
|-----------------|--------------------|------------------------|-------------------------|
| close | instant | | plant; animal |
| [medium] | [1 min/Lv.] | ['yes' or 'no'] | [characteristic] |
| long | 10 min/Lv. | status; location | creature; thing |
| unlimited | 1 hr./Lv. | peculiar info. | |
| | 8 hrs. | | |
| | 1 day | | |

Evocation: *Manipulate, Blast* Arcane

| Range | Targets | Die Type | Progression |
|----------------|-----------------|----------------|------------------------|
| touch | | -2 sizes | 1d/caster Lv./3 |
| [close] | [single] | [base*] | [1d/ spell Lv.] |
| long | area | +2 sizes | 1d/ caster Lv. |

*Spell Level- damage = 0-d3; 1st-d4; 2nd-7th: d6; 8-9th: d8
max dice=(Spell Lv. /2+1)x5

Enchantment: *Effect, Influence* Arcane & Divine

| Range | Duration | Effect | Number | Target |
|----------------|--------------------|----------------|------------|-------------------|
| | 1 round | calm | | |
| touch | 1 round/Lv. | - | | animal |
| [close] | [1 min/Lv.] | [charm] | [1] | [humanoid] |
| long | 1 hour/Lv. | sleeping | - | - |
| | 1 day/Lv. | speak | - | - |
| | | hold | - | any |
| | | control | area | |

Illusion: *Deceive, Project* Arcane

| Range | Duration | Sense | Interaction |
|----------------|----------------------|----------------|---------------------|
| personal | concentration | sound | |
| [close] | [1 round/Lv.] | [sight] | [if focused] |
| long | 10 min/Lv. | both | interactive |
| | 1 day | all senses | |
| | permanent | 20% real | |

Transmutation: *Change, Morph* Arcane & Divine

| Range | Target | Duration | Effect |
|----------------|-------------------|--------------------|------------------------------|
| personal | | 1 round | |
| [close] | [creature] | [1 rnd/Lv.] | [appearance; +1 roll] |
| long | - | 10 min/Lv. | resize; +2 stat score |
| | object | 1 day | alteration; fly; +4 stat |
| | - | permanent | transformation |
| | 1/lv. | | |

Necromancy/Healing: *InFLICT, Cure* Divine

| Range | Target | Condition |
|----------------|------------|----------------------------------|
| [touch] | [1] | [1 HP; contamination] |
| - | - | 1d8+ Lv.* HP; fear |
| close | 1/Lv. | 2d8+ Lv.* HP; paralysis; d4 stat |
| | | 3d8+ Lv.* HP; blindness; disease |
| | | 4d8+ Lv.* HP |
| | | 2d4 stat |
| | | - |
| | | death |

* max level bonus = 5x number of dice.

MONSTERMILL20

These are two systems for developing M20 monsters quickly, and with a little more detail than the "Create your own" section of the core rules. While it was designed for monsters, these systems can be used to create unique NPCs and even characters. These values represent the complete monster, thus equipment is relegated to flavor or posthumous treasure. Simply perform each step in order.

Creating Wandering Monsters

| HD | Spells/-like Abilities |
|-----|----------------------------------|
| d4 | High/arcane |
| d6 | Medium/divine |
| d8 | 1-3 Schools/spell-like abilities |
| d10 | 1 Low powered spell/ability |
| d12 | None |

1. Choose monster's Encounter Level (usually same as player level)
 2. Choose any HD/Spells pairing
HP= Roll HDx EL.
AC= 8+ max HD face value
Attack and Skills= EL
Weapon= 2HD dice, +1d at EL 6, 11, and 16.
Feats= Per Player Characters
Example: The (EL 8) Die Six Monster
HD 8d6 (24 hp); AC 14; Weapon +8 (3d6); Divine Caster

Creating Campaign/Adventure Monsters

1. Develop monster's concept, including how it will use its magical ability. Note that this can represent cast-able spells or spell like abilities for non-casting monsters.
2. Determine monster's level/ EL. A single monster with the same level as the characters is a good wandering monster challenge.
3. Use the Monster Creation Table below. Every monster has a default setting indicated by the bracketed descriptors. For every value that is shifted up, another value may be shifted down.
4. Decide if a template is to be used. These create different versions of the same monster, based on its role in the adventure.
5. Allocate Feat bonus or usage. (explained below).
6. Calculate Monster's HP, AC, Weapon Die, Magic known, Max spell level, Stats, and Attack and Skills.

Monster Creation Table

| Hit die | AC Value | Weapon Dice | Spell Schools/-like Abilities | Max Spell Level |
|-------------|-------------|--------------|--|-------------------------------|
| d4 | 12 | 2d4 | 1 Spell | 0 |
| d6 | 14 | 2d6 | 1 School | 1 |
| [d8] | [16] | [2d8] | [3 'Arcane & Divine' schools] | [1/4 Level (round up)] |
| d10 | 18 | 2d10 | All Divine schools | 1/3 Level (round up) |
| d12 | 20 | 2d12 | All Arcane schools | 1/2 Level (round up) |
| d12+1 | 22 | 2(d12+1) | All Divine + 1 Arcane | 1/2 Level (round up) +1 |
| d12+2 | 24 | 2(d12+2) | All spell schools | 1/2 Level (round down)+2 |

HP= Roll: EL x HD

d20 rolls= EL.

AC, Magic Known, and Max Spell Level= Per table.

Damage= Weapon Dice. +1 Die at level 6, 11, & 16. Monsters gain extra damage dice rather than extra attacks. Note that this determines how much damage a melee or ranged attack does, not necessarily what weapon the monster is wielding, or 'how many' times it hits a Character.

Example: Mothman (EL 8, using default settings). It finds people, curses them, and then flies away.

HD 8d8 (24 hp); AC 16; Claws +8 (3d8); Skills +12 (feat increased);

Magic known: Level 2 Divination, Enchantment, & Transmutation.

Feat

The monster's Feat bonus is level/2 (round up) and does one of the following: 1. used 3x per day during play, just like a PC's feat bonus; 2. exchanged permanently during creation to additionally increase attack rolls, skill rolls, spell DCs, damage rolls, AC or damage reduction.

Stat Bonuses

Stat bonuses have already been factored into the monsters' makeup. But, if needed, a monster's primary ability bonus= level/2 (round up). Their second and third most important stats are primary bonus -1 and -3 respectively. Full ability score= [bonus]x2+10.

Monster Role Templates

Cohort: HP=1, EL awarded toward level Advancement is 1/4 original.

Captain: Double HP; +2 AC; +1 Damage Dice; EL awarded is 2x.

Lone Boss: +2 AC; +2 Damage Dice; Multiply HP and EL awarded by the number of players.

Prestige Classes

The best Prestige Classes are created for specific players and campaigns. For M20, Prestige classes have a minimum skill requirement, narrow the character's area of expertise, and provide additional options and benefits in that area of expertise. Many of the Prestige Classes from the SRD are too crunchy for M20, however, some M20 versions of Prestige classes are provided below.

Arcane Archer Requirements: Physical 9; *May not utilize any class benefit while using heavy armor, shields, or weapon other than a bow.*

May cast Arcane spells into loosed arrows which trigger upon impact. Spells used for this purpose are treated as having a +2 Spell Level. May add MIND instead of DEX to bow attack rolls.

Arcane Trickster Requirements: Subterfuge or Knowledge 11. *May not utilize any class benefit until Subterfuge is used in an encounter or while using medium armor or shields.*

Feature: May cast Arcane spells but at +1 spell level. May sneak attack but must add level, rather than Subterfuge, to damage. All other class features are void.

Archmage Requirements: Knowledge 16. *May not any class benefit unless casting an Arcane spell. May not use signature spells.* Feature: May expend 4 hp to lower a spell's final level by 1.

Assassin Requirements: Subterfuge 8. *May not utilize any class benefit against an enemy that were not unaware.* Feature: May study a victim for 3 rounds before making an assassination attack roll (d20+ DEX+ MIND+ Subterfuge). If hit, the victim makes a saving throw vs. the assassination attack roll: success= takes damage+ Sub; failure= death or temporary paralysis (Assassin's choice).

Blackguard Requirements: Communication 9. *May not utilize any class benefit unless doing the will of an evil outsider.* Feature: May use any weapon, armor, or shield. May cast Divine Spells with a spell level equal or below 1/4 their class level rounded up.

Duelist Requirement: Physical 9. *May not utilize any class benefits while wearing armor or using a shield and unless wielding a light melee weapon.* Feature: Add physical skill bonus -8 to AC and DEX+ Phys rolls.

Dwarven Defender Requirement: Physical 9. *May not utilize any class benefit unless adjacent to an enemy.* Feature: May choose to take defensive stances during an encounter. Once the stance is taken, add 1/2 Level (round up) to AC and ignore 1 point whenever damage is taken. When your position changes, take a -1 to all STR rolls for the rest of the encounter.

Eldritch Knight Requirements: Knowledge 9.

Class features may not add to weapon damage. Feature: May wear at least light armor and shields and cast Arcane Spells. Spells are cast at +1 Spell Level.

Hierophant Requirement: Communication +16.

May not any class benefit unless casting a Divine spell. May not use signature spells. Feature: May expend 4 hp to lower a spell's final level by 1.

Mystic Theurge Requirement: *Communication or Knowledge* +9. *May not any class benefit unless casting a spell. May not use signature spells.* Feature: May cast Arcane and Divine Spells, but at +1 Spell levels.

MASTERSMANUAL20

Improvised Hazardous Effects

The table below can be used to approximate effects for unexpected hazards such as being pushed into a campfire, or serve as a guide for attacks made by players that aren't covered by the rules (such as dropping on a monster from a height to knock it out or do extra damage). The DC to succeed on damage is equal to 10 + maximum die face value + targets level/HD/EL. The DC to impose a condition is the same as if attempting damage on the same row. To attempt both damage and a condition, total the DCs, either all of the effects are imposed, or none of them. Targets have a chance to end a condition every turn DC= roll to impose effect.

Improvised Hazardous Effects

| Damage Dice* | Condition |
|--------------|---|
| 0 | AC and Saves -2 |
| 2d4 | -2 to d20 rolls |
| 2d6 | Do only 1 thing per round (target's choice) |
| 2d8 | Cannot move or cannot attack (assailant's choice) |
| 2d10 | Skip turn (except for saving throw) |
| 2d12 | Totally helpless |

*(+1 die at level 6, 11,16)

Traps

To create traps, simply use MicroMagic20 spells for effects. Use the spell level as its EL and experience award.

Treasure

As a rough guide a good treasure award for an encounter is EL X 300gp worth of treasure.

Afflictions

Afflictions are similar to Hazardous Effects except they do ability damage to a Stat rather than HP damage and so have an EL. 1/2 of the afflictions EL is added to the experience pool upon completing the encounter. Afflictions have an interval, the amount of time between exposure and each saving throw. One saving throw is made to avoid the initial threat (2 dice of damage). Each additional dice of damage (if any) has its own saving throw, made at each interval.

Intervals= 1 round (inhaled and injury poison); 1 minute (ingested or contact poison); or 1 day (disease)

Save DC = 10+EL+ max die face value.

Price= DC multiplied by maximum initial damage, multiplied by half of the maximum additional damage (for one dose).

Craft DC= Save DC, may be modified by crafter. Spend 3/4 market price in materials.

Magic Items

Magic items can be brought over directly from the SRD. If this is done, modify DC's to fit M20. They may also be made from MicroMagic20 spells. There are 4 basic types of magic items: single charge, multiple charge, renewable use, and constant use.

Creators Single Charge: contains single disposable charge, such as a potion or scroll. (Cost= spell level x caster level x 50gp)

Multiple Charge: contains many disposable charges such as a wand. (Cost= spell level x caster level x 50gp x Number of Charges)

Renewable use: contains multiple charges that renew each day. (Cost= spell level squared x 2000gp / (5/ Charges per day).

Constant use: effect is continuous, such as magical weapons or rings. (Cost= spell level squared x 2000gp).

If PCs create magic items, they must expend 1 exp for every 250gp of cost (round down) rather than HP for each charge cast into the object, so this may take many days.

Alternate Character Creation and advancement

Standard Point Buy: Purchase Stat scores with the following system using 13 points.

Stat Score 8 9 10 11 12 13 14 15 16 17

Point Cost 0 1 2 3 4 5 6 8 10 13

Elite Array: Rather than rolling stats, assign these scores as desired: 15 (+2), 12 (+1), 8 (-1).

Stat Based Level Advancement: Increase HP STR score/3 (round down). Increase MIND score/5 (round down) skills by +1.

Wild Magic

Magic-users may gain the Wild Magic feature in place of 'signature spells.' After determining spell school, modify caster level by 2d4-5 for the purpose of casting the spell. If the wild magic modifier is odd, add the effects of a level 0 spell from a different school to the original spell. The spell's school is determined randomly by GM (d8). Higher modifiers are helpful, lower modifiers are bad.

Unified Math

There is no unified math in the SRD. The closest things are scaling values, the most basic of these are dice progressions. Two reasons for the difficulty is that 1. a standard tenant of d20 is trading off benefits for disadvantages making things difficult to quantify; 2. circumstances skew the value of things (a +1 melee bonus is not as useful for a wizard as it is a fighter). Thus, reducing a value one category justifies an increase in another, or a higher DC. This is the foundation of the tables presented in Wayfarer20.

There is however, a way to balance numeric character values with one another using a decimal system. When using the decimal system, it is important to compare values with similar permanency. A permanent HP increase is not the same as a temporary damage increase (even though 3 HP = 3 damage).

One EL/level= 1.0

Non-progressive class feature .01 (one armor category, signature spells, etc)

Stat Score point .08 (average for 20 levels)

Skill point .04

One kind of attack bonus .026 (ex. Melee)

3 HP/damage .02

"Arcane and Devine" spell school at 1/2 level progression. .02

Arcane or Divine spell school at 1/2 level .04 (like illusion)

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Product identity includes "Wayfarer M20" "MicroMagic20" "MonsterMill20" "MastersManual20" and "Wyatt Bury"

Microlite20 Low Talents

Alternate Talent and Weapon Rules

This is an alternate approach to character and equipment creation that provides extra variety without the need for pre-generated lists of skills, talents or weapons. It can be used in addition to the standard four-skill system or as a replacement.

Talents are slightly narrower than the four broad skills (Physical, Knowledge, Subterfuge, Communication) and tend to provide a much lower bonus. Each talent requires a minimum MIND score to learn; most provide a +1 to skill in a specific situation, but some may increase damage by +1, reduce damage by 1, or allow the character to perform otherwise inaccessible actions.

Base minimum MIND for talents is 8, or 9 for the simple professions. For talents that provide a +1 bonus, add +2 to minimum MIND if it covers actions either difficult even under perfect conditions or completely outside an average character's experience/training. Also add +1 to MIND for every additional feature or adjective the talent adds to a character's description; the features and adjectives must all fit together in one skill or type of action. Special limitations on the talent can reduce minimum MIND by -1, but don't lower it below 8.

Talents with +2 bonuses are possible, but have the +1 version as a prerequisite. Thus, the Healer talent (+1 hit point restored on successful skill roll) is a prerequisite for Expert Healer (+2 hit points restored,) which in turn is a prerequisite for Master Healer (+3 hit points restored.)

Alternative Shortcut: if you know the expected DC of the action you want a talent for, divide it by 5 and add 4 to get a minimum MIND score required.

Starting Talents, Option 1: Characters begin with a number of talents equal to their MIND modifier. **Option 2:** Characters begin with a number of talents equal to half their MIND score.

Adding Talents: Characters either gain one new talent every other level, or can spend xp needed to rise another level on adding 1 talent instead.

Optional Spell Rules

If the GM wants to limit the number of spells characters can use, they can be treated as talents. Minimum MIND to learn a spell is twice the spell's level (minimum MIND 8.) Two spells count as one talent.

Optional Flexible Class Rules

If the GM wants to allow spell-using Fighters or Wizards armed with swords, make the following changes to the talent and spell rules above:

- **Fighters** and **Rogues** start with MIND/2 talents (per Option 1.) They can trade three talents for two spells.
- **Wizards** and **Clerics** start with MIND/4 talents. They can trade one talent for four spells.

Instead of the listed starting weapons, use broad weapon talents (sword, ax/mace, polearm: MIND 7; bow, whip, bolas: MIND 8.) Fighters/Rogues pay triple for spells; Wizards/Clerics pay double for weapon/physical talents.

Optional Weapon Rules

To avoid creating equipment lists, weapons can be designed like talents. They have minimum STR scores needed to use: base minimum STR for weapons (other than small ones barely bigger than a hand) is 9. Every adjective, ability or improvement (+1 point of damage, hard to break, physical abilities like entanglement for flails) adds +1 to the minimum STR needed.

Base one-hand weapon damage = 1d6, or 1d6-2 for small weapons like daggers.

Base two-hand weapon damage = 2d6

Extended reach (long, longer, longest): +1 damage, +2 STR per range; these are two-handed weapons, but they can be used one-handed if character has twice the minimum STR needed. Each range allows a character to attack an opponent 1 step further away than the previous range, so a character with a long weapon can step outside the reach of an opponent with an ordinary sword or club while still being able to attack.

"Cheap Coin" Cost (silver, in a gold-based currency) of weapons made of common material (wood, leather, bone) equals minimum STR (1 coin for small weapons,) +1 per adjective. Also use minimum STR for **"Common Coin" Cost** (gold, in a gold-based currency) of weapons made of common metals like iron. Double or triple cost for other metals, with higher multipliers for rare materials (silver weapons = 10 x iron cost, for example.)

Costs for two-handed weapons are based on minimum STR to use one-handed.

Microlite20 "Variable d6" Resolution

This is a d6-only substitute for attack and skill rolls in Microlite20. Instead of beating a target number using $d20 + \text{modifiers}$, roll less than or equal to $\text{skill} + \text{STR}$, DEX , or MIND . Most Physical actions use DEX , but feats of strength use STR . Mental actions use MIND . Roll $3d6$ for most actions; if the total is less than or equal to $\text{stat} + \text{skill}$, the action succeeds. Add dice for more difficult actions, remove dice for easier actions (1 die for each element in the current situation.)

Special modifiers:

- difficult even under perfect conditions: +2 dice;
- outside a character's experience/training: +2 dice.

Don't roll for:

- easy tasks (no chance of failure)
- impossible tasks (8+ dice.)

Criticals (optional): For rolls of more than 2 dice, count 1s and 6s: all 1s = double or special effect; more than half 6s: reduce effect by 1 on success, suffer 1 die penalty if failed.

Optional Strength and Speed Adjustments

Use $\text{STR}/10$ or $\text{DEX}/10$ as a strength or speed rating in contests (breaking free of bearhug, moving out of opponent's reach.) The difference, dropping fractions, is the number of dice of difficulty to add to the weaker/slower contestant's roll.

Optional Combat and Movement Rules

- **Parry/Dodge:** skip attack to increase difficulty of opponent's attack.
- **Maneuver around opponent or outside of reach:** roll 3 dice vs. DEX ; max distance movable equals difference in speed ($\text{DEX}/10$).
- **Throw Weapons:** $\text{DEX} + \text{skill} - 1$ point per step of distance from target.
- **Missile Weapons:** $\text{DEX} + \text{skill} - 1$ point per 4-step increment.
- **Hand-to-Hand combat:** $\text{DEX} + \text{skill}$ to grapple unless opponent wants to grapple, too; while grappled, barehand or small weapon attacks are at -2 dice (no need for attack roll for most ordinary attacks, just roll damage.)
- **Pin, Crush, or Strangle:** $\text{STR} + \text{skill}$ roll in hand-to-hand combat. Adds +2 dice to opponent's DEX rolls unless opponent breaks free with STR .

DC Quick Conversion

DC 20 is a $3d6$ vs. $\text{stat} + \text{skill}$ roll. Roll 1 more die for every +5 DC up to DC 40. Roll against $\text{stat} + \text{skill} - 1$ point per +1 DC over 40.

MICROLITE 20 – Fantasy Expansion: Character Creation Options

By Andrew Domino (www.dominowriting.com/games.html), last revised September 22, 2011

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Based on the Microlite 20 Purest Essence Rules: www.microlite20.net/files/Microlite20_purest_essence.pdf
including ideas from Seth Drebitko, Greywulf, dymond, weeot, KeithCampbell and others
on the Microlite 20 forums and elsewhere

The following is a number of optional methods for creating and playing Microlite 20 fantasy characters (though in many cases they apply to any Microlite 20 game, regardless of genre). Any of these can be used in addition to or in place of the rules listed in the Microlite 20 Purest Essence document. These rules options are meant to help you create a fun and easy-to-play game the way you want it. They blend fantasy RPG rules for specific tactical measurements, with free-form rules for “making it up as you go,” and with a comprehensive set of rules that many gamers already know.

Choose as many options as you wish, as long as the other players and game master are using them too, or at least as long as they approve of the changes you’re making to your character. Make the game your own – use the options you like, change the options you sort of like, and ignore the options you don’t like.

It’s assumed that characters are using Strength (STR), Dexterity (DEX), Mind (MIND), Physical, Subterfuge, Knowledge, Communication and Survival. Most other RPG skills are covered by these five skills. For example, Technology is part of the Knowledge skill, and Perception is part of the Subterfuge skill. In the same way, other stats are just a mix of a stat and skill. Charisma is MIND + Communication, and Endurance is STR + Physical, for example.

STATS

Quick Stats

To generate a character even faster, assign stat scores of 16, 13 and 11 to STR, DEX and MIND any way you wish. You can increase a stat score by decreasing another stat score by the same amount.

Kjell the Bear is a classic all-muscle, no brains fighter. I assign 16 to his Strength, 13 to Dexterity and 11 to Mind. Because I want to “max out” his Strength stat score, I boost it by two to 18, and to make up for that increase, I drop his Mind stat score by two. His stat scores are now STR 18, DEX 13, and MIND 9.

Stat Bonus Chart

After adjusting stat scores for race and class, determine your stat bonuses by using (stat score -10) /2, round down. This math is done for you here.

| <u>Stat Score</u> | <u>Stat Bonus</u> |
|-------------------|-------------------|
| 3 | -4 |
| 4 – 5 | -3 |
| 6 – 7 | -2 |
| 8 – 9 | -1 |
| 10 – 11 | +0 |
| 12 – 13 | +1 |
| 14 – 15 | +2 |
| 16 – 17 | +3 |
| 18 | +4 |

Stat Points

Characters start with 40 stat points to assign to the three stat scores. Each has a minimum of 3 and a maximum of 18. Any stat points not spent are lost. For a “grittier” game, try 30 stat points, and for a more heroic game, try 45 or even 50 stat points.

Adding New Stats

Though the three stats of Microlite 20 cover everything a character does, some game masters or game settings may call for changing or adding stats (like the popular choices of Charisma and Perception). To add a new stat after a character has been created, simply roll 1d6 +10 to determine the stat score.

PERSONALITY CHARACTERISTICS

While it’s always up to a player to determine how his or her character performs in the game, giving mechanical rewards for personality traits can help some players do more than wait for the next fight. Using this option, each character begins with a personality characteristic, or two if the game master agrees. In many cases, one characteristic represents the character’s behavior toward others, and another represents how they really are inside, and among close friends.

This option can also be used for the classic alignment systems found in many RPGs. For example, a character's personality characteristics might be "neutral" and "good."

The game master can also assign a personality characteristic to a character whenever he or she finds it appropriate, though characters shouldn't have more than three or four total. All characteristics must be approved by the game master before the character begins play (to prevent a party of loners, for example).

When the character does something significant that aligns with one of his or her characteristics (as determined by the game master), he or she gains a *check mark*. A character will usually gain no more than one to three check marks in any one game session, even with multiple characteristics.

At the end of each game session (each night of playing, not necessarily when the adventure is over), roll 1d6 for each check mark. On a result of 5 or 6, each player gains experience equal to the amount it would get for an encounter of the party's level. On a result of 4 or less, no experience is gained. All check marks are erased before the next game session. This way, personality characteristics that would otherwise be a hindrance to the party can still contribute to the game by earning experience, assuming they are played out during the session.

Several personality characteristics are listed below. Use these as examples to create your own.

Aggressive (intimidating, competitive): You enjoy picking fights and bullying others around. Even if you aren't physically intimidating, you still do whatever you can to win. As the saying goes, "Winning isn't everything, it's the only thing."

Earn a check mark when you start any kind of competition (from an argument to actual combat).

Arrogant (prideful): You know you're right, and if someone else has a good idea, you still find a way to make yourself the center of attention. You know you're better than others, but sometimes having someone else around can be useful.

Earn a check mark when you are able to make yourself the center of attention.

Brooding (morose, gloomy): You feel your special abilities make you an outcast in society. No one

truly understands you, and though they may try to sympathize, you truly are all alone.

Earn a check mark when you accomplish something using an ability, power or talent no one else in the party has.

Cautious (shy): You like to make sure everything is in order before you take action, and prefer to let other people take the lead. You have no problem joining in, but you'd prefer to never have to be in charge.

Earn a check mark when you get through combat without making an attack, or when an action you have planned out ahead of time works perfectly.

Comic (wisecracking): You're here to have a good time. You think of funny things to say all the time, and even when you know it's not appropriate you can't help yourself. You're a lot of fun to be around, at least for most people.

Earn a check mark when you make the other players (and/or characters) laugh out loud.

Creative (artistic): You live to design, build and perform. You like creating beautiful things (however you define beauty) because something flawless or original makes the world a better place.

Earn a check mark when you create something new (a weapon, a work of art, etc.)

Dilettante (partier): Life is short; party hard. You want to experience everything you possibly can, because you never know when it could all disappear. You're a lot of fun to be around – life is meaningless, so why think too much about it?

Earn a check mark when you have a good time in a social situation (make new acquaintances, become the "life of the party," etc.).

Diplomatic: You prefer talking to fighting. You don't necessarily have a problem with combat, but you're skilled at getting two sides to come to an agreement – it usually turns out better for you and your allies than a fight would.

Earn a check mark when you are able to act as the negotiator between two sides and mediate a successful agreement.

Focused (driven, single-minded): You are disciplined to accomplish a certain goal, even if it's a goal that's impossible, like bringing all criminals to justice, or creating harmony between all people. You often make for a good leader, though you're not always the easiest person to be around.

Select a goal when you choose this characteristic.

Earn a check mark when you refuse someone or something because it would distract you from your chosen goal.

Giving (kind, martyr): You always try to help others, because the world needs more goodness and hope. You'll hold the line against those who deliberately perform evil acts for no reason (often, adventuring parties cause damage and destruction, but it's usually in the name of good). You're the one others depend on to help them through tough times.

Earn a check mark when you successfully protect or help someone else (aside from minor healing).

Honorable (lawful, virtuous): Many adventurers follow moral codes of some kind, but for you, honor is life. You don't lie unless there is absolutely no other way to get out of a situation, and are uncomfortable when others cheat or steal. You don't insist others live the way you do, just that they understand the rules you have set for yourself, and respect you enough to not try and encourage you to break them.

Earn a check mark when you follow your code of honor, at a time when doing so makes things more difficult for the party.

Impulsive (curious, eager): You always want to know what's ahead, what's around the next corner. You like trying new things that get your adrenaline going – stunts, dangerous situations, anything that shakes yourself and others out of boring, every day existence. Sometimes you're crazy and wild, always doing the unexpected either because you can't help yourself or because you truly are out of your mind.

Earn a check mark when you get into a daring situation that surprises others, especially if you rush in without any preparation (combat doesn't count).

Inspiring (noble): Those who know you turn to you for advice or to lead the way. Those who don't know you respect you (even your enemies), and you work at all times to make life better for yourself and your kind.

Earn a check mark when you accomplish a task that helps a larger group you belong to (not your adventuring party, but your race, nation, organization, etc.).

Intellectual (scholarly, scientific): The world can be explained with rigid rules; you just haven't

learned them all yet. You love solving puzzles and figuring out problems. Sometimes you may alienate others, by spending your time in your own head rather than talking with people.

Earn a check mark when you solve a complicated problem.

Judgmental (by-the-book): You like to be in charge, and look down at others who don't live their lives your way. For you, everything must be perfect – your manner of dress, your behavior, and the world: it's either with you or against you. You like making things run smoothly, making you a good leader, if others can handle your opinions of them.

Earn a check mark when you accomplish a task without a single mistake, injury, obstacle or point of confusion.

Loner (deviant, rebel): You simply don't fit in, whether by choice or because others have made you that way. You don't dwell on your outsider status, but live like a "lone wolf," often hitting the road and not making many close friends. Some loners enjoy their independence, so much so they have a problem with any leadership, and like to make things difficult even when it won't help their cause.

Earn a check mark when you succeed at a task without anyone's help, or when you cause significant trouble without retaliation.

Loyal (zealous, fanatic): You are true to your friends or a certain group (the target of your loyalty), even when they're making mistakes. You would never do anything that would harm or betray your target. The only thing that matters to you is your target's well-being and success – you'll sacrifice yourself and work hard to advance your cause. Select a single friend, adventuring party, or group to which you are loyal.

Earn a check mark when you aid your target, especially if it's in a way that does you personal harm.

Mysterious: Your true self is hidden – maybe even you don't know who you are, and where you came from. You speak in riddles and disguise your origins, which puzzles others. It may also conceal your true skills and powers.

Earn a check mark when someone else makes an untrue assumption about you that gives you an advantage.

Naïve (innocent, childlike): You may be a child, a sheltered adult, or an outsider being exposed to

the real world for the first time. You aren't stupid, and learn from your mistakes. Even when an error turns you bitter or teaches you responsibility, you still feel optimistic in new situations.

Earn a check mark when you learn something after trying a task for the first time.

Responsible (reliable): You can teach and protect others who can't help themselves. You don't like to see others get hurt; you'd rather they learned from your experiences, or never have to learn what you've learned the hard way.

Earn a check mark when you are able to protect or help someone who can't help themselves.

Sarcastic (cynical): The world is a tough place, and you're better off criticizing everything about it, keeping it at arm's length. You try hard, but even when you don't ask for much you can't get it. You know how things "really" work, and just have to laugh when you see others try and fail — like you knew they would. Sometimes it's a grim statement on the world; other times it's a witty, biting comment.

Earn a check mark when you point out a mistake or flaw in yourself or others that led to tragedy.

Suave (convincing, smooth): You don't like to work hard, so you've developed the ability to make others do it for you. You might be good at fast-talking others into doing your job, or seducing a lover, or pulling a tricky con that makes you a lot of money.

Earn a check mark when you trick someone else into doing your bidding.

Tortured (haunted): Your past has come back to trouble your present. Something horrible happened to you once, and it has affected everything that's happened to you since. You feel guilty and shamed, and work every day to try and clear your conscience. You're afraid it may never be clear. Select an action in your past (before you started play) that led to your current state when you choose this characteristic.

Earn a check mark when you do something because it helps calm your tortured mind.

Whiny (petulant, long-suffering): You suffer, either honestly because it helps take the burden from others or (more commonly) because you've led an easy life, and don't like doing anything difficult. Sometimes whining irritates others so much you get your way after all. But don't do it too often, or everyone will start to ignore you.

Earn a check mark when you get your way after whining about your situation.

Wise (deep, thoughtful): You know a great deal and have reached a point in life where you're ready to pass that knowledge along to others. You may meditate serenely, or be smart about dozens of things and want to teach others. In your experience, ignorance is the greatest evil, and the light of knowledge will lead the way to a better life.

Earn a check mark when you learn someone has done good because of something you taught him or her.

Kjell has the personality characteristic of "Responsible." He's big and dumb as a man can come, but he's always first in line when an enemy is threatening his friends. During a game session, I say that Kjell charges to the forefront of a skirmish, where an orc is about to draw his sword on young human children. The game master awards me a check mark. At the end of the game session, I roll 1d6 and get a 5. Kjell and all the other heroes earn experience points for good role playing — and I also earned experience for slaying that vile orc during the game.

RACES

Race Points

Instead of selecting a race and taking the listed benefit, each character begins with TWO Race Points, to be spent on the following. Any Race Points not spent are lost. Since your race will not normally change, you will never gain more Race Points.

- 1 Race Point for +1 to one stat score (stat scores can go above 18)
- 1 Race Point for +1 to two different skills
- 1 Race Point for a special ability. Several are listed below, along with the race which most commonly has that special ability. You can select any special ability, no matter what race you decide to make your character.

Battle Fury (half-orc): When making a melee/hand-to-hand attack, if you roll the maximum amount of damage on at least one of your damage dice (for example, an 8 when rolling 2d8), roll an additional 1d6 to determine damage. If you roll a 6 on that die, do not roll again. If you are using critical hit rules, figure the battle fury damage before applying the effects of the critical hit. You can use this ability a number of times per day equal to your STR bonus.

Magical Step (elf): Once per battle, instead of your regular move, you can teleport to any open spot you can see from your current location, within 50 feet (10 spaces).

Many Talents (human): When you use this ability, roll 1d6 along with the 1d20 you normally roll when attacking or making a stat + skill roll. Add the results together to find your final die result for the attack or action. You can use this ability 3 times per day.

Minor Arcana (gnome): Choose one first level spell when creating the character (for gnomes, this is typically the illusionist spell Silent Image). You can use this spell without having to spend hit points 3 times per day.

Resist Fear (halfling): On a MIND + Surv roll to resist fear and terror, add +3 to your roll.

Stand Fast (dwarf): If an enemy attempts to knock you down or push you in any direction, make a STR + Phys +3 roll (DC is enemy's STR + Phys). On a success, the enemy's attempt fails, and you stay in place.

SRD Races And Race Points

The races found in the SRD use race points in the following way.

- *Dwarf*: +2 Strength
- *Elf*: +2 Mind
- *Gnome*: +1 Dexterity, +1 Mind
- *Half-Elf*: +1 Mind, +1 to any two skills
- *Halfling*: +2 Dexterity
- *Half-Orc*: +1 Strength, +1 to Physical, +1 to any other skill
- *Human*: +1 to any four skills

Kjell the Bear is a human, but I like the Stand Fast special ability, so I spend one Race Point on that. My other Race Point is spent on a +1 to Strength, boosting that stat score to 19. His stat bonus is still +4.

CLASSES

Class Points

Instead of selecting a class with pre-determined abilities, you can select the abilities you want for your character. See the "Class Points" part of this document.

Divine Domains

You have the special powers granted by a deity or another mystical force. You must be able to cast divine or nature-based spells (like a cleric or druid) to use this option. See the "Divine Domains" part of this document.

Patron Deity

You are a servant of one particular god, goddess or philosophy, and gain several abilities unique to that deity. See the "Patron Deity" part of this document.

Schools Of Magic

You are a specialist magic-user, especially talented with one specific type of spell at the expense of another. See the "Schools Of Magic" part of this document.

Sorcerous Bloodlines

You have the gifts of one sorcerous bloodline, though you do not have to be a sorcerer or even a spell-casting class to use this option. See the "Sorcerous Bloodlines" part of this document.

SKILLS

Spending Skill Points

In the basic Microlite 20 rules, every character has some degree of talent with every skill. But characters in fiction often have just a few areas of expertise – that’s why they team up.

In the Purest Essence rules, skill rank is simply character level + class bonus. Replacing the character level part of the skill rank with skill points lets characters emphasize a few skills instead of being evenly good at everything.

Determine the character’s skill points = total number of skills x level. You can assign these skill points to skills any way you wish, with a limit of level +5 skill points in any one skill. Skills without skill points have a skill rank of 0 (zero). Any skill points not assigned are lost. The character gains additional skill points equal to the number of skills the character has each time he or she gains a level.

The character will also gain a total +3 class bonus for one or more skills. This is added to skill points to determine skill rank, and doesn’t count against the skill point limit. Remember, your final skill rank will be: skill points + class bonus.

Variants To Skill Points: Characters who gain a level earn skill points, as described in this option, and a +1 to each skill for each character level (or only at first level). This variant gives characters very high skill ranks as they gain levels, which fits the fantasy genre: it’s rare that a hero fails at what he’s trying to do. It also brings characters more in line with SRD characters that have feats and other benefits that boost skills.

Alternately, when a skill has a rank of 10 or more, it “costs” 2 skill points to improve it by one rank, as advanced levels of training require more from a student.

Chance Of Failure: To keep characters from being perfect at everything, the game master may want to include a chance of failure: A d20 roll of 1 automatically fails a stat + skill roll, even if the character’s skill rank is high enough to succeed at the action.

Kjell has the standard five skills of a Microlite 20 fantasy character. At first level, he has (5 x 1 = 5) five skill points to spend on skills, and he can have at most six points in any one skill. I assign three points to Physical, one to Communication, since

he’s good at intimidating people, and the last skill point to Survival. As a fighter, Kjell gains a +3 class bonus to Physical, which doesn’t count against his limit of six skill points in a single skill. His final skill ranks are: Physical 6, Subterfuge 0, Knowledge 0, Communication 1 and Survival 1.

When he reaches second level, Kjell earns another five skill points, and assigns two to Physical, one to Subterfuge, and two to Communication. He doesn’t get any other bonuses to skills, so his new skill ranks are: Physical 8, Subterfuge 1, Knowledge 0, Communication 3 and Survival 1. He can have at most 7 points in any one skill (level 2 +5), but the +3 his class gave him for the Physical skill does not count against that limit.

If I was starting Kjell as a fifth level character, he would have 5 skills x level 5 = 25 skill points, and have a +3 total bonus for one or more skills due to his class. His maximum skill rank (not counting his class skill bonus) would be 10.

Trained Skills

For more variety in skill ranks between characters, choose one skill to be the character’s trained skill. If you choose a pre-designed class, it’s the skill that is assigned the +3 class bonus (or one skill that gains part of that bonus – player’s choice, but once selected the skill cannot be changed). If you choose a rogue-type class, you have Subterfuge as your trained skill, and also choose a second trained skill (you can’t choose Subterfuge twice). All other skills are untrained.

Physical + Subterfuge:

Duellist, Street Tough, etc.

Knowledge + Subterfuge:

Demolitions, Trap-Builder, etc.

Communication + Subterfuge:

Diplomat, Spy, etc.

Survival + Subterfuge:

Commando, Highwayman, etc.

Using this option, your character does not receive a +3 class bonus. Instead, at level 1, you start with 3 skill points for each trained skill, and 1 skill point for each untrained skill. Starting with level 2, you gain +1 per level in trained skills, and +1 at each even-numbered level in untrained skills. Every five levels (5, 10, 15, etc.) you can make one untrained skill into a trained skill. You still add your level to your skill points determine your final skill rank.

Kjell's traveling companion is Galan, a classic halfling rogue who trained under the finest trap-defusers in the kingdom. At first level, Galan has the trained skills of Subterfuge and Knowledge, which provide 3 skill points each (for a skill rank of 4 in each). Physical, Communication and Survival have 1 skill point a piece (for a skill rank of 2 in each). When he reaches second level, Galan will add +1 to each of his skills, since he gains +1 to trained skills each level, and +1 to untrained skills at even-numbered levels. At third level, Galan will add +1 to only Subterfuge and Knowledge, his trained skills.

Aptitudes

The five skills Microlite 20 characters have cover nearly any activity a character might try. For characters who are especially talented in specific areas, they can select aptitudes (also called affinities). An aptitude gives the character an additional +2 when that aptitude applies to a skill use, or a character can reroll the skill attempt when an aptitude applies to a skill use. Decide whether the character's aptitudes provide a bonus or a reroll when selecting aptitudes.

For example, a character with the aptitude "Tracking," which is related to the Survival skill, gains +2 to MIND + Surv rolls when he is attempting to track, but not when he is attempting something else using the Survival skill and STR, DEX or MIND.

A character can have up to three aptitudes. If you choose fewer than three, you begin with +2 hit points for each aptitude you do not select, or you can reroll any die roll you make once per game session, with one reroll per aptitude you do not select. All characters in the game should use this option if it is used, since it makes characters slightly more powerful than others of their type.

Suggested aptitudes include:

Physical: Climb, Endurance, Lift, etc.

Subterfuge: Move Silently, Pick Locks, Pick Pockets

Knowledge: Arcana, Dungeoneering, History

Communication: Bluff, Intimidate, Persuasion

Survival: Animal Empathy, Poisons, Tracking

I've decided that Kjell is good at intimidation, and I'll give him a strong constitution, durable enough to withstand disease and poison, at least to a degree. He has the aptitudes intimidation (Communication) and resist disease/poison (Physical). I don't have a good idea for a third

aptitude, so instead I get one reroll per game session.

Heroism Points

Heroism points represent a character's determination and their importance to the plans of the gods or the forces of fate. A character has a number of Heroism points equal to his or her level x 2 (or simply equal to level, for a less heroic game).

Heroism points can be used to add to any attack, damage or stat + skill roll at a rate of +1 per 1 Heroism point spent. You can only spend up to your level in Heroism points on one single roll (for example, a level 10 character can only spend up to 10 Heroism points, for a +10 bonus).

Heroism points do not need to be spent all at once, but when they are completely spent, they are gone for the rest of game session. A character's Heroism points are restored to their starting amount at the beginning of a game session. Alternately, the game master may restore 1 or more Heroism points on a die roll of 20 and/or if the character does something especially entertaining (funny, exciting, or appropriate to the character's personality).

Role Playing Description

If you're interested in telling a story and bringing a fantasy world to life, but some of the players are only focused on the amount of damage they cause and suffer, provide a small bonus (+1 or +2) to stat + skill rolls or attack bonuses that add "flavor" to the story. "I shoot at the orc" or "I try to pick the lock" would not provide a bonus, but "I quickly peek around the corner and loose an arrow before the orc can react" or "I juggle through my picks, remembering when my thieves guild master first taught me to jimmy a lock" might provide a description bonus.

EQUIPMENT

Modern Money

One gold piece is equivalent to \$20 modern U.S. dollars, but good luck finding a bank that will do the conversion either way!

Fourth Edition-Style Equipment

Instead of spending gold pieces, simply select one of each of the following. One weapon, armor or other item has a +1 bonus to attacks and damage, Armor Class, or appropriate stat + skill rolls.

- Melee weapon
- Ranged weapon (and 20 ammunition, if needed)
- Armor
- Shield, if a fighter-type class and using a one-handed weapon as main weapon
- Adventurer's kit (backpack, bedroll, flint and steel, belt pouch, 2 torches, 10 days trail rations, 50 feet hempen rope, waterskin)
- Simple clothing, which has no armor bonus
- Class-appropriate gear (spellbook for wizard, holy symbol for cleric, thieves tools for rogue, etc.)
- 1d6 + 10 gold pieces (or 3d8)

Galan begins with a short sword, a light crossbow and 20 bolts, leather armor, an adventurer's kit, simple clothing, thieves tools, and 12 gp. One item becomes a +1 item, and I'll make it his short sword. It provides a +1 to hit and damage.

Ammunition: Arrows And Bolts

In most situations, it can be assumed that characters have enough ammunition available to them that they'll never run out in battle. The price of the ammunition can be ignored when buying a new bow or crossbow, though special ammunition (like magic arrows or bolts with unusual heads) should be purchased separately. Alternately, on a missile/ranged attack roll of 1, the game master may rule that the weapon is "empty," or alternately has just enough ammunition for one more attack – then it's out of commission for the rest of the battle.

Generic Equipment

If detailed lists of weapons and armor aren't what you're looking for, try generic equipment. Each has the same set of statistics found in Microlite 20 Purest Essence. Maximum range for thrown weapons is 30 feet; it is 100 feet for ranged weapons.

| Weapon Type | Cost | Damage |
|-------------|-------|--------|
| Unarmed | Free | 1d3 |
| Light | 5 gp | 1d6 |
| One-Handed | 15 gp | 1d8 |
| Two-Handed | 20 gp | 1d10 |
| Thrown | 1 gp | 1d4 |
| Ranged | 40 gp | 1d8 |

| Armor Type | Cost | Armor Bonus |
|--------------|--------|---------------|
| Light | 10 gp | +2 |
| Medium | 50 gp | +4 |
| Heavy | 250 gp | +6 |
| Light Shield | 10 gp | additional +1 |
| Heavy Shield | 15 gp | additional +2 |

"Chainmail Bikini"

What's more 'microlite' than a skimpy suit of armor? Add ¼ the cost of the armor (round up) to its price, to pay for squeezing all that protection into just a few inches of loincloth or chest covering. Add ½ the character's Comm bonus (round up) to AC, because the more beautiful you are, the more distracted your enemies will be. Any kind of armor can be "bikini-ized" – traditionally, the armor is a chain shirt or hide, but the term "breastplate" has real meaning with this option!

| Armor | Type "bikini-ized" | Cost | Bonus * |
|--------|--------------------|----------------------------|---------|
| | | * +½ Comm bonus (round up) | |
| Light | Padded | 3 gp | +1 |
| | Leather | 13 gp | +2 |
| | Studded Leather | 32 gp | +3 |
| | Chain Shirt | 125 gp | +4 |
| Medium | Hide | 19 gp | +3 |
| | Scale Mail | 63 gp | +4 |
| | Chainmail | 188 gp | +5 |
| | Breastplate | 250 gp | +5 |
| Heavy | Splint Mail | 250 gp | +6 |
| | Banded Mail | 313 gp | +6 |
| | Half-Plate | 750 gp | +7 |
| | Full Plate | 1875 gp | +8 |

Kjell and Galan both look hideous in "bikini-ized" armor, so they'll skip this option.

Armor As Damage Resistance

In some RPGs, armor makes a character harder to hit, and reduces the amount of damage they suffer when they are hit. To determine the armor's damage resistance, divide the armor's normal armor bonus by 2 (round down). To determine the armor's new armor bonus, subtract the DR from the normal armor bonus.

| <u>Armor</u> | <u>Type</u> | <u>AC bonus</u> | <u>DR</u> |
|--------------|-----------------|-----------------|-----------|
| Light | Padded | +1 | 0 (zero) |
| | Leather | +1 | 1 |
| | Studded Leather | +2 | 1 |
| Medium | Chain Shirt | +2 | 2 |
| | Hide | +2 | 1 |
| | Scale Mail | +2 | 2 |
| | Chainmail | +3 | 2 |
| Heavy | Breastplate | +3 | 2 |
| | Splint Mail | +3 | 3 |
| | Banded Mail | +3 | 3 |
| | Half-Plate | +4 | 3 |
| | Full Plate | +4 | 4 |

Black Powder Weapons

In some game settings, firearms are available, and while they are deadly, they are also slow to load. If the game master allows black powder weapons in your game, use the information listed below. Any magical or other effects that apply to crossbows or normal bows apply to black powder firearms as well.

If the maximum is rolled on a black powder weapon's damage die (for example, 8 for a pistol), roll again and add the new result to the total. Keep rolling until the maximum is not rolled. A black powder weapon can only be fired once before it has to be reloaded, which takes a character's entire turn.

| <u>Weapon</u> | <u>Cost</u> | <u>Damage</u> | <u>Range</u> |
|---------------|-------------|---------------|--------------|
| Pistol | 250 gp | 1d8 | 50 feet |
| Rifle | 500 gp | 1d10 | 150 feet |

COMBAT

Initiative

To determine which character or monster takes the first turn in combat, each character rolls 1d20 + DEX bonus. If there is a tie between two or more initiative results, the character or monster with the highest DEX score acts earlier.

On a combat turn, a character can take TWO actions, usually [1] move and [2] move again, make an attack, cast a spell, attempt another activity (requiring a stat + skill check), etc. Movement of 5 feet or less, drawing a weapon, speaking or similar activities are “free” and do not count as an action.

Kjell and an orc are ready for battle, weapons drawn. I roll 1d20 + 1 (for his DEX of 13) and have the higher result, so I go first.

Using Attack Bonuses

It should be clear from the type of attack a character is making which attack bonus should be used (for example, a sword would use melee/hand-to-hand, while a bow would use missile/ranged). In the SRD, spells call for “ranged touch attacks,” but in Microlite 20, they should use the magic/supernatural attack bonus instead. The spellcaster may still need to physically touch the target of an attack, if the spell’s description demands it. Most spells, however, don’t require a die roll to take effect.

Critical Hits And Misses

A roll of 20 on the d20 is a critical hit, while a roll of 1 on the d20 is a critical miss on an attack roll. There are dozens of special rules for rolling a critical in various RPGs, but the simplest is that a critical hit causes double damage (determine the weapon’s total damage for the attack and double it), while a critical miss hits the attacker or one of his or her allies instead of its target.

Massive Damage

If a single attack causes 50 points of damage or more, the victim of the attack immediately makes a STR bonus + Phys roll vs DC 15. If the roll fails, the character is instantly killed. If the roll is a success, the damage takes effect normally.

Thanks to a magic cape, Galan has 10 points of fire resistance. But a red dragon blasts him for 53 points of damage. I roll 17 on a STR + Phys roll, enough to avoid the massive damage penalty. He still suffers 43 points of damage – he’s not killed, just very seriously burned.

Non-Violent Combat

The emphasis on combat rules shows how important swordplay and spell-slinging is to the Microlite 20 game. That level of detail can be brought to any sort of confrontation simply by renaming a few things.

In non-violent combat, the opponents aren’t trying to kill one another. Instead of making a roll of attack bonus vs. Armor Class, each combatant makes a stat + skill roll, using the same pair of stat bonuses and skills. If the attacker’s result is equal or higher, he or she causes “damage” equal to 1d6 + stat bonus of the stat used in the combat. That damage is removed from a set of imaginary hit points, equal to the stat score of the stat used in the combat. When those imaginary hit points fall to 0 (zero) or less, the combat is over, and the loser is defeated (knocked unconscious, humiliated, etc). These imaginary hit points are not related to the character’s actual hit points in any way. They cannot be healed, and all damage to imaginary hit points disappears when the combat is over.

For example, a boxing match would use STR + Phys rolls, and the STR stat score for imaginary hit points. A war of insults or an attempt to fast-talk a mark might use MIND + Comm rolls, and the MIND stat score for imaginary hit points.

Social Combat: In a game where characters rely more on their talents for intrigue, seduction and intimidation, the complex combat rules of standard Microlite 20 may not be appropriate. In that case, the game master and players may decide to revise the stats, combining Strength and Dexterity into Body (BOD) and splitting Mind into Mind (MIND), representing knowledge, and Charisma (CHA), representing social skills.

Attack bonuses remain the same, though both the melee/hand-to-hand and missile/ranged attack bonuses will be determined using BOD bonus + level. In the same way, other characteristics like hit points and special abilities will use the new stats. Stat + skill rolls also change to fit the new stats: A backflip over a charging bull is BOD + Subt, while calming an angry mob is CHA + Comm, and flashing a winning smile may be CHA + Phys.

Galan is trying to earn a few coins by entering a contest of skill for tricksters. He plans to show off his talent for mundane illusions like card tricks and the old rabbit-out-of-a-hat bit. The game master decides the contest is a non-violent combat, and will use DEX + Subt. Galan has a DEX of 18, giving

him 18 imaginary hit points for this combat. His opponent also has a DEX of 18. Galan wins initiative, and rolls 19 (11 on 1d20 + 4 for DEX bonus + 4 for Subt skill rank). His opponent scores 12, so Galan's first trick is more impressive than the other guy's. I roll 4 on 1d6 and add his DEX bonus for a total "damage" of 8. Now the opponent's imaginary hit points are 10. After a few more moments of trickery, the opponent's imaginary hit points fall to 0 (zero), and the judges announce that Galan has won the contest.

Signature Move

Many heroes have a favorite maneuver or fighting style. As you play your character, you may develop a signature move, one that the character tries to perform each time he or she is in combat. Using this option, the game master may award a +2 bonus on the character's first attack that uses the signature move. An enemy that is successfully injured by an attack using a signature move can also be worth 10 percent more experience points (round up). This bonus can be awarded once per battle.

A signature move may be determined while creating a character, but it is often discovered during play. A character can only have one signature move at a time. Signature moves may include climbing high and diving toward an enemy, giving a chilling battle cry, staring down a foe before drawing a weapon, leading the charge into battle, always head-butting enemies with unarmed attacks, singing or playing a personal "theme song" (in a silly game), etc.

Kjell and Galan are back to back as the orcs approach. Kjell draws his sword and growls. Galan does what he always does: pulls a dagger and tosses it lightly from hand to hand, smiling all the while. Then he suddenly whips the dagger toward the nearest orc. I gain a +2 bonus on the attack, because Galan performed his signature move.

Damage Marks

For a game that spends less time on detailed combat and more on telling a story, ignore hit points and determining specific damage from an attack. Instead, each successful attack causes an opponent to gain one "Damage Mark" (indicate this on the character sheet or with tokens like coins or poker chips). When the character has suffered four Damage Marks, he or she is out of action for the rest of the battle, and returns at full health (no Damage Marks) immediately afterward.

Minor enemies may only be able to take one Damage Mark, while major villains or powerful heroes may

be able to take 6, 10 or more. This option is good to simulate a variety of impediments to characters, not only cuts and bruises but also being bound in a net, stumbling over an obstacle, being intimidated by an enemy's challenge, etc.

During a battle, Kjell is surprised by a gang of hobgoblins, who tie him up in their enchanted ropes. One whacks him over the head with a club, and he is unconscious. Using the traditional hit point rules, it would take the hobgoblins several turns to whittle down Kjell's hit points, but using the Damage Marks option, the ropes and the club each cause one Damage Mark. His exact health status doesn't matter; what makes the story exciting now is that Kjell has been captured and brought before the hobgoblin king.

Knockback

Some attacks are so powerful, they can send an enemy flying backward. If a damage die shows its highest result (for example, a 6 on a d6), the opponent loses hit points from the attack, then moves backward in a straight line 10 feet (2 spaces) per die showing its highest result. Terrain effects are ignored, since the opponent is actually flying or stumbling back, but if the opponent strikes a solid object like a wall or tree, he or she takes 1d6 damage and must make a DEX + Phys roll (vs DC 10) or fall down. If the opponent strikes another character or creature, both must make a roll to avoid falling.

A wizard hurls a lightning bolt at Kjell, for 2d6 damage. The game master rolls a 6 on each die. Kjell takes 12 points of damage and is knocked backward 4 spaces. He slams into a rock wall for another 3 points of damage and a major headache.

Armor Class Adjustments

In the Purest Essence rules, AC = 10 + DEX bonus + armor bonus (from purchased armor and racial and class benefits). To represent characters who keep out of danger thanks to quick thinking and fast reflexes instead of suits of metal, the game master may rule that characters carrying a shield, other than a buckler, or wearing any armor except light armor (padded, leather, studded leather, chain shirt) cannot apply DEX bonus to AC.

Characters wearing no armor or light armor and/or holding a buckler can still use DEX bonus to determine AC. If this option is used, it should apply to all heroes and enemies in the game, not just characters who would benefit from it.

As a general guideline, armor and shield bonuses adding up to +5 or more do not allow the character to add his or her DEX bonus to AC.

For high-powered games, the game master may want to also award every character a bonus to AC equal to ½ level (round up).

Galan has a DEX bonus of +4, and wears leather armor (+2 armor bonus) for a total AC of 16. Kjell has chainmail armor (+5 armor bonus), and so he can't use his DEX bonus to calculate his AC. So his final Armor Class is 15. Kjell is slightly easier to hit, but much harder to take down (he has more hit points than Galan). He can also wear heavier armor than Galan, ultimately providing a higher armor bonus.

Alternate Defenses

Microlite 20 keeps combat simple with a single defense for all attacks, Armor Class. To add more variety to combat, use the four types of defense introduced in Fourth Edition.

Armor Class: 10 + DEX bonus + armor bonus

Use for weapon attacks
(swords, arrows, maces, etc.).

Fortitude Save: 10 + (STR bonus x 2)

Use for endurance
(swimming, resisting poison, etc.).

Reflex Save: 10 + (DEX bonus x 2)

Use for dodging area effect attacks
(dart traps, dragon breath, etc.).

Will Save: 10 + (MIND bonus x 2)

Use for resisting magical effects
(spells, psionics, etc.)

Galan's Reflex Save is 18 (as his DEX bonus is +4), while his AC is only 15. If a dragon breathes fire at him, he's better at dodging away from the blast than he is at trying to twist out of the way, hoping his armor is tough enough.

Descending Armor Class

Players of early versions of The World's Most Popular Role Playing Game have created fantastic monsters, treasures and rules sets that can easily be used in Microlite 20. While most aspects of the rules work the same, older games use a descending armor class, where a lower AC is better. To convert it to Microlite 20, simply subtract the listed AC from 19, if the listed AC is 9 or less. If it is 10 or more, use the AC as listed. For example, a bugbear has a descending armor class of 5, and a Microlite 20 AC of 14. A hero wearing plate mail might have a

descending armor class of -2, which converts to a Microlite 20 AC of 21.

Splintering Shields

Shields are used to add to a character's Armor Class, but they can also be "sacrificed" to prevent injury. Instead of taking any damage from a single successful melee/hand-to-hand attack made by an enemy, the shield's armor bonus can be reduced by -1. If it falls to +0, the shield is destroyed and is no longer useful. Missile/ranged and magic/supernatural attacks are not affected by this rule.

Kjell carries a heavy wooden shield (with a +2 armor bonus) into battle against a bandit carrying a war hammer. The bandit hits Kjell for 10 points of damage, but Kjell puts his shield in the way just in time. He takes no damage, but his AC is reduced by 1 (since the shield's armor bonus is now +1).

Mob Fighting

It's dramatic and exciting to have heroes battle hordes of orcs or legions of evil soldiers all at once, but in many RPGs it's difficult to keep track of each in combat. An easy solution is to use the exact same characteristics for a monster or enemy as the game master would use in a one-on-one battle, but state that each member of the mob has only one hit point.

For example, the Purest Essence rules list an average goblin as having 5 hit points. Using this option, a hero could instead fight five goblins, each with one hit point. When it's the goblin mob's turn to attack, all five goblins would attack and cause damage as one (since they are minimal threats on their own, it would take multiple successful hits to truly injure an adventurer). If the hero defeats the mob, he or she gains experience equal to defeating a single normal goblin.

In the same way, a single attack against the mob represents several sword slashes, or a few quick arrow shots, enough to take out several members of the mob at the same time. Using this option, the rules don't really change, but a description of the action can change significantly.

Sanity

A fantasy adventurer's life is full of horrific visions – terrible monsters like dragons and demons, mind-bending magic, and bizarre images that violate the laws of reality. In some game worlds, the strangest sights and thoughts can destroy a hero's sanity.

Each character begins with a Sanity Rating (San) of MIND stat score (not bonus) x 5. Whenever the game master rules that the character has witnessed something that could damage his or her sanity, roll 1d% (1d100). If the result is less than or equal to the character's current San, the character can handle the weirdness and is not affected. If the result is greater than the character's current San, the character's psyche diminishes a little bit. Roll a die based on the intensity of the event, and subtract the result from the character's current San. If your character's San falls to 0 (zero) or less, the character has gone completely insane and is no longer available as an adventuring hero.

If the die is a d8, d10 or d12, and the roll is the maximum for that type of die (for example, a 10 on 1d10), the character may also develop a temporary insanity, like nightmares, a phobia or catatonia. It's up to the game master to determine exactly what the temporary insanity is, if any, and how long it lasts. Effects with a Sanity loss of 1d4 or 1d6 are not traumatic enough to trigger insanity.

| <u>Sample Image/Event</u> | <u>San Rating Loss</u> |
|---|------------------------|
| Animal-Like Monster (hell hound, owlbear, etc.) | 1d4 |
| Cult Ritual | 1d10 |
| Cultist | 1d4 |
| Death | None |
| Demon or Devil | 1d8 or 1d10 |
| Dragon | 1d6 or 1d10 |
| Evil Priest or Magic-User | 1d8 |
| Evil Spell | 1d6 to 1d12 |
| Giant Monster (giant, troll, large dragon, etc.) | 1d10 |
| Gruesome Death | 1d4 |
| Humanoid Monster (elf, human, orc, etc.) | None |
| Supernatural Fear Effect | 1d8 |
| Undead | 1d8 |

Recovery: A MIND + Comm roll (usually vs DC 15) can restore 1d6 San points to a character in the form of "psychology," but only once per day. As with hit points, a character's Sanity Rating can only be restored to its starting amount. A character will never gain more San by advancing in level. The Sanity game option is often used in settings with little magic and few unusual creatures, and often leads inexorably to a character's total insanity.

Kjell, with his MIND stat score of 9, has a Sanity Rating of 45. During an adventure, he vanquishes a horde of skeletons during a search for an evil priest. Destroying skeletons is the kind of thing

Kjell does all the time, so the game master decides that won't affect his Sanity Rating at all. However, when Kjell reaches the cultists, they're about to sacrifice a young villager to their dark gods. Each cultist wears a mask made of bone and carries a sacrificial knife decorated with demonic runes. It's more concentrated evil than Kjell the Bear has ever seen in his life.

A cult ritual is a 1d10 San loss. I roll a 10, so Kjell's San falls to 35. The game master also rules that Kjell gains a temporary insanity: he loses his next turn staring blindly into space, as his mind tries to come to grips with the eternal forces that war among themselves in the cosmos.

Corruption

Dark magic and horrible choices offer incredible power, but at a dangerous cost. A character choosing to invite corruption can roll one or more d10 along with any other dice used in any roll (stat + skill, attack, damage, etc). The d10s can be rolled along with other dice, or after the original result is determined. Each d10 used by the character provides 1 Corruption Point. Other evil activities, like willfully harming innocents or wearing magic rings forged by dark gods, may also provide Corruption Points.

When a character's Corruption Points equal the character's MIND stat score (not bonus), the character has been corrupted by evil and becomes a terrible monster. The game master may decide the character is no longer playable, gains physical signs of evil (like mutations or an unpleasant aura) or has some other penalty. A character cannot lose Corruption Points unless he or she is killed and resurrected (at which time the character comes back to life with no Corruption Points), though accomplishing a significant mission for a divine power of good and light may also reduce Corruption Points.

In a fit of rage, Kjell slaughters an entire gnoll encampment, including the elderly and the children. He picks up 2 Corruption Points, and rolls 2d10 along with his normal weapon dice when damaging each gnoll in the camp.

Healing

While magic always provides healing, characters with more than 0 (zero) hit points at the end of a battle may be able to regain 1d4 hit points +1 per three levels (level 3, 6, 9, etc.) immediately in the form of bandages and catching their breath. This type of healing can only be done once after each

battle. A character will regain all of its hit points after a night's rest, even if the character has a turn on watch.

After a battle, Galan and Kjell stop and cover up their cuts and bruises with the healing herbs in the forest. Each rolls 1d4 and recovers a few hit points.

Duration

In most cases, an attack represents not just one swing of an axe or even one shot from a bow, but time enough to cross swords, loose a handful of arrows, leave a few nicks on the enemy's armor, and even hiss threats (for the villains) or call out challenges to fight with honor (for the heroes).

In an "old school"-style game, abilities and spells are measured in segments of real time, like minutes and days. A "new school"-style game calls for measurements in segments of game time, at least when using abilities and spells in combat. It's up to the game master to determine exactly how long a duration will last, but here are some guidelines:

- 1 minute is equivalent to 1 turn.
- 1 hour is equivalent to 1 battle.
- 1 day is equivalent to 1 game session.

At the beginning of a combat encounter, a wizard ally casts the Mage Armor spell on Kjell. His AC increases by +4 for one hour per level. If the wizard is a first level character, the spell lasts the length of the fight (one battle), but if the wizard is second level, the spell lasts for two battles, or one hour, whichever is shorter.

A third level druid casting Protection From Energy, which absorbs damage for 10 minutes per level, would be able to absorb damage for 30 minutes. In combat, a spell that lasts 30 minutes would last 30 turns – longer than the typical battle, but not long enough to last an entire day. The game master might say that spell might last for three battles (since the druid is third level).

Morale

Combat in fantasy RPGs is fun, but it can go on too long, especially if characters have used all their special abilities, and can't think of another creative way to use the battlefield environment to their advantage. The game master may rule that enemies flee a battle once more than ½ the total number of enemies in a battle are defeated, or if the major enemy of the battle (if there is one) is defeated. Mindless creatures (like skeletons) and player characters never flee using this morale option.

Alternately, morale can be decided by the roll of the dice. Roll 1d6 for each individual enemy that meets the requirements for fleeing above – if more than half the total foes the major enemy is defeated.

If the enemy's Encounter Level is equal to or less than the average level of the adventuring party (round down), the enemy will flee on a roll of 4 or more. If the enemy's Encounter Level is greater than the average level of the adventuring party, the enemy will flee on a roll of 6.

An enemy that flees turns to face as far away from the most immediate threat as possible, then spends its next turn in combat running away, or attempting to surrender, if it cannot escape the battlefield. On the turn after it flees, the enemy is considered to have dropped out of the combat (run away or surrendered), and counts as having been defeated, when collecting experience points and treasure.

Kjell wades into battle with a band of five goblins. He takes out two quickly, but it takes another turn before a third goes down. Since there's less than half the group left, it's time to check morale. The game master rolls a d6 for each goblin, with results of 1 and 3.

The last two goblins glance at one another and decide to flee. They both turn away from Kjell and start running. On his next turn, Kjell draws his bow and is able to pin down a fourth goblin. The final one is able to escape, though Kjell gets credit for defeating him too (that goblin won't threaten another well-armed adventurer any time soon!).

Speeding Up Combat

There are a few simple methods to pick up the pace of battles and get into another exciting fight, or continue telling the story. One option is simply to divide each enemy's listed hit points in half (round down).

Another is standard damage amounts: instead of rolling weapon damage for each enemy, simply assume it does the average amount of damage for its weapon (round up). For example, in the Purest Essence rules, a large monstrous spider causes 1d8+3 damage plus poison. The lowest damage the spider can cause is 4 and the highest is 11 for an average of 8, rounded up. Each time a large monstrous spider hits, it causes 8 points of damage, instead of having to roll and determine damage after each attack. The spider's poison also applies, like it does in the regular Microlite 20 rules.

A third method is to have each player (and the game master) roll 3 d20s at the beginning of a battle and write down those numbers, after determining initiative order. Instead of making a new attack roll each turn during combat, the player selects one of the d20 results he or she wrote down and uses it as his or her attack roll result for that turn. If the battle continues after all the d20 results have been used, the player simply rolls 3 d20s again. Players have to work with the numbers they have, which may lead to more tactical use of the battlefield and the abilities of allies.

Miniatures And Battle Maps

If you have miniature figures (about 1 inch or 25 to 28 mm tall) to represent the characters and their enemies, you'll need a ruler or a battle map covered in spaces (squares, hexes or 1 inch measurements). One space equals 5 feet or 2 yards, and the average character and monster moves 6 spaces per turn, even diagonally. This is the character's Speed or movement rate.

Small characters (like halflings or gnomes) move 5 spaces per turn, while characters wearing heavy armor (splint mail, banded mail, half-plate, full plate) move 1 space less each turn. On older-style maps, where one space equals 10 feet, the average character moves 3 spaces per turn.

Characters can move through the same space as another character or enemy, but cannot end movement in the same space as another figure. Rubble, darkness, heavy growth and other difficult terrain "costs" 2 spaces of movement per space moved by the character. Moving up and down is the same as moving horizontally (a character does not have to "spend" extra movement to climb or fly). Moving just 1 space is considered a "free" action, as long as the character does not move any farther that turn.

If there's a question whether a character could see an enemy to hit it, draw an imaginary straight line from the center of the attacker's space to the center of the target's space (or one of its spaces, if it takes up more than one space on the map). If there is no major obstacle or enemy in the path, the character can make the attack. Allies of the attacker do not block its path. Characters can attack through windows and other partial obstacles at a -2 penalty to hit.

To avoid calculating attack ranges each turn, melee attacks must be made against an enemy in a space adjacent to the character. Thrown and short-range weapon attacks can be made against an enemy up to 10 spaces away. Long-range weapon attacks can be made against an enemy up to 25 spaces away.

LEVEL ADVANCEMENT

By Encounter

Instead of adding up Encounter Levels, simply award characters a new level after 9 encounters that are appropriately challenging (i.e. a small gang of kobolds is no match for a group of level 10 heroes). Remember that each battle is an encounter – but so is a trap, a monster that's defeated without fighting and even high-stakes skill situations (for example, a simple roll to find the right trail probably isn't an encounter, but a roll to negotiate peace between warring kingdoms probably is).

Experience For Treasure

In many fantasy adventures, characters quickly collect thousands of gold pieces, dozens of gems and handfuls of magic items. Most of it simply goes unspent. With this option, each character can spend 10 percent of its total treasure earned on that adventure (round up) on "upkeep" (repairing damaged items, restocking spell components, food, lodging, etc.) and personal effects (a tithe to the local house of worship for a cleric, a drinking contest for a dwarf, a tribute to the thieves guild for a rogue, etc.). If all characters in the party do so, they gain experience equal to an Encounter Level of their own level. This can only be done once after each adventure.

After slaying a dragon, Kjell and Galan spend 10 percent of their treasure to repair their armor, eat fine meals, and enjoy wine, women and song until their next journey into the wilderness. That leaves them with less money to buy new weapons and magic items, but they decide it was worth it.

Training

In the standard Microlite 20 rules, characters gain skill ranks, hit points, attack bonuses and stat improvements automatically when they gain levels. With this option, characters must spend time and money with weapon masters, powerful mages and expert thieves to earn their advancements.

Whenever a character is ready to earn a new level, roll 1d4 + the character's current level. That is the number of weeks the character must spend in training. Multiply that number by 25; that is the number of gold pieces the character must spend to hire trainers, rent practice space, etc. At the end of the training period, the character gains the maximum hit points possible as well as skill, attack and other bonuses and abilities the character is entitled to. In addition, choose one of the character's stats (STR, DEX or MIND) and roll the

appropriate die according to the stat score: An existing score of 3 to 9 needs a 6 on 1d6 to increase by +1; 10 to 15 needs an 8 on 1d8; 16 needs 12 on 1d12; and 17 needs 20 on 1d20. A stat score of 18 or better can't be improved with training.

Kjell is ready to move to level 2, but he needs to practice with the captain of the guard first. I roll 1d4 and add his current level of 1 for a total of 3. It will take him three weeks to train, and cost (25 x 3) 75 gold pieces to pay for the captain's time, and also to hire a sage to improve his book-learning. As Kjell's STR is already 18, I decide to try and boost his MIND stat. It is currently 9, so I roll 1d6, hoping for a result of 6. I get a 4 – Kjell hasn't learned enough yet; he'll have to come back to the sage after his next adventure.

Immaterial Rewards

Heroes often collect powerful magical treasures and piles of coins, but they can just as easily gain other kinds of rewards after gaining levels and completing adventures, like membership in exclusive groups, noble titles, land and followers, etc. Most of these types of rewards offer a bonus to stat + skill or attack rolls, or a similar improvement, in exchange for participation in the group's activities or for managing the land.

For example, the Royal Society of Explorers might give a +1 per level to MIND + Know rolls to learn about the history and terrain of a particular kingdom, but it also comes with the responsibility to give a report on a previously unexplored place to the Society once per year.

Becoming Baron of the Iron Mountains might give a character access to the magical ironstone, providing an additional +1 die of damage with any metal weapon (an ironstone longsword does 2d8 damage). However, the Baron also has to hire and pay miners to search the Iron Mountains for ironstone.

Class Hit Points

In the standard Microlite 20 rules, all characters gain +1d6 hit points when gaining a level. Alternately, give fighter-types +1d10 hit points per level, cleric- and rogue-types +1d6 hit points per level, and wizard-types +1d4 hit points per level instead. Reroll any die result of 1.

Galan is a warrior with a few other skills, so he's not as tough as Kjell. He rolls 1d6 when he gains hit points.

Fast Hit Points

Instead of rolling a die for hit points each level, simply use STR stat score (not bonus), +4 hit points per level. For an “old school” experience, give fighter-types +6 hit points per level, cleric- and rogue-types +4 hit points per level, and wizard-types +2 hit points per level instead.

Kjell’s Strength stat score is 19, and as a “retro” character, he gets +6 hit points at first level for a total of 25 hit points.

Adventuring Years

Characters in games using this option age fairly regularly. One campaign, or three to five major adventures, counts as one “adventuring year,” with the rest of the time spent on personal business (family, study, faith, training, etc.) or being held up because of mundane travel time or bad weather.

Before the next “adventuring year” begins, increase the character’s age by 1 (which may affect stats and skills), and gain income equal to 3d6 x character level x 5 gold pieces in the form of property, wages, winnings (gambling, practicing theiving skills, etc.), taxes (for a character in a governmental position), etc. Also roll 1d20 on the events table below – this is especially appropriate for settings where characters are not just wandering adventurers, but the representatives of noble houses or lineages of magic.

| <u>Roll</u> | <u>Event</u> |
|-------------|--|
| 1 to 2 | Death in the family/group of friends |
| 3 to 5 | Marriage among family/friends |
| 6 to 8 | Birth to someone in family/friends |
| 9 to 11 | Personal failure (crops did not grow, robbed, etc.) |
| 12 to 15 | Personal success (promotion, gained renown for an achievement, etc.) |
| 16 to 20 | No event this year |

CLASS POINTS

With this character creation option, you don't select a traditional RPG class for your character, but instead select the talents that fit your concept for your character. Feel free to create new class abilities, using the examples below as guidelines. Many race features, class abilities and feats from other RPGs can easily become class abilities using this class points option.

Armor: Using this option, your character must have the Medium and/or Heavy Armor And Shields abilities to gain Armor Class bonuses for wearing some types of armor (see below). All characters can wear light armor (padded, leather, studded leather, chain shirt), and carry buckler shields.

Skill: Choose one skill. You begin with a +3 class bonus to that skill. Alternately, you can assign +2 to one skill and +1 to another, or +1 to three skills. Choose one skill to be your character's "class skill."

Class Points: You begin with FOUR Class Points. Any Class Points that are not spent are lost. Every third level (3, 6, 9, 12, etc.), you gain an additional Class Point, which can be saved or spent right away.

Spend 1 Class Point For...

Animal Companion or Mount: Choose a normal, "real world" animal with hit dice up to your level +1. It remains loyal to you and will perform tasks and fight for you to the best of its ability, but will not fight until death. When you increase in level, your animal companion or mount does as well. At level 10, you can take a fantasy creature (like a griffon or dragon, but not an orc or elf) as a companion or mount.

Because your companion or mount is magically linked to you, or is at least trained to respond to your every movement, it provides you with benefits. You gain +1 to one skill. As an optional rule, instead of providing an extra attack for a character each turn in combat and requiring the player to keep track of both a hero and an animal, the companion or mount instead provides +1 to one type of attack the character makes (melee/hand-to-hand, missile/ranged, or magic/supernatural) — choose the type of attack when selecting this ability. If the character successfully does damage with that type of attack, add 1d6 (for a smaller creature like a wolf) or 1d10 (for a larger creature like a warhorse) to the character's damage each time.

Attack Bonus: Select one kind of attack — melee/hand-to-hand, missile/ranged, or magic/supernatural. You gain +1 to attack and damage rolls with that type of attack. This bonus increases by +1 every five levels (+2 at level 5, +3 at level 10, +4 at level 15, etc.). You can spend Class Points for an attack bonus on one, two or all three types of attack.

Brute Force: Add your STR bonus to all damage with Melee/Hand-To-Hand attacks using a one-handed weapon, and STR bonus x 2 with

Melee/Hand-To-Hand attacks using a two-handed weapon.

Cleave: If you make a melee/hand-to-hand attack against an enemy and drop it to 0 (zero) hit points or less this turn, you may make an immediate single melee/hand-to-hand attack against another enemy, if possible. Alternately, you can use this ability with missile/ranged or magic/supernatural attacks instead (choose one type of attack when selecting the ability).

Cohesion: You follow a leader into combat, or pair up with another hero for a special "double team" technique. Once per battle, select another character. When that character ends its move, you immediately move to any open space or area adjacent to that character as a "free" action. This ability is best used in a game that uses miniatures and battle maps.

Connections: You can call on a friend or business acquaintance for a piece of special equipment, information or safe entry into a city or other area. It's up to the game master to decide exactly what the results of your request are. Your connections can be called upon a number of times per adventure equal to your MIND bonus + ½ level (round down).

Empowering Spells or Psionics: You can give any spell or power this metamagic adjustment by spending 4 extra hit points on the spell or power. This spell or power causes 50 percent more damage (round up).

Extending Spells or Psionics: You can give any spell or power this metamagic adjustment by spending 2 extra hit points on the spell or power. It has twice the listed duration.

Good Fortune: You can add dice to any one roll you make (attack, stat + skill, damage, etc.),

depending on your level. This can be done a number of times per day equal to your level. Level 1 to 3: 1d6; level 4 to 7: 1d8; level 8 to 11: 1d10; level 12 to 15: 2d6; level 16 to 19: 2d8; level 20: 2d10

Heavy Armor And Shields: You can wear heavy armor (splint mail, banded mail, half-plate, full plate) and use shields. You must have the Medium Armor ability before selecting this class ability.

Improved Heroism: You gain additional Heroism points equal to your highest stat bonus, if using the Heroism option (see above).

Improved Initiative: Use DEX bonus +4 to determine your character's Initiative.

Lay On Hands: You can heal a die's worth of hit points, depending on your level. This healing can be applied to any number of allies, but not yourself. This can be done a number of times equal to your MIND bonus + ½ level (round up) per day. Level 1 to 3: 1d3; level 4 to 7: 1d6; level 8 to 11: 1d8; level 12 to 15: 1d10; level 16 to 19: 1d12; level 20: 1d20

Leadership: On this character's turn, the hero can name one type of die roll (use of a particular skill, a type of attack, damage, etc.). All allies of the character, but not the character with this ability, gain a bonus to that die roll equal to ½ level (round up) until the character with Leadership's next turn. This ability can be used a number of turns per day equal to MIND bonus, though the turns do not have to be in a row.

Lesser Spell List: You cast spells from the illusionist or druid spell list, or you can cast spells from the arcane or divine spell lists, but only spell levels 0 to 4. Choose one list when selecting this ability.

Medium Armor: You can wear medium armor (hide, scale mail, chainmail, breastplate).

Monster Knowledge: Select one kind of monster, like orc, dragon, or even evil human. You gain a bonus to attack and damage that kind of monster equal to ½ your level (round up).

Multiple Attacks: If your attack bonus is +6 or more, you can make an additional attack of that type with a -5 penalty. If the total bonus is +11 or more, a third attack can be made at -10, and so on. All attacks must be made on the same turn and count as the same single action. For example, a character with a missile/ranged attack bonus of +12 and this ability can make three attacks per turn, at +12, +7 and +2 to hit. You must select this ability once for each type

of attack (melee/hand-to-hand, missile/ranged, or magic/supernatural).

Performance: You can use music, oratory or other performance to cause magical effects, usually by making a MIND + Comm roll. You can do this MIND bonus times per day, +1 time per level, but only one effect at a time. The effects are:

Countersong: Cancel one sound-based effect against an ally.

Fascinate: One target suffers -4 to any perception-type roll for a number of turns equal to your MIND bonus.

Inspire Courage: All allies within hearing distance gain +1 to attack and damage, +1 for every 5 levels (level 5, 10, 15, etc.) until your next turn.

Enhance Skill: All allies within hearing distance gain +1 to all stat + skill rolls, +1 for every 5 levels (level 5, 10, 15, etc.) until your next turn.

Quick Thinker: Roll 1d20 + MIND bonus instead of DEX bonus to determine your character's Initiative. This is useful for characters that prefer supernatural attacks, like spell casters and psionics.

Reputation: Choose a word or phrase that describes how you are treated by others (like "fearsome," "valiant" or "studious"). Gain +5 to stat + skill rolls when the reputation can be used (for example, to intimidate an enemy, or to research information). It's up to the game master to decide when a reputation can provide its bonus. You can spend more than one Class Point on this ability, choosing one word or phrase each time.

Resistance: Choose an energy type, like fire, cold, poison, electricity, etc. Subtract an amount of damage of that type equal to your level from the number of hit points you lose when hit. For example, a fireball that causes 10 points of damage instead causes 7 points of damage if you have Resistance (Fire) 3. You can spend more than one Class Point on this ability, once per energy type.

Smite: Choose a target you have just rolled a successful hit against. Add your level x 2 to the damage. You can do this MIND bonus times per day +1 time every three levels (level 3, 6, 9, 12, etc.).

Speed Boost: Move an additional 5 feet (1 space on a battle map) each turn. You can spend more than one Class Point on this ability.

Spontaneous Healing: Subtract hit points as if you had cast a spell of any level you can normally cast. Instead of casting the spell, however, you

cure 1d6 + spell level hit points for one ally, but not yourself. If you have the Turn Undead ability, you can trade in one use of Turn Undead to cure 1d6 + 2 hit points. You must have the ability to cast spells or the Turn Undead ability to select this ability.

Strikeback: If an opponent attacks you and only you and misses, you can make an immediate “free” attack against that opponent. This ability can only be used once per battle, succeed or fail.

Taunt: Your insults and boasts can distract your foes. Instead of making a normal attack, roll MIND + Comm vs an opponent’s MIND + Comm. On a success, the opponent suffers -2 to all rolls (stat + skill, initiative, attacks, damage, etc.) for the remainder of the battle. The opponent must be able to hear and understand you. It is also likely to turn its attention to you, angry at you for tricking and teasing it.

Trapfinding: You gain a +5 bonus to spot mechanical and magical traps and secret doors (using MIND + Subt), and a +3 bonus to disable traps of any kind.

Turn Undead: Make a magic/supernatural attack against an undead opponent (DC is the current hit points of the undead). On a success, the undead must turn around and move away from you on its next turn. If the DC is exceeded by 10, the undead is destroyed. This can be used successfully MIND bonus + ½ level (round down) times per day. This ability can be used for a different type of creature, like cold-based monsters or demons, instead of undead. Choose the type of creature that can be turned when selecting this class ability.

Twin Shot: You can make two missile/ranged attacks per turn, each at -2 to hit. Both attacks must be made on the same turn and count as the same single action.

Two Weapon Fighting: You can make two melee/hand-to-hand attacks per turn, each at -2 to hit. Each attack must be made with a separate weapon (or two unarmed attacks). Both attacks must be made on the same turn and count as the same single action.

Unarmed Damage: Your unarmed attacks cause extra damage, instead of the standard 1d3, depending on your level. Level 1 to 3: 1d6; level 4 to 7: 1d8; level 8 to 11: 1d10; level 12 to 15: 2d6; level 16 to 19: 2d8; level 20: 2d10

Wall Climb: You can move straight up walls and on narrow spans without losing your balance. On a DEX + Subt roll to climb or keep your balance, add +5 to the result. You are not slowed down

when moving along a wall or across any other similar area.

Wealth: Determine your character’s starting amount of gold as normal, then triple the result. After an adventure, when treasure is determined, figure out how much you earn, then multiply that total by 1.5 (round up). That’s the amount you actually earn, after all your investments, businesses and holdings are added to your adventuring income. For example, a character who gets 100 gp from a treasure hoard and another 20 gp from a grateful lord has not 120 gp for the adventure, but 120 x 1.5 = 180 gp.

Weapon Finesse: Your melee attack bonus is equal to DEX bonus + level, instead of STR bonus + level. You must be wielding a light weapon, rapier or whip to use this ability.

Widening Spells or Psionics: You can give any spell or power this metamagic adjustment by spending 6 extra hit points on the spell or power. This spell or power’s area of effect is twice as large as normal.

Wild Empathy: You have skill with nature, and are not affected by non-magical plant life (thorns, vines, etc.). You cannot be tracked on any terrain if you do not want to be, and you gain a +5 bonus to calm normal, “real world” animals (this is usually a MIND + Comm or MIND + Surv roll).

Wild Magic: Each time you cast a spell, roll 1d6.

- 1: Something is wrong, and the magic itself goes wild. The spell affects the spell caster instead of its intended target, or one ally of the game master’s choice.
- 2: The spell is a strong drain on the spell caster. Lose 1 additional hit point.
- 3 or 4: No special effects. The spell works normally.
- 5: Magical power flows out of the spell caster and back into him. Regain 1 hit point spent for casting this spell.
- 6: The forces of magic strengthen the spell. Choose a metamagic adjustment for your spell (empowering, extending or widening are all listed in this class abilities list).

Wuxia Defenses: As long as you are wearing no armor of any kind, you gain +1 to AC, +1 every three levels (level 3, 6, 9, 12, etc.).

Spend 2 Class Points For...

Anti-Magic Aura: Spells don’t work for you or on you. Magic weapons and supernatural abilities like lycanthropy and dragon breath still cause

their normal effects on you, but no spell, including magic healing, affects you if it is cast on you or in your vicinity (like a magic wall).

Divine Magic: You can use divine spells as if you were a cleric, as described in the Microlite 20 Purest Essence rules.

Magic Blast: You can fire a bolt of mystic energy, causing 1d8 damage +1 every three levels (level 3, 6, 9, 12, etc.). Use your Magic/Supernatural Attack Bonus to make this attack. This attack can be attempted a number of times per day equal to your MIND bonus +1, succeed or fail. The Magic Blast is not a spell, but a supernatural ability, so it does not require the user to spend his or her hit points.

Minor Psionics: You can use psionic powers as if you were a psion or psychic warrior, as described in the Microlite 20 psionics rules. However, you are limited to power levels 1, 2 and 3. Choose the combat (psychic warrior) or general (psion) powers when creating your character. When the psionics rules call for the Concentration skill, use the Physical skill (for combat psionic characters) or the Knowledge skill (for general psionic characters) instead.

Rage: Gain +2 to melee/hand-to-hand attacks and damage, +2 to STR bonus (not stat score), and -2 to AC for a number of turns in a row equal to twice your STR bonus (before the Rage bonus is applied), though you can end a rage early. You can shift into a rage a number of times per day equal to your STR bonus.

Shape Change: You can transform into a specific wild animal, and only that specific animal (so you always have the same markings, fur coloration, etc.), a number of turns per day equal to your MIND bonus +2. Alternately, a character with this ability might receive one small animal shape change per level divided by 3 (round down). So a level 6 character with this ability could change into any small animal (fox, badger, sparrow, etc.) twice per day for a

number of turns equal to MIND bonus each time. The character can trade 2 smalls for 1 medium (like a wolf or eagle), or 3 smalls for 1 large (like a bear or shark).

You do not gain hit points for shape-changing using this special ability, but use the abilities and bonuses of the creature instead of your own while in animal form. You cannot speak, use equipment or other abilities of your original form when in animal form. Changing shape is a “free” action.

Sneak Attack: If you successfully sneak up on a foe or target an enemy with a missile/ranged attack without their knowledge (DEX + Subt vs DC of MIND + Subt), add your Subt skill rank to the damage of your first attack against that enemy.

Weird Science: Choose one or more spells from any spell list of up to 4th level. You can instill those spells into a device, which can be used a number of times per day equal to 3 + ½ your level (round up) without spending hit points. The device costs 4 hours and 100 gp per spell level to construct. It is free for you to use, but it requires a MIND + Know roll (DC 15 + number of spells in the device) for anyone else to use. The spells in the device work exactly like the spells would as if cast normally.

Spend 3 Class Points For...

Arcane Magic: You can use arcane spells as if you were a magi, as described in the Microlite 20 Purest Essence rules.

Psionics: You can use psionic powers as if you were a psion or psychic warrior, as described in the Microlite 20 psionics rules. Choose the combat (psychic warrior) or general (psion) powers when creating your character. When the psionics rules call for the Concentration skill, use the Physical skill (for combat psionic characters) or the Knowledge skill (for general psionic characters) instead.

Purest Essence Classes And Class Points: The “big four” classes use class points in the following way.

Cleric: +3 Communication, Divine Magic, Medium Armor, Turn Undead

Fighter (Fighting-Man): +3 Physical, Attack Bonus: Melee/Hand-To-Hand, Cleave (Melee/Hand-To-Hand), Heavy Armor And Shields, Medium Armor

Magi (Magic-User or Wizard): +3 Knowledge, Arcane Magic, Empowering Spells

Rogue (Thief): +3 Subterfuge, Improved Initiative, Sneak Attack, Trapfinding

MICROLITE CONDITIONS: Many of the fantasy RPGs that inspired the Microlite 20 rules have a long series of conditions that affect characters and monsters at certain times (usually, as the effects of abilities or spells). In the spirit of the Microlite 20 rules, you can use the rules below in place of the condition information in an SRD. These rules don't cover every situation, but are enough to keep the game going quickly and smoothly. Outside of combat, 1 turn while affected by a condition is equivalent to 1 minute.

The word "character" refers to any being affected by a condition. A condition ends when the game master rules that it does (alternately, roll STR + Surv vs DC 15 at the end of your turn. On a success, one condition of your choice ends immediately).

Aid Another: All characters attempting the same type of activity attempt a stat + skill check. Each one with success adds +1 to the character who got the highest result to determine if the party succeeded at the action. For example, four heroes trying to search a room each roll MIND + Subt vs DC 10. They get rolls of 12, 18, 9 and 13. Three successes (the 18, 13 and 12) mean the characters that rolled 13 and 12 each add +1 to the character with the highest result (the 18) for a final stat + skill check result of 20.

Attack Of Opportunity: If a character is next to an enemy and does something other than move to a space not adjacent to that enemy, take a "free" action, and/or make a melee/hand-to-hand attack on its turn, the enemy can make a single melee/hand-to-hand attack (or a magic/supernatural attack, if the game master allows) against the character, which does not count as part of the enemy's turn. This condition is best used in a game using miniatures and a map board.

Blinded: The character cannot see (to read, discern colors, etc.). It suffers -5 to Armor Class, attack rolls and other situations that require sight. If another character uses one of its actions to help describe a situation to the blinded character, the penalty is reduced to -2.

Blown Away: A character thrown by a gust of wind or as the effects of a blast moves 1d6 x 10 feet directly away from the source of the blast.

Broken or Rusted: An object that is broken will not function until it is repaired. A missile/ranged weapon that is broken will not work, though its ammunition will still be useable. If a magic item is given the broken condition, roll 1d6: On a 1 to 3, the item is actually broken. On a 4 to 6, the magic keeps the item together. The rusted condition is exactly the same, though it only affects items that are more than half made of metal.

Called Shot: The character makes an attack with a -2 attack penalty (for a small target like a human's arm or leg) or a -4 attack penalty (for a

very small target like a human's head or the weapon in its hand).

Charge: Both of the character's actions on this turn are movements, but the second movement action must take the character adjacent to an enemy. The character can immediately make a melee/hand-to-hand attack, with a +2 attack bonus. The entire second movement action must be in a straight line, though the first movement action can be in any direction.

Confused: At the beginning of its turn, before taking any actions, roll 1d4 for the character.

1: The character can act normally.

2: The character stays in place, babbling incoherently. It takes no actions this turn.

3: The character causes 1d8 + STR bonus damage to itself somehow. It takes no actions this turn.

4: The character must attack a random ally this turn, but can still move normally.

Cover: Light cover (half-covered by a wall, in sparse woods, etc.) provides a -2 penalty to hit the character. Heavy cover (dense fog, looking out an arrow slit, behind a pile of rocks, etc.) provides a -5 penalty to hit.

Cowering or Shaken: The character is filled with fear, suffering -2 to Armor Class.

Damage Resistance: Subtract the listed Damage Resistance number from the amount of damage suffered by a character. What remains is the number of hit points the character loses.

Dazed or Helpless or Stunned: The character takes no actions this turn.

Dazzled: The character is momentarily blinded, suffering -1 to Armor Class, attack rolls and other situations that require sight for this turn.

Dead: The character's hit points have fallen to -10 or less. The character can be resurrected or reincarnated, as long as more than half its body is available, to a maximum of 1 day after death per character level of the victim.

Deafened: The character cannot hear. It suffers -5 to Initiative and other situations that require hearing.

Disabled or Nauseated or Sickened or Staggered: The character can only take one action per turn, not two.

Dying: If a character has -1 or fewer hit points, it loses -1 additional hit point at the beginning of each of its turns. This cannot be avoided in any way. It is also *unconscious* (see below). Another character can make a MIND + Surv or MIND + Know roll (DC 10 + number of negative hit points) to stabilize the character, preventing any more negative hit point loss. The character requires other healing to add hit points.

Energy Drained or Level Drained: The character suffers -1 to all rolls (attacks, stat + skill checks, damage, etc.) per level drained. It also loses 2 of its total hit points permanently per level drained, and 2 current hit points per level drained.

Entangled: The character is wrapped in some sort of obstacle, and must make a DEX + Phys roll to escape (usually vs DC 10 or 15). It can take only one action this turn, though it can be a move, an attack or anything else. This action is at a -2 penalty. The character's other action must be to attempt to escape the entanglement, by making an "escape" roll, using a spell, or something else.

Exhausted or Fatigued: The character suffers a -1 to all rolls (attacks, stat and skill checks, damage, etc.).

Fascinated: The character stays in place, and takes no actions this turn. Any obvious threats to the character immediately end the fascination.

Flanking: Two allies who are standing on opposite sides of a character each gain +2 to hit that character.

Flat-Footed/Combat Advantage: Enemies gain a +2 attack bonus against the character this turn.

Frightened or Panicked: The character is terrified, suffering -4 to Armor Class and -1 to attack and stat + skill checks. It must attempt to attack or escape the source of its fear at some point during its turn.

Grappled or Pinned: At the start of its turn, the character who is being grabbed must make a STR + Phys roll vs the grabber's STR + Phys roll to escape the grapple. That counts as either one of the character's actions on this turn. On a failure, the grabber automatically succeeds at a melee/hand-to-hand attack against the

character who is grabbed (this is a "free" action for the grabber).

Incorporeal: The character has a +2 Armor Class bonus, but only against non-spell attacks (do not add this bonus against magic weapons).

Invisible: Opponents must make a MIND + Subt (DC 15 + invisible character's level) to see the character. Invisible characters still make sounds, leave footprints, etc.

Ongoing Damage or Bleeding: A character suffering continuous damage (like being on fire) suffers that damage at the start of its turn, before it takes any actions.

Paralyzed or Petrified: The character can take no actions this turn, and though it must remain in place, it can still breathe and see normally (unless it is encased in ice, turned to stone, etc.). It gains a +2 to Armor Class while paralyzed, if appropriate (a character turned to stone would gain the bonus, while a character who simply could not move would not).

Poisoned: The character suffers the initial results of the poison like a normal attack. At the beginning of its next turn, before taking any actions, the character immediately suffers the listed secondary poison damage.

Prone: While on the ground, the prone character suffers a -2 penalty to Initiative, Armor Class and melee/hand-to-hand and missile/ranged attacks, but not magic/supernatural attacks. The character must spend one movement action on its turn to stand back up.

Slowed: The character's speed is reduced by half (round down). It can only make one movement action per turn (i.e., it cannot run).

Stable: The character has -1 or fewer hit points, but is not losing more hit points (see *dying*, above).

Trip: Make a DEX + Phys vs DEX + Phys roll to knock a character *prone* (see above).

Turned: Immediately after being turned, the character must move as far from the character that turned it as possible (its speed). Fleeing a turn is a "free" action, but the turned character can take no actions on its next game turn. After that, the condition ends.

Unconscious: The character has 0 (zero) or fewer hit points, or is otherwise out of action. The character immediately falls *prone* (see above) where it stands, and can take no actions until it is awakened (a "free" action for an adjacent character – friend or enemy).

SPELL LISTS: If your class allows you to cast magic spells, your character can use any spell the game master makes available. For example, in the Purest Essence rules, characters can only cast spells of a level equal to or less than half their class level (round up). To get your spell caster ready to play right away, select one of the following spell lists, and consider those spells your “signature spells” (they cost 1 less hit point to cast).

Battle Cleric Spells

First Level: Divine Favor
Second Level: Cure Moderate Wounds
Third Level: Searing Light
Fourth Level: Freedom Of Movement
Fifth Level: Flame Strike
Sixth Level: Harm
Seventh Level: Destruction
Eighth Level: Fire Storm
Ninth Level: Implosion

Supporting Cleric Spells

First Level: Bless
Second Level: Aid
Third Level: Prayer
Fourth Level: Restoration
Fifth Level: Raise Dead
Sixth Level: Heal
Seventh Level: Regenerate
Eighth Level: Holy Aura
Ninth Level: Mass Heal

Druid Spells

First Level: Entangle
Second Level: Barkskin
Third Level: Spike Growth
Fourth Level: Reincarnate
Fifth Level: Call Lightning Storm
Sixth Level: Transport Via Plants
Seventh Level: Control Weather

Illusionist Spells

First Level: Charm Person
Second Level: Invisibility
Third Level: Suggestion
Fourth Level: Confusion
Fifth Level: Seeming
Sixth Level: True Seeing
Seventh Level: Prismatic Spray

Mystic Wizard Spells

First Level: Sleep
Second Level: Knock
Third Level: Fly
Fourth Level: Polymorph
Fifth Level: Teleport
Sixth Level: Antimagic Field
Seventh Level: Plane Shift
Eighth Level: Irresistible Dance
Ninth Level: Gate

War Wizard Spells

First Level: Magic Missile
Second Level: Acid Arrow
Third Level: Fireball
Fourth Level: Black Tentacles
Fifth Level: Feeblemind
Sixth Level: Chain Lightning
Seventh Level: Finger Of Death
Eighth Level: Power Word Stun
Ninth Level: Meteor Swarm

A player at my table has never been part of a role playing game before. He wants to try a wizard, and while he understands his character can use any arcane spell, he doesn't want to have to hunt through pages and pages of spell information to play the game. He selects the “mystic wizard” spell list, and uses just those spells for his first game. The Sleep spell, as his first level favored spell from his spell list, only costs 2 hit points, while the Shocking Grasp spell, also a first level spell, would cost the standard 3 hit points.

STARTER SPELLS: If you want to start playing as a wizard or cleric without having to consult a book or web site for a set of spells, use this option. These spells are completely described below, though they assume the spell caster is level 1. In some games, a first-level spell caster may not be able to use level 2 spells (ask the game master).

ARCANE SPELLS

Detect Magic

Level 0 spell – costs 1 hit point to cast

With your palms face out, you turn in a circle. Things made of magic glow with a soft multicolored light.

All magical materials (items, spells and creatures) up to 60 feet (12 spaces) away that the spell caster can see light up. The more magical the materials are, the brighter the glow, though it never hurts the eyes. Only the spell caster can see the magical glow. It lasts 1 minute (out of combat) or turn (in combat). It ends immediately if the spell caster puts his or her hands down.

Light

Level 0 spell – costs 1 hit point to cast

You transform a stone into a torch.

The spell caster must touch an object. It lights up with the same amount of light as a torch, allowing everyone to see 20 feet (4 spaces) in every direction. The light gives off no heat. It shines with the same light until the spell caster touches the object again to cancel the spell, or until the spell caster casts the spell on another object. The spell will cancel a Level 0 magical darkness.

Magic Missile

Level 1 spell – cost 2 hit points to cast (signature spell)

A small dart of blue-white light streaks out of your finger toward a foe.

Choose one target, as long as the spell caster can see at least part of its body. The missile automatically hits, causing 1d4 +1 damage.

Sleep

Level 1 spell – cost 3 hit points to cast

As sand sifts between your fingers, your foes relax into slumber where they stand.

A single creature with 4 hit dice or levels, four creatures of 1 hit die or level each, or some combination in between adding up to 4 hit dice or levels immediately fall asleep, if they can fall asleep. The creatures must be no more than 110 feet (22 spaces) away from the spell caster. Each creature can roll MIND + Phys vs the spell caster's MIND bonus +11. On a success, the creatures do not fall asleep. It takes an action to wake up a sleeping creature, though injuring it will wake it immediately.

Acid Arrow

Level 2 spell – costs 4 hit points to cast (signature spell)

You don't need a bow to fire this green arrow, which burns with acid when it strikes an enemy.

Choose a target and roll a magic/supernatural attack. On a hit, the arrow causes 2d4 damage.

DIVINE SPELLS

Create Water

Level 0 spell – costs 1 hit point to cast

Cool, clear water pours from the thin air.

The spell creates 2 gallons of clean, drinkable water. The spell caster must have a container to hold the water, or the spell will simply drop water on the spell caster's head for a few moments, as if it was raining. The water disappears after one day if not consumed. Water cannot be created inside a creature (to drown it, for example).

Guidance

Level 0 spell – costs 1 hit point to cast

The gods give you a hint.

Choose a single attack or stat + skill check roll of the spell caster's or another character's. Add +1 to the roll. The bonus must be applied on the next turn after the spell is cast.

Cure Light Wounds

Level 1 spell – cost 2 hit points to cast (signature spell)

A white light spreads over a hero's wounds, as they shrink and disappear.

By touching a living creature, the spell caster can immediately restore 1d8 +1 hit points to it. If the creature is unconscious, it will also return to consciousness.

Undead creatures that are touched (with a successful melee/hand-to-hand attack) suffer 1d8 +1 damage instead. Undead creatures can roll MIND + Phys vs the spell caster's MIND bonus +11 to suffer half the amount of damage rolled (round down).

Bless

Level 1 spell – cost 3 hit points to cast

In the name of the gods, your skill in battle improves.

All allies within 50 feet (10 spaces) of the spell caster gain +1 to attack rolls and MIND + Surv rolls to resist fear. It lasts 1 minute (out of combat) or turn (in combat).

Cure Moderate Wounds

Level 2 spell – costs 4 hit points to cast (signature spell)

Deadly injuries become only a memory.

By touching a living creature, the spell caster can immediately restore 2d8 +1 hit points to it. If the creature is unconscious, it will also return to consciousness.

Undead creatures that are touched (with a successful melee/hand-to-hand attack) suffer 2d8 +1 damage instead. Undead creatures can roll MIND + Phys vs the spell caster's MIND bonus +11 to suffer half the amount of damage rolled (round down).

DIVINE DOMAINS: You can select one or more domains from any SRD. You gain the domain's power, and treat all the spells in the domain as signature spells. Cleric-type classes can select a maximum of 3 domains, while characters of other classes can only select 1 domain. Domains must be appropriate to the character concept. You must be able to use divine or nature-based magic, like a cleric or druid to gain a domain.

In exchange for a single domain, a character has a penalty of -2 to a roll for hit points at each level (minimum hit points gained when advancing a level is 1). If a character has the Turn Undead ability, the character can instead choose to permanently have 2 less uses of the Turn Undead ability each day.

Several example domains are below. Each uses information from the Pathfinder SRD (www.d20pfsrd.com). The domain's power is the SRD first level power, and the spells are the same. Details on those spells are available in the SRD.

Destruction

Power: *Destructive Smite*

Each time you use this power, all your melee attacks on a turn have a bonus to damage equal to ½ your level (round up). You can use this power a number of times a day equal to your MIND bonus +3.

Spells

First Level: True Strike
Second Level: Shatter
Third Level: Rage
Fourth Level: Inflict Critical Wounds
Fifth Level: Shout
Sixth Level: Harm
Seventh Level: Disintegrate
Eighth Level: Earthquake
Ninth Level: Implosion

Luck

Power: *Lucky Touch*

You can touch an ally to provide him or her with a bit of luck. Until it is your turn again, any time the target rolls any dice, he or she can roll the dice a second time and use the better result. You can use this power a number of times a day equal to your MIND bonus +3.

Spells

First Level: True Strike
Second Level: Aid
Third Level: Protection From Energy
Fourth Level: Freedom Of Movement
Fifth Level: Break Enchantment
Sixth Level: Misdread
Seventh Level: Spell Turning
Eighth Level: Moment Of Prescience
Ninth Level: Miracle

Sun

Power: *Sun's Blessing*

Whenever you attack an undead creature, add your level to the amount of damage you cause. You can also add your level to any die roll you make to turn an undead creature.

Spells

First Level: Endure Elements
Second Level: Heat Metal
Third Level: Searing Light
Fourth Level: Fire Shield
Fifth Level: Flame Strike
Sixth Level: Fire Seeds
Seventh Level: Sunbeam
Eighth Level: Sunburst
Ninth Level: Prismatic Sphere

Travel

Power: *Agile Feet*

You can move more quickly for a short time. On your next turn, you take no penalties and are not slowed when moving through difficult terrain. You also move 5 feet (1 square) more than normal. You can use this power a number of times a day equal to your MIND bonus +3.

Spells

First Level: Longstrider
Second Level: Locate Object
Third Level: Fly
Fourth Level: Dimension Door
Fifth Level: Teleport
Sixth Level: Find The Path
Seventh Level: Greater Teleport
Eighth Level: Phase Door
Ninth Level: Astral Projection

I create a druid class character with the Sun domain. I gain the Sun's Blessing power, and have Endure Elements and another first level spell as signature spells. I roll 1d6 - 2 for hp each level.

PATRON DEITY: Instead of gaining the +3 total skill bonus granted by your class, choose a god, goddess or philosophy from those available in your game world (ask the game master). Your deity will grant a +1 to one skill and a minor granted power. Each deity also has a favored weapon, and as a servant of that deity, you begin your adventuring career with a non-magical version of that weapon for free.

Any character can select a patron deity using this option, though it is most often clerics and paladins that do so (they're also called "specialty priests"). Several example generic deities are listed below; feel free to create your own deities. Since characters of any class can have a patron, a deity's granted power should be useful to more than spell casters.

Crusader God

Skill Bonus: +1 to Physical

Favored Weapon: Longsword

Granted Power: Strength Of Arms – Once per day, if you make a melee/hand-to-hand attack roll and dislike the result, you can reroll the attack roll and add +4 to the result.

God of the Dwarves (NOTE: You must be a dwarf to select this patron)

Skill Bonus: +1 to Physical

Favored Weapon: Axe (any)

Granted Power: Stone Knowledge – With just a glance, you can see the weak points in a block of stone. You automatically succeed at any attempt to inspect stone and rock for secret doors or similar purposes.

God of Death (NOTE: You must be an evil character to select this patron)

Skill Bonus: +1 to Subterfuge

Favored Weapon: Scythe

Granted Power: Closer To The Grave – When you roll damage dice for any melee/hand-to-hand attack, any die result of 1 automatically becomes 2.

Goddess of the Elves (NOTE: You must be an elf to select this patron)

Skill Bonus: +1 to Knowledge

Favored Weapon: Longbow

Granted Power: Ancient Wisdom – Once per day, if you make stat + skill roll and dislike the result, you can reroll that stat + skill roll and add +4 to the result.

Inner Harmony

Skill Bonus: +1 to Knowledge

Favored Weapon: Quarterstaff

Granted Power: Discipline – Once per day, you can double your skill ranks in a skill before making a stat + skill roll using that skill. Those "doubled" skill ranks disappear immediately after the die roll, succeed or fail.

Goddess of the Moon and Shadow

Skill Bonus: +1 to Subterfuge

Favored Weapon: Dagger

Granted Power: Stealth – On a stat + skill roll to do something without being noticed (hide, steal a small item, etc.), add +1 to your roll.

God of Storms

Skill Bonus: +1 to Physical

Favored Weapon: Hammer (any)

Granted Power: Thunder And Lightning – Once per day as a "free" action, you can call down a storm of divine power on an enemy. It hits automatically, causing an amount of damage depending on your level. Level 1 to 3: 1d6; level 4 to 7: 1d8; level 8 to 11: 1d10; level 12 to 15: 2d6; level 16 to 19: 2d8; level 20: 2d10

God of the Sun and Goodness

Skill Bonus: +1 to Communication

Favored Weapon: Heavy Mace

Granted Power: Purity – Each time you regain hit points (by magical healing, drinking a healing potion, etc.), you gain an additional +1 hit point.

Dandos' parents were slain by a necromancer's army of ghouls and skeletons as he watched, hidden beneath an overturned cart. As the army of the undead marched past his village, Dandos swore his life to the god of the sun, asking for power in return for a life of servitude. Dandos is my character, and I select the human race and cleric class for him. Instead of taking the cleric class bonus of +3 to Communication, I give him the abilities of a patron deity: +1 to Communication and the Purity granted power. He also starts with a heavy mace, alongside the weapons he buys to take adventuring.

SCHOOLS OF MAGIC: In each SRD, spells are separated into “schools,” or types of spell. Using this option, select two schools for your character. One school is your character’s mastered school: Each spell you cast costs 2 fewer hit points to cast, to a minimum of 0 (zero) hit points (some spells may cost 3 hit points less, if they are your signature spells). The other school you select is your forbidden school: You may never cast a spell belonging to that school.

In the SRD, spells are in broad schools by type of effect, like Conjunction, Enchantment and Transmutation. Fewer spells are listed in the Purest Essence rules, so if you are using spells only from that document, you may need to create your own schools of magic – for example, cold spells or inter-planar spells. Two schools of magic, using the Purest Essence arcane spell lists, are found below.

Fire And Lightning School

Level 0: Light

Level 1: Shocking Grasp

Level 2: Flaming Sphere

Level 3: Fireball, Lightning Bolt

Level 6: Chain Lightning

Level 7: Delayed Blast Fireball

Level 8: Incendiary Cloud

Level 9: Power Word Kill

Transportation School

Level 0: Mage Hand

Level 1: Floating Disk

Level 2: Levitate, Spider Climb

Level 3: Fly

Level 4: Dimension Door

Level 5: Teleport

Level 7: Ethereal Jaunt, Plane Shift

Level 9: Astral Projection, Etherealness, Gate

Bretasenth the sorcerer wants to burn things, so he selects Fire And Lightning as his mastered school. Now he can cast the first level spell Shocking Grasp at the price of just 1 hit point, instead of the 3 it usually costs spell casters.

SORCEROUS BLOODLINES: You can select one bloodline from any SRD, and gain its powers. In exchange for a bloodline, a character has a penalty of -2 to a roll for hit points at each level (minimum hit points gained when advancing a level is 1). Any character can select a bloodline, though most offer at least one power that can only be used by spell casters.

Several example bloodlines are below. Each uses information from the Pathfinder SRD (www.d20pfsrd.com). The bloodline's powers are found in the SRD as the bloodline arcana and the first listed power.

Aberrant

Extended Magic: Whenever you cast a spell of level 3 or lower, increase the duration of the spell by 50 percent.

Acidic Ray: You can fire an acidic ray as a missile/ranged attack up to 30 feet away. The ray causes 1d6 damage +1 for every even-numbered level. You can use this power a number of times a day equal to your MIND bonus +3.

Arcane

Familiar: You gain a small creature or an enchanted item, which provides magical enhancement to you as long as it is within your line of sight. Your familiar can be any shape you desire. Select one skill; you gain a +2 bonus to that skill. You can also use spells through the familiar, as if it was part of your body (for example, you can use a spell, requiring you to touch another character, from a distance by using the spell through your familiar, which could be a creature like a bat or bird, or even a bow with magical arrows).

Metamagic Adept: You can apply any one metamagic ability to a spell you are about to cast without it costing you extra hit points. The empowering, extending or widening are listed in the "Class Points" section of this document, but other abilities are available in the SRD as feats. You can use this power a number of times a day equal to your MIND bonus +3.

I choose the Arcane bloodline for my very traditional RPG-style wizard, Arianne. She carries an enchanted staff, which is not only a magic weapon (using the regular magic item rules), but is also her familiar. Arianne's spells radiate out of the head of her staff, and it provides a +2 to her Knowledge skill as well. She also can use metamagic abilities without it costing her extra hit points.

However, having a sorcerous bloodline means I roll 1d6 - 2 when determining how many hit points Arianne gains each level. If I was using a rule where I gained a fixed number of hit points, the penalty still applies. For example, if characters add 4 hp per level, Arianne would instead gain only 2.

Draconic

Breath Weapon Magic: When you select this bloodline, also select an energy type: cold, fire, electricity, acid or poison. Whenever you cast a spell which causes damage with that energy type, the spell causes +1 point of damage per die you roll.

Claws: You can grow claws from your fingers and toes as a free action. These claws are natural weapons, causing 1d4 + STR bonus damage. You can attack twice in a turn with these claws.

Infernal

Charm Magic: Whenever you cast a spell that influences a person's behavior, increase the DC of the spell by +2.

Corrupting Touch: You can touch (make a melee/hand-to-hand attack) an enemy and cause it to become corrupted, suffering a -2 penalty to all die rolls for a number of turns equal to ½ your level (round up). You can attempt this power a number of times a day equal to your MIND bonus +3.

Fantasy Character Creation, Domino Writing Style: Follow the steps below to quickly create a character using the Purest Essence rules and some of the options in this document. The completed character will be finished in about 15 to 20 minutes, have several special abilities and distinct characteristics, but won't be so complex that a beginner is overwhelmed by special rules. Assume the character is level 1.

1. **STATS:** Use the Quick Stats option (assign 16, 13, 11 to the stat scores). Do not determine stat bonuses.
2. **RACE:** Select a race from Fantasy Expansion: The Big Book Of Races & Classes or another source. Adjust stat scores and/or skill ranks, and record special abilities, if you select them. Now that stat scores are final, determine stat bonuses (stat score -10 /2).
3. **CLASS:** Select a class from Fantasy Expansion: The Big Book Of Races & Classes or another source. Note the class skill bonus and record special abilities.
4. **SKILLS:** Use the Spending Skill Points option (skill points = number of skills x level). Adjust skill ranks for race and class skill bonuses.
5. **EQUIPMENT:** Use the Fourth Edition-Style Equipment option (one weapon, armor or other item has a +1 bonus to attacks and damage, Armor Class, or appropriate stat + skill rolls).
 - Melee weapon
 - Ranged weapon and 20 ammunition
 - Armor (possibly shield also)
 - Adventurer's kit
 - Simple clothing
 - Class-appropriate gear
 - 1d6 + 10 gold pieces
6. **COMBAT:** Determine the following. Note that special abilities and equipment may adjust these numbers.
 - Armor Class (the Armor Class Adjustments option is used): 10 + DEX bonus + Armor AC bonus
 - Attack Bonuses: Stat bonus + Level
 - Initiative (the Initiative option is used): Equal to DEX bonus
 - Speed (the Miniatures And Battle Maps option is used): 6 or 5, depending on race
 - Total Hit Points (the Fast Hit Points option is used): STR stat score + 4
7. **SPELLS:** Choose, if allowed for the character's class.
8. **LEVEL UP:** Adjust abilities, hit points, skill ranks, stat scores and stat bonuses if the character has a level higher than 1.

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MICROLITE 20 - Fantasy Expansion: The Big Book Of Races & Classes

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Based on the Microlite 20 Purest Essence Rules: www.microlite20.net/files/Microlite20_purest_essence.pdf

This document uses the Race Points and Class Points options from Microlite 20 Fantasy Expansion: Character Creation Options to create new races and classes for you to choose for your heroes. You'll need that document and the Microlite 20 Purest Essence rules to use this expansion.

While the races, classes and "flavor text" is written with a generic fantasy RPG setting in mind, these character types can be used in Microlite 20 Modern-Day (as species and as alternatives to character focus), or many other Microlite 20 games. Fantasy Expansion: Character Creation Options and Modern-Day can be found on the Domino Writing web site.

RACES

There are two options for choosing the race's benefits to starting characters: either a bonus to a stat score or scores and/or skills, or a +1 bonus to a stat score and one or more minor special abilities. If selecting a race's abilities, the character gains all of the listed abilities that the player wishes to have. Some races have slightly more powerful abilities than others, so the game master may choose to boost a race's abilities to bring it more in line with other characters in the party. However, race is often less important than class to a character, so the minor racial abilities will rarely seriously affect a game.

The character will be able to interact with others like a human (stand on two legs, speak fluently, breathe air, be roughly the same size and shape as a human, etc.), but will look like a typical member of its species, unless the player chooses differently. Each race can be described any way the player likes. For example, a cat-folk hero could be a tiger-man, a half-lion/half-human, or even an elf magically enhanced with panther-like traits. Feel free to create new races and abilities, using the examples below as guidelines.

Ape-Folk: +1 Dexterity, +1 Mind OR +1 Mind and *Agility*: On a DEX + Phys roll to jump or climb, add +3 to your roll.

Swing Into Action: If you leap into combat from a high place (like a tree branch or the top of a vehicle) or use a rope, vine or other item to swing into a battle, add +3 to your first attack roll.

Tool User: On a MIND + Know roll to figure out how a device works, add +3 to your roll. The device must already exist to use this bonus; you cannot use it to help build a new device.

Cat-Folk: +2 Dexterity OR +1 Dexterity and *Agility*: On a DEX + Phys roll to jump or climb, add +3 to your roll.

Claws: You have a set of claws in your fingers you can instantly reveal or hide. They cause 1d4 +1 damage.

Night Vision: You have magic night vision,

and can see in the dark as clearly and as far as you can see in the daytime.

Dog-Folk: +1 Strength, +1 Mind OR +1 Mind and *Pack Hunting*: If you and at least one ally are attacking the same opponent, add +1 to your attack roll.

Scent: On a MIND + Know roll to smell something or to track a target, add +3 to your roll.

Duck-Folk: +2 Dexterity OR +1 Dexterity and *Flight*: You can fly as fast as you walk on dry land.

Hot Temper: Once per day, you gain +2 to melee/hand-to-hand attacks and damage, and -2 to AC for a number of turns in a row equal to your STR bonus. You yell and leap about while affected by your hot temper, and are hard to understand.

Dwarf: +2 Strength **OR** +1 Strength and
Night Vision: You have magic night vision, and can see in the dark as clearly and as far as you can see in the daytime.
Stand Fast: If an enemy attempts to knock you down or push you in any direction, make a STR + Phys +3 roll (DC is enemy's STR + Phys). On a success, the enemy's attempt fails, and you stay in place.

Elephant-Folk: +2 Strength **OR** +1 Strength and
Stampede: If you try to knock down an enemy or shove an opponent out of the way, roll STR + Phys and add +3.
Tusks: You can make a melee/hand-to-hand attack with your tusks, causing 1d8 damage.

Elf, Drow: +2 Dexterity **OR** +1 Dexterity and
Poison: All of your attacks using weapons cause an additional 1 point of poison damage.
Spider-Kin: You will never be attacked by a spider-type monster, and can even ride them with a DEX + Surv roll.

Elf, Fairytale: +1 Dexterity, +1 Mind **OR** +1 Dexterity and
Crafty: Your people are the absolute masters of one kind of craft – baking cookies, cobbling shoes, creating winter holiday gifts, etc. Select a craft when you choose this ability. As long as you have access to the appropriate materials and a suitable amount of time, you can create a non-living item of your selected craft (you cannot create monsters, for example). It cannot be used in combat, but otherwise your creation will always be the best of its type: the tastiest cookies, the most durable shoes, etc. You also have a +3 bonus to any stat + skill roll related to your craft (for example, MIND + Know to identify which ingredients are in a cookie).
Small: You are smaller than the average human, which may affect your movement rate and other abilities.

Elf, High: +2 Mind **OR** +1 Mind and
Magical Step: Once per battle, instead of your regular move, you can teleport to any open spot you can see from your current location, within 50 feet (10 spaces).
Night Vision: You have magic night vision,

and can see in the dark as clearly and as far as you can see in the daytime.

Elf, Wood: This race can also be used for may queens (plant-folk). +2 Dexterity **OR** +1 Dexterity and
Wilderness Mastery: When in a natural, tree-filled location like a forest or jungle (but not mountains or oceans), add +3 to any stat + skill roll that involves nature, like DEX + Subt to hide in the trees, or MIND + Surv to track an enemy. This bonus is not applied to attack rolls.

Fish-Folk: This race can also be used for merfolk (mermen and mermaids). +2 Dexterity **OR** +1 Dexterity and
Underwater: You can swim as fast as you walk on dry land, and can breathe underwater without special gear.
Water Native: Add +3 to any roll to move silently, run or escape capture (usually DEX + Subt), but only when you are in water.

Frog-Folk: +2 Dexterity **OR** +1 Dexterity and
Hop: If you are attempting to leap a long distance, add +3 to your DEX + Phys roll.
Small: You are smaller than the average human, which may affect your movement rate and other abilities.
Tongue Lashing: You can make a melee/hand-to-hand attack with your tongue, causing your opponent to be distracted and lose its next turn. This ability can only be used 2 times per day, succeed or fail.
Underwater: You can swim as fast as you walk on dry land, and can breathe underwater without special gear.

Ghost or Revenant: +1 Dexterity, +1 Mind **OR** +1 Mind and
Ethereal: You have +2 AC against attacks not specifically designed to harm ethereal creatures like ghosts (do not add this bonus against magic weapons). You can pass through obstacles, including other creatures, without being slowed in any way.

Gnome, Rock: These abilities can also be used for faeries, like pixies, sprites, redcaps and leprechauns. +1 Dexterity, +1 Mind **OR** +1 Dexterity and

Minor Arcana: Choose one first level spell from any spell list when creating the character (for gnomes, this is typically the illusionist spell Silent Image). You can use this spell without having to spend hit points 3 times per day.

Night Vision: You have magic night vision, and can see in the dark as clearly and as far as you can see in the daytime.

Small: You are smaller than the average human, which may affect your movement rate and other abilities.

Pixie fairies can also fly as fast as they can walk on dry land.

Gnome, Tinker: This race can also represent heroic goblins or dragon-like kobolds. +2 Mind **OR** +1 Mind and

Small: You are smaller than the average human, which may affect your movement rate and other abilities.

Tinker: You have a +3 bonus to create or disassemble non-living items (traps, vehicles, weapons, etc.). Creating an item is usually MIND + Know, while disassembling one is usually MIND + Subt.

Half-Angel: +2 Mind **OR** +1 Mind and

Divine Providence: If you fail an attack or stat + skill roll, immediately roll it a second time, including the same modifiers as you used on the first roll. This ability can be attempted a number of times equal to your MIND bonus each day, succeed or fail. A single roll can only be rerolled once.

Half-Demon or Half-Devil: +1 Strength, +1 Mind **OR** +1 Mind and

Night Vision: You have magic night vision, and can see in the dark as clearly and as far as you can see in the daytime.

Wicked Aura: On a MIND + Comm or STR + Comm roll to cause fear and terror, or a MIND + Comm roll to supernaturally charm and convince someone to agree with you, add +3 to your roll. This ability can be attempted a number of times equal to your MIND bonus each day, succeed or fail.

Half-Dragon: +1 Dexterity, +1 to any two skills **OR** +1 Dexterity and

Breath Weapon: You have a breath weapon missile/ranged attack (range 10 x 10-foot or

2 x 2-space cone or square) causing 1d6 damage +1 every three levels (level 3, 6, 9, etc.) to each enemy in the area. Choose the type of damage for this special ability when creating the character: cold, fire, poison, lightning, or acid. You can use this ability once per battle, succeed or fail.

Night Vision: You have magic night vision, and can see in the dark as clearly and as far as you can see in the daytime.

Half-Elemental: Choose one element when creating the character, either air, earth, fire or water. +1 Strength and +1 Dexterity **OR** +1 Dexterity and

Elemental Power: You gain special abilities depending on your elemental type.

Air Half-Elemental: Sprint (see Horse-Folk)

Earth Half-Elemental: Stand Fast (see Dwarf)

Fire Half-Elemental: Your Elemental Strike attacks cause +1d8 instead of +1d4 damage

Water Half-Elemental: Slippery (see Lizard-Folk) and Underwater (see Fish-Folk)

Elemental Strike: All of your attacks in one battle cause an additional +1d4 damage (+1d8 for Fire Half-Elementals). This ability can only be used in one battle per day.

Half-Giant: +2 Strength **OR** +1 Strength and

Stamina: Add +1 to your Armor Class, and double the number of hit points you gain each level (for example, if you roll a 3, you gain 6 hit points).

Half-Orc: +1 Strength, +1 to Physical, +1 to any other skill **OR** +1 Strength and

Battle Fury: When making a melee/hand-to-hand attack, if you roll the maximum amount of damage on at least one of your damage dice (for example, an 8 when rolling 2d8), roll an additional 1d6 to determine damage. If you roll a 6 on that die, do not roll again. If you are using critical hit rules, figure the battle fury damage before applying the effects of the critical hit. You can use this ability a number of times per day equal to your STR bonus.

Halfling: +2 Dexterity **OR** +1 Dexterity and

Resist Fear: On a MIND + Surv roll to resist fear and terror, add +3 to your roll.

Small: You are smaller than the average human, which may affect your movement

rate and other abilities.

Throwing: You also have a +1 to missile/ranged attack rolls, but only with thrown weapons.

Hawk-Folk: +2 Dexterity **OR** +1 Dexterity and
Flight: You can fly as fast as you walk on dry land.
Keen Eyesight: If you are attempting to spot something hidden or find something that is very tiny (usually MIND + Subt or MIND + Tech), add +3 to your roll.
Talons: You can make a melee/hand-to-hand attack with your claws, causing 1d4 damage.

Horse-Folk: +2 Strength **OR** +1 Strength and
Enduring: Add +3 to any STR + Phys roll to resist or overcome an environmental hazard, like intense heat or a heavy weight. This bonus does not apply when attempting to avoid attacks made by an opponent.
Sprint: You move an additional 5 feet (1 space) each turn.

Human: +1 to any four skills **OR** +2 to any two skills and
Many Talents: When you use this ability, roll 1d6 along with the 1d20 you normally roll when attacking or making a stat + skill roll. Add the results together to find your final die result for the attack or action. You can use this ability successfully 3 times per day.

Insect-Folk: +1 Strength, +1 Dexterity **OR** +1 Dexterity and
Chitin: Add +1 to your AC.
Flight: You can fly as fast as you walk on dry land.
Hive Mind: If you are helping another character accomplish a task outside of combat (using a stat + skill roll), add +3 to your roll. You can use this ability MIND bonus x 2 times per day.

Lizard-Folk: +2 Dexterity **OR** +1 Dexterity and
Bite: You can bite, using your melee/hand-to-hand attack bonus, causing 1d4 damage.
Slippery: On a DEX + Subt roll to escape capture, add +3 to your roll.
Sprint: You move an additional 5 feet (1 space) each turn.
Underwater: You can swim as fast as you walk on dry land, and can breathe

underwater without special gear.

Logical Thinker: You are extremely intellectual, and rarely show your emotions.
+2 Mind **OR** +1 Mind and
Emotional Control: Add +3 to any attempt to resist being psychologically or supernaturally influenced (intimidated, frightened, tricked by an illusion, mentally controlled, etc.). This is usually MIND + Know.

Lycanthrope or Were-Creature: +1 Strength, +1 Dexterity **OR** +1 Dexterity and
Alternate Form: You can transform into a specific type of wild animal, and only that type of animal, a number of turns per day equal to your STR bonus. You do not gain hit points for changing into your alternate form using this special ability, but use the statistics and bonuses of the creature instead of your own while in animal form. You cannot speak, use equipment or other abilities of your original form when in animal form.
Night Vision: You have magic night vision, and can see in the dark as clearly and as far as you can see in the daytime.

Mechanical Construct: +2 Strength **OR** +1 Strength and
Durable: You have Damage Resistance of 2 (you lose 2 fewer hit points each time you take damage, except when casting spells).
Machine: You do not need to eat, drink, sleep or breathe. You are immune to poisons, diseases and toxins intended for non-mechanical creatures.

Minotaur: +2 Strength **OR** +1 Strength and
Bull Rush: When you charge, you can make an attack with your horns, causing 2d4 damage.
Horns: You also can make a standard melee/hand-to-hand attack with your horns, causing 1d6 damage.

Rat-Folk: +2 Dexterity **OR** +1 Dexterity and
Scurry: Add +3 to any roll to move silently, hide or escape without being caught (usually DEX + Subt).
Small: You are smaller than the average human, which may affect your movement rate and other abilities.

Sprint: You move an additional 5 feet (1 space) each turn.

Sasquatch: This represents any strong, hairy beast-man. +2 Strength **OR** +1 Strength and *Bear Hug*: Make a STR + Phys roll to grab an opponent. Each turn you hold on to that opponent, as your attack for that turn, you can squeeze the enemy for 1d4 + STR bonus damage. This bear hug attack hits automatically.

Muscle: Add +3 to any STR + Phys roll to use raw muscle, like bending bars or lifting gates.

Super-Soldier: A genetically enhanced ultimate warrior. +1 Strength, +1 Dexterity **OR** +1 Strength and

Powerhouse: Add +1 to your AC, and an additional +1 every 5 levels (+2 total at level 5, +3 total at level 10, etc.).

Weapon Training: Choose one specific type of weapon (like rifle, axe or punch). You have a +1 to attack and damage, but only with that type of weapon.

Troll or Ogre: +2 Strength **OR** +1 Strength and *Hideous*: On a MIND + Comm or STR + Comm roll to cause fear and terror, add +3 to your roll. You are hated and feared everywhere you go, except among others of your kind.

Regeneration: At the beginning of each of your turns, you recover up to 2 hit points if you have lost any.

Turtle-Folk: +1 Strength, +1 Mind **OR** +1 Strength and

Shell: Add +3 to your AC.

Underwater: You can swim as fast as you walk on dry land, and can breathe underwater without special gear.

Tyrannosaur-Folk: +2 Strength **OR** +1 Strength and

Super-Predator: You can make a melee/hand-to-hand attack with your bite, causing 1d10 damage. On a damage die roll

result of 10, roll again, and add the new result to the amount of damage you cause. If you roll 10 a second time, do not roll a third time.

Tough: Add +1 to your AC.

Vampire or Dhampyr: +1 Strength, +1 Mind **OR** +1 Strength and

Bloodsucking: You have a bite melee/hand-to-hand attack causing STR bonus damage. You immediately heal hit points equal to the amount of damage the attack causes. You must successfully grab the opponent (STR + Phys vs enemy's STR + Phys roll) to make this attack.

Night Vision: You have magic night vision, and can see in the dark as clearly and as far as you can see in the daytime.

Vampire, Tortured Soul: +1 Strength, +1 Dexterity **OR** +1 Dexterity and

Leap: If you are attempting to leap a long distance, add +3 to your DEX + Phys roll.

Melodramatic: Add +3 to any attempt to supernaturally charm, calm or entrance another person or creature (usually MIND + Comm). You cannot use this ability to make another person or creature angry or upset. In direct sunlight, you may also sparkle like your body is covered in diamonds.

Vulture-Folk: +1 Dexterity, +1 Mind **OR** +1 Mind and

Flight: You can fly as fast as you walk on dry land.

Scheming: If you are trying to talk someone into doing something, or convincing others to agree with you (usually MIND + Subt or MIND + Comm), add +3 to your roll.

The Wise: +2 Mind **OR** +1 Mind and

Deep Wisdom: Your contributions to a conversation are always respected. Add +3 to any stat + skill die roll using the Knowledge or Communication skills. You can use this ability successfully MIND bonus x 2 times per day.

CLASSES

Each class provides a bonus to one or more skills, to a total bonus of +3. Two to four class abilities are also listed for each. Feel free to create new classes, using the examples below as guidelines.

Class Types: Several times in the Microlite 20 Purest Essence rules (and the Fantasy Expansion), the four basic classes of cleric, fighter, wizard or magi, and rogue or thief are referred to. For example, a rogue-type character might begin with thieves tools as part of his or her equipment. If your character selects one of the classes below, the Class Type listing will indicate which type most aligns with that class, if needed. The classes can even be simplified further, into the two types of spellcaster (cleric and wizard) and warrior (fighter and rogue).

Alchemist: A brewer of potions and creator of explosives – sometimes intentionally.

Class Type: Wizard

+3 Knowledge, Empowering Spells, Quick Thinker, Weird Science

Animal Master: Animal masters are skilled warriors on their own, but they work best as a team with their favorite animal companion. An animal master may have grown up a feral child, never knowing his or her own kind, or maybe his or her true self lives alongside the wild creatures of the world.

Class Type: Fighter

+1 Physical, +2 Subterfuge, Animal Companion, Improved Initiative, Speed Boost, Wild Empathy

Anti-Paladin: Dark warriors or death knights use the forces of evil to their advantage, striking out with sword and corrupt energy while staying protected behind heavy armor.

Class Type: Fighter

+3 Physical, Heavy Armor And Shields, Magic Blast, Medium Armor

Arcane Warrior: Also called a fighter-mage or spellsworn, arcane warriors blend spells and steel into one deadly combination.

Class Type: Wizard

+3 Physical, Attack Bonus: Melee/Hand-To-Hand, Arcane Magic

Archer: All of an archer's training has been for one goal: To slay all his or her foes with a perfectly placed arrow.

Class Type: Rogue

+3 Subterfuge, Attack Bonus: Missile/Ranged, Cleave (Missile/Ranged), Smite, Twin Shot

Assassin: Cloaked in black, assassins are hired killers – but even those trained in the ways of death can use their skills in the service of good.

Class Type: Rogue

+3 Subterfuge, Monster Knowledge, Sneak Attack, Wall Climb

Barbarian: Often wearing little more than a loincloth or a chainmail shirt, the savage barbarian carries a massive sword or axe, and shifts into a berserker fury when in battle.

Class Type: Fighter

+3 Physical, Brute Force, Medium Armor, Rage

Bard: A performer who can channel magic into his or her music, speeches or other art.

Class Type: Rogue

+3 Communication, Good Fortune, Medium Armor, Monster Knowledge, Performance

Cleric: A priest of the gods and goddesses of light and goodness. A cleric's choice of deity may influence the spells he or she can cast.

Class Type: Cleric

+3 Communication, Divine Magic, Medium Armor, Turn Undead

Druid: A priest of the wilderness, the druid doesn't worship the gods but the spirits of nature itself.

Class Type: Cleric

+3 Survival, Lesser Spell List: Druid, Shape Change, Wild Empathy

Elementalist: A master of one of the great forces of nature (air, fire, earth or water). His or her Animal Companion is a small elemental, a being composed of wind, flame, rock or waves. Select an elemental type when choosing

this class. The elementalists' Monster Knowledge class ability is used against elementals and other creatures of the opposite type (air vs earth or fire vs water).

Class Type: Cleric

+3 Knowledge, Animal Companion, Lesser Spell List: Druid, Monster Knowledge, Resistance (elemental type)

Executioner: The greatest, most brutal weapons find a home in the executioner's hands. They slice and crush with force few other creatures can match.

Class Type: Fighter

+3 Physical, Attack Bonus: Melee/Hand-To-Hand, Brute Force, Cleave (Melee/Hand-To-Hand), Smite

Fighter: With a sword in one hand and a shield in the other, a fighter might be a mercenary, a royal guard, a gladiator, or simply a young warrior. He or she prefers to move into combat and attack face-to-face with as many foes as possible.

Class Type: Fighter

+3 Physical, Attack Bonus: Melee/Hand-To-Hand, Cleave (Melee/Hand-To-Hand), Heavy Armor And Shields, Medium Armor

Gadgeteer: An inventor who prefers devices of steam and clockwork to magic and swords. Many adventuring gadgeteers are quick to create a tool that fires a bolt of electric energy (the Magic Blast class ability).

Class Type: Wizard

+3 Knowledge, Magic Blast, Weird Science

Godslayer: It's fact that the gods exist, but to the humans, elves, dwarves and others who call themselves godslayers, those divine forces are nothing more than really powerful monsters – enemies they seek to eliminate.

Class Type: Fighter

+1 Physical, +2 Knowledge, Anti-Magic Aura, Heavy Armor And Shields, Medium Armor

Gunslinger: Quick on the trigger with a black powder pistol (or a crossbow), the gunslinger is at his best in a showdown on a lonely, dusty street or when clearing a dungeon room of enemies.

Class Type: Fighter

+1 Physical, +2 Subterfuge, Attack Bonus: Missile/Ranged, Improved Initiative, Medium Armor, Twin Shot

Healer: Most heroes like to wade into battle, but a few prefer the ways of peace, and would rather provide healing to their needy allies.

Class Type: Cleric

+2 Knowledge, +1 Communication, Improved Initiative, Lay On Hands, Reputation (Calm And Friendly), Speed Boost

Illusionist: A magician who prefers to trick his foes, instead of attacking them directly.

Class Type: Wizard

+1 Subterfuge, +2 Knowledge, Extending Spells, Lesser Spell List: Illusionist, Monster Knowledge, Widening Spells

Invoker: While clerics represent the gods, invokers are living avatars of the gods, channeling their divine power directly onto the battlefield. They are also called oracles.

Class Type: Cleric

+3 Communication, Divine Magic, Medium Armor, Smite

Jester: This adventurer can be a jolly companion – or a killer clown.

Class Type: Rogue

+1 Subterfuge, +2 Communication, Good Fortune, Performance, Reputation (Amusing), Wuxia Defenses

Knight: Also called a cavalier, a knight takes the fight to the enemy and is most effective on horseback.

Class Type: Fighter

+3 Physical, Attack Bonus: Melee/Hand-To-Hand, Heavy Armor And Shields, Medium Armor, Mount

Merchant: A merchant knows the value of gold, and wants it so much, he'll risk his life for it. He has friends in high society and low places, and cash for the times his friends can't help.

Class Type: Rogue

+1 Knowledge, +2 Communication, Connections, Leadership, Medium Armor, Wealth

Monk: A martial arts master who prefers simple weapons like his own two hands to elaborate armor and deep magic.

Class Type: Fighter

+3 Physical, Attack Bonus: Melee/Hand-To-Hand, Two Weapon Fighting, Unarmed Damage, Wuxia Defenses

Mystic: No adventurer has more knowledge and talent with the realm of magic than the mystic.

Class Type: Wizard

+3 Knowledge, Arcane Magic, Lesser Spell List: Divine

Necromancer: The magic of death is not only for the forces of evil; it's also used by heroes looking to keep the undead under control, and even those hoping to improve the lives of those who are suffering.

Class Type: Wizard

+3 Knowledge, Arcane Magic, Turn Undead

Ninja: A silent killer and master of invisibility.

Class Type: Rogue

+3 Subterfuge, Improved Initiative, Sneak Attack, Wuxia Defenses

Noble: Even the royal and the rich enjoy adventuring from time to time, using their resources, and their ability to talk their way out of any situation (the Performance class ability), to their advantage.

Class Type: Rogue

+1 Subterfuge, +2 Knowledge, Connections, Performance, Reputation (Dignified), Wealth

Paladin: A living symbol of justice, the paladin wears heavy armor and strikes with the blessing of his or her deity.

Class Type: Fighter

+3 Physical, Heavy Armor And Shields, Lay On Hands, Medium Armor, Smite

Psion: This adventurer concentrates on using his or her natural mental abilities.

Class Type: Wizard

+3 Knowledge, Extending Psionics, Psionics

Psychic Warrior: A swordsman who combines a blade of crystal or light with powers of the

mind.

Class Type: Cleric

+3 Physical, Attack Bonus: Melee/Hand-To-Hand, Psionics

Ranger: A hunter and survivalist, talented with the blade and the bow.

Class Type: Rogue

+3 Survival, Attack Bonus: Missile/Ranged, Medium Armor, Monster Knowledge, Wild Empathy

Rogue: A thief, pickpocket and trap-springer.

Class Type: Rogue

+3 Subterfuge, Improved Initiative, Sneak Attack, Trapfinding

Rune Warrior: A rune warrior's magic is found in the form of elaborate symbols drawn on armor, weapons and even skin.

Class Type: Fighter

+2 Physical, +1 Knowledge, Brute Force, Heavy Armor And Shields, Lesser Spell List: Arcane, Medium Armor

Samurai: A fighter whose life means nothing without honor. He aspires to wear the full suit of armor that is hallmark of a warrior tradition.

Class Type: Fighter

+3 Physical, Brute Force, Cleave (Melee/Hand-To-Hand), Medium Armor, Reputation (Honorable)

Scholar: The adventuring scholar is a non-spell caster who uses his book learning to aid him in battle. He or she can Lay On Hands, applying knowledge of anatomy to the victim to heal its wounds. Some scholars are secular researchers of history and legend, while others are religious folk who want to do good in a deity's name even without the magic that fuels a cleric.

Class Type: Rogue

+3 Knowledge, Lay On Hands, Medium Armor, Monster Knowledge, Wild Empathy

Shaman: A shaman uses the magic of nature and the gods to help his or her people, and to make the wilderness a safer place for the faithful.

Class Type: Cleric

+3 Communication, Animal Companion, Divine Magic, Lesser Spell List: Druid

Sorcerer: A sorcerer is born with the innate ability to use magic, and often turns it toward battle, causing damage and enhancing attacks. Because they can cast spells without training, others may regard them as strange or frightening.

Class Type: Wizard

+3 Knowledge, Arcane Magic, Attack Bonus: Magic/Supernatural

Summoner: Some spellcasters find their arcane power in a bond with a single mighty magical creature, or in the ability to call forth legions of otherworldly beasts. Summoners that connect with demons and devils are called diabolists, and summoners who channel the wisdom and strength of their ancestors are called wise men or wise women. The Animal Companion ability can be used for any single type of summoned creature, not just an animal (choose when selecting the ability).

Class Type: Wizard

+3 Knowledge, Animal Companion, Arcane Magic

Swashbuckler: With a fine blade in one hand and a glass of fine wine in the other, swashbucklers bring refinement and a sense of humor to adventuring.

Class Type: Rogue

+1 Physical, +2 Subterfuge, Attack Bonus: Melee/Hand-To-Hand, Reputation (Dashing), Weapon Finesse, Wealth

Timelost Scientist: The scientist's own inventions sent him spiraling through dimensions, where knowledge of chemistry and medicine – and devices he's created himself – has made him the center of attention.

Class Type: Wizard

+3 Knowledge, Good Fortune, Reputation (Intelligent), Weird Science

Timelost Warrior: A quirk of magic or science has transported the soldier from a modern-day war zone or a future military force to a world of fantasy.

Class Type: Fighter

+2 Physical, +1 Knowledge, Attack Bonus: Missile/Ranged, Leadership, Medium Armor, Twin Shot

Twin Blade: Twin blades have a sharp edge in each hand. They become whirlwinds of steel, charging into the fray with daggers, axes or whatever deadly tool they're best with.

Class Type: Fighter

+3 Physical, Attack Bonus: Melee/Hand-To-Hand, Improved Initiative, Medium Armor, Two Weapon Fighting

Wanderer: The wanderer is a master of the wilderness, both mundane and magical.

Class Type: Rogue

+1 Subterfuge, +2 Survival, Lesser Spell List: Druid, Medium Armor, Speed Boost, Wild Empathy

Warlock: Few adventurers can embrace the forces of evil and remain on the side of light, but warlocks are able to use dark magic to their own ends. They are also called witches.

Class Type: Wizard

+1 Subterfuge, +2 Knowledge, Lesser Spell List: Arcane, Magic Blast, Quick Thinker

Warlord: As leader of a squad of soldiers or adventurers, warlords can hold their own in a world of spellcasters thanks to their stubborn refusal to bow to the power of magic.

Class Type: Fighter

+2 Physical, +1 Communication, Anti-Magic Aura, Leadership, Medium Armor

Wild Mage: Wild mages blend spells with strange rituals to open their minds to all kinds of magic, light and dark, twisted and pure.

Class Type: Wizard

+3 Knowledge, Arcane Magic, Wild Magic

Wizard: A master of magic, learned from spell books and ancient runes.

Class Type: Wizard

+3 Knowledge, Arcane Magic, Empowering Spells

Wrathbringer: Also called inquisitors, wrathbringers seek out evil in all its corrupting forms, and use magic and might to destroy it.

Class Type: Cleric

+3 Physical, Attack Bonus: Melee/Hand-To-Hand, Lesser Spell List: Divine, Medium Armor, Turn Undead

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Microlite True Sorcery

by PsychoSama

Step 1

Choose a spell and determine the desired effect.

Step 2

Determine the spell effect's DC including all augmentations (see Augmentations below as well as individual spell descriptions).

Step 3

Determine casting time, which is done by subtracting your Magical Attack and Spell Mastery bonus from the modified Magical Attack DC of the effect and consulting the 'Casting Times' table.

Step 4

Cast the spell effect by spending the indicated number of actions.

Step 5

Roll a Magical Attack check against the spell effect's DC. If you succeed, proceed to Step 6. If you fail, skip Step 6 and proceed to Step 7.

Step 6

Resolve spell's effect and proceed to Step 7.

Step 7

Roll the spell's drain and deduct your current spell energy from the total (minimum of 1). Take the remaining drain as vitality damage.

To cast a spell or use magic skills, you must have spell energy. Every time your level of Spell Mastery increases, you add points to your spell energy pool. In order to cast a spell, you must have at least 1 point of spell energy. If you reduce your spell energy to 0, you may not cast any spells until you regain at least 1 point of energy.

You may spend points of spell energy from your pool to enhance your spell effects. By expending 1 point of spell energy, you may add +10 to your Magical Attack check, but you take additional drain as shown on the Spell Energy Expenditures and Results table. See Drain, following.

Spent spell energy returns at a rate of 1 point per day.

Your Spell Energy is your MIND + Spell Mastery Bonus.

Your Spell Mastery limits the amount of spell energy you can use to enhance the casting of your effects. As indicated on the Spell Energy Expenditures and Results table, you must have at least one level of spell mastery to use spell energy to boost effects. All spells require some personal energy to use and so any spell effect cast at the base levels deals 1d8 points of vitality damage called drain.

Spell energy's primary purpose is to reduce the amount of drain suffered as a result of casting spells. In this way, your spell energy pool works like damage reduction. The drain of a spell is reduced by an amount equal to your available spell energy. Thus, if you have 5 points of spell energy and cast a spell with 6 drain, you only take 1 point of vitality damage (6 drain minus 5 spell energy = 1 drain or 1 point

of nonlethal damage). Spell energy can reduce drain to 1, but not below 1, so you had had 6 points of spell energy in the example, you still would have taken 1 point of Vitality damage. You cannot cast magic if you have 0 vitality points. If the roll is higher than your Vitality, your spell automatically fails.

Augmented effects applied to create different or more powerful spell effects increase the drain. To determine the amount of additional drain a spell's augmented effects deals, divide the total modified Magical Attack DC by 5 and round down. This value is added to the base spell effect's drain.

So, a spell effect whose DC is increased to 56 by augmentation deals 1d8 + 11 points of vitality damage (56 divided by 5 and rounded down equals 11).

Spell Mastery

Spellcasters measure their power in accordance to their number of Spell Mastery ranks from zero (for non-Casters) through five. Only the most powerful mages ever reach five levels of Spell Mastery.

Spell Mastery has several effects on a Spellcaster's ability to manipulate magic.

Bonus to Magical Attack: Spell Mastery awards an insight bonus to Magical Attack rolls.

Modifies Casting Time: Spell Mastery modifies the casting time for spell effects.

Maximum Spell Energy Expenditures: A spellcaster's Spell Mastery limits the amount of spell energy she can expend each round.

EFFECTS OF SPELL MASTERY

| Spell Mastery Level | Attack Bonus | Max Expenditure |
|---------------------|--------------|-----------------|
| 0 | +0 | 0 |
| 1 | +2 | 1 |
| 2 | +4 | 2 |
| 3 | +8 | 3 |
| 4 | +16 | 4 |
| 5 | +32 | Any |

SPELL ENERGY EXPENDITURES AND RESULTS

| Energy Expended | Attack Bonus | Additional Drain | Spell Mastery level |
|-----------------|--------------|------------------|---------------------|
| 0 | - | - | 0 |
| 1 | +10 | +1d8 | 1 |
| 2 | +20 | +2d8 | 2 |
| 3 | +30 | +3d8 | 3 |
| 4 | +40 | +4d8 | 4 |
| 5 | +50 | +5d8 | 5 |

To determine the casting time of a particular spell effect, subtract your Magical Attack modifier from the spell effect's DC and then consult the Casting Times table.

If a spell's casting time is measured in increments greater than a round, you must commit yourself fully to casting the effect or the spell effect automatically fails, dealing the spell's normal drain.

CASTING TIMES

| Final DC | Casting Time |
|-----------|---------------------|
| 0 or Less | 1 free action |
| 1-5 | 1 standard action |
| 6-10 | 2 standard actions |
| 11-15 | 3 standard actions |
| 16-20 | 5 standard actions |
| 21-30 | 10 standard actions |

| | |
|--------|------------|
| 31-40 | 1 minute |
| 41-50 | 2 minutes |
| 51-60 | 3 minutes |
| 61-70 | 5 minutes |
| 71-80 | 10 minutes |
| 81-90 | 20 minutes |
| 91-100 | 1 hour |
| +10 | +1 hour |

Taking Extra Time

Although the casting times for spells are already significant, you may wish to take more time to cast an effect to ensure it goes off without a hitch. Taking longer to cast a spell effect confers a bonus to your Magical Attack that depends on your level of mastery. Where the Taking Extra Time Table indicates a “degree,” you increase the unit of time from action to rounds to minutes to 10-minute intervals, to hours, to days, and so on. Thus a spell effect that ordinarily requires 4 actions to cast would require 4 full round actions to cast by increasing the degree one step, 4 minutes for two steps, 40 minutes for three steps, and 4 hours for four steps. Non-Spell casters automatically apply one degree of extra time to all attempted spells.

TAKING EXTRA TIME

| Extra Time | Dabbler | Student | First | Second | Third | Fouth |
|------------|---------|---------|-------|--------|-------|-------|
| 1 degree | +0 | +2 | +4 | +8 | +16 | +32 |
| 2 degrees | +0 | +6 | +12 | +24 | +48 | +96 |
| 3 degrees | +0 | +14 | +28 | +56 | +112 | +224 |
| 4 degrees | +0 | +30 | +60 | +120 | +240 | +480 |

Note: You derive no additional benefit from taking more actions to cast a spell effect

Magical Attack Check

Like any attack, you roll your Magical Attack + modifiers against the modified spell DC. If you’re not rushed, endangered, or otherwise threatened, you may take 10 on your skill check. You may not take 20. Instead, see the Taking Extra Time Table, which in itself can be combined with taking 10.

Critical Success: The roll of a natural 20 grants you a second roll, the result of which is then added to the first.

Caster Level

Your spell caster level affects the Difficulty Class needed to resist the spell effects you cast. The DC equals 10 + one-half your caster level + your Mind modifier.

Spell Failure

If you ever try to cast a spell effect in conditions where the characteristics of the spell cannot be made to conform, the casting fails and the spell effect is wasted. Spell effects also fail if your concentration is broken or if you fail your Magical Attack Roll. Whenever a spell effect fails, you take the drain as normal.

Result

Once you know which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any were allowed), you can apply whatever results a spell effect entails.

All spell descriptions use the following format.

Name

The first line of every spell description gives the name by which the spell is generally known.

Description

This line describes the general features of the spell's base effect.

Base DC

This is the base Magical Attack DC to cast the spell at its minimum effect.

Components

All spells require at least one external component: a simple fetish, a magical incantation, a series of gestures with the hands, physical movement like dancing, and so on. Components can also include. A spell's components are listed under this line of its description. You may add additional components to reduce a spell's casting time and DC

Verbal Component

A verbal component is a spoken incantation. To provide a verbal component, you must be able to speak in a strong voice. You may not use a verbal component anytime you are gagged or otherwise silenced. If deafened, you have a 20% chance of spoiling any spell effect requiring a verbal component you try to cast.

Somatic Component

A somatic component is a measured and precise movement of the hands, feet, or body. Some somatic components are a series of physical movements, while others may be intricate dances. If you're restrained in any way, you can't use a spell requiring a somatic component.

Focus Component

A focus is an object you use to channel your spells. It is not consumed when you cast the spell and you can use it repeatedly. Assume that your character starts with the basic focuses for the spells they use. If you lose this focus, you must fashion or trade for a new one. Acquiring a new focus is relatively simple (costing a number of tokens equal to the Base DC, or know+DEX roll against the base DC of the spell), but it must be keyed. To key a focus, simply expend a point of spell energy. Thereafter, the focus is permanently keyed.

Expendable Component

You can use certain expendable materials to help focus your concentration on producing desired spell effects. Just about any material can work, so long as you and the GM agree on its symbolic relevance; for instance, a spell that improves your ability to jump might incorporate a living frog, but if no frog can be found, a dead grasshopper can be just as effective. As opposed to focus components, the materials of expendable components usually are common.

As part of the casting, the expendable component is rendered somehow unusable: the grasshopper's body turns to dust, a rose blossom loses its petals, etc. If the destruction would be out of proportion to the desired spell effect then the GM should forbid the use of this component. The expendable component bonus to Magical Attack depends on the spell's minimum magnitude requirement, as follows:

| Mastery Level | Bonus |
|---------------|-------|
| 0 | +1 |
| 1 | +2 |
| 2 | +3 |
| 3 | +4 |
| 4 | +5 |
| 5 | +6 |

Range

A spell effect's range is the the maximum distance at which you can designate the spell's point of origin. See the Augmentations section for details on range.

Aiming

You determine whom the spell effect affects or from where it originates, depending on the spell effect. This entry defines the spell effect's target (or targets), its effect, or its area, as appropriate. See Augmentations for details on effects.

Duration

A spell's duration entry tells you how long the magical energy of the spell effect lasts.

Saving Throw

Usually a harmful spell effect allows a target to make a saving throw to avoid some or all of the effect. The saving throw entry in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work. The DC to save against any spell effect equals 10 + half the character's caster level + the caster's MIND.

Base Effect

This portion of a spell description details what the spell does and how it works without modifications. If one of the previous entries in the description included "see text," this is where the explanation is found.

Augmentation

This section demonstrates ways to augment spells in special ways, listing any special means for augmenting a spell effect and what augmentations are available from those described below. You automatically know how to use these additional functions when you gain the spell through the Talent feat.

Special Spell Effects

This entry describes uses of spell effects that can be somewhat different from the standard uses of a spell. Some are more powerful than the standard uses, and only come into play for spellcasters with five levels of Spell Mastery. If the spell description doesn't mention a special spell effect, the spell does not have one.

Continuous Effects

By selecting a spell with a Talent feat, you may gain additional bonuses to skills, saving throws, or some other aspect of your person. This section details the ongoing bonuses derived from taking the spell.

Augmentations

Spells in this system represent alterations to or departures from reality. The further from the accepted rules of reality, the harder it is to generate the spell's effects. However, unlike other systems, under the True Sorcery rules you have full control over your spells, molding magical energies to conform to your wishes. You can alter spell effects' damage, range, duration, and several other factors providing an enormous array of possibilities for magical spells.

Each spell includes a listing of which augmentations are available from which you can create your spell effects. In some cases, spells include specific augmentations applicable only to those spells. Each augmentation increases the Magical Attack DC required to successfully cast the spell effect; hence, too many modifications may make the spell impossible to cast. On the other hand, these augmentations allow mighty spellcasters to create powerful spell effects capable of shattering armies, changing the weather over an entire region, or calling the foulest forces from the depths of Hell.

Augmenting spells increases the drain. To determine total drain, divide the total Spell DC by 5. Add the result to the 1d8 drain roll.

Augmentations fall into five categories. First is damage, allowing you to increase the base damage for spell effects dealing hit point damage or ability damage. Second, is area of effect and targets, which you use to expand the effects of a spell. Third is range, whereby you augment the effective distance of a spell effect. Duration is fourth, allowing you to extend the effects of a spell. Finally, components is fifth, letting you reduce the Magical Attack DC by adding additional requirements to cast the spell. Specific details are as follows

Damage

You can modify an effect's damage in many ways. Use the following augmentations to modify a spell effects damage.

Hit Point Damage

| Augmentation | DC Mod | Example |
|-------------------|--------|--|
| Increase die type | +5 | Increase the damage die from 1d4 to 1d6 (max 1d12) |
| Add damage die | +5 | Increase the damage dice from 1d4 to 2d4 |

Other Variables

| Augmentation | DC Modifier | Effect |
|---|-------------|-------------------------------|
| Empower the spell effect increase by one-half | +20 | All variable, numeric effects |
| Maximize the spell effect are maximized | +40 | All variable, numeric effects |

Area of Effect and Targets

You can change a spell's effect from target to an area, add additional targets to the first, or modify an effect's area. Use the following augmentations to increase the area or target of a spell.

| Augmentation | DC Modifier |
|--|-------------|
| Add one target | +4 |
| Change target to area (2m) | +4 |
| Add one 2m square | +2 |
| Change from target to any area 1 | +5 |
| Change from ray to any area (1) | +5 |
| Add area to ranged (2) | +4 |
| Change from any area to ray | -2 |
| Change from any area to any area | +4 |
| Burst/Spread area of effect per 2m radius | +5 |
| Cloud area of effect per 2m radius or height | +6 |
| Cone area of effect per 2m | +6 |
| Cylinder per 2m radius or height | +8 |
| Emanation per 5-ft. radius | +2 |
| Line of effect per 4m. | +5 |
| Per 2m square (3) | +2 |
| Direct the spell within range (4) | +20 |

(1) The spell automatically has the base area of the type selected: 5-ft.-radius burst or spread, a 5 ft.-radius cloud, etc.

(2) The spell's area takes effect at any point you can see and within range.

(3) Each target square must be adjacent to at least one other target square.

(4) This augmentation allows you to redirect a spell with a duration to affect new targets by changing the targeting location.

Range

Most base spell effects express range as personal, touch, or in meters. Use the following augmentations to extend the range of a spell.

| Augmentation | DC Modifier |
|-------------------------------|-------------|
| Change from personal to touch | +10 |
| Change from touch to ranged * | +4 |
| Change from ranged to touch | -4 |
| Per 4m | +1 |
| Per 20m | +5 |
| Per 40m | +10 |
| Increase to line of sight | +80 |

*Usually this modification takes the form of a ray (base range of 2m).

Duration

Most spell effects have an instantaneous or 1-round duration. You may increase the duration of spells from 1 round to 1 minute, 1 day or longer.

| Augmentation | DC Modifier |
|--------------------------------------|-------------------------------------|
| Change from instantaneous to 1 round | +20 (1) |
| Per additional round | +1 |
| Change from round to minute | +9 |
| Per additional minute | +1 |
| Change from minute to hour | +20 |
| Per additional hour | +2 |
| Change from hour to day | +50 |
| Per additional day | +5, + 1 spell energy (2) |
| Contingent | +50% final DC, + 1 spell energy (3) |

1 If you augment a damage-dealing spell effect to increase the duration from instantaneous to a duration of 1 round or longer, the damaging force is fixed and deals damage each round to creatures and objects in the area of effect.

2 It costs 1 point of spell energy per day.

3 The spell effect takes effect when an established condition is met. The contingency lasts 1 day until discharged.

Refreshing Existing Spells

If you successfully cast an effect with a duration of 1 day or more, you can spend an additional point of spell energy before the effect runs out to extend the duration for one additional increment (e.g., a spell with a 1-day duration could be extended by 1 day per point of spell energy spent, while one with a 1-week duration could be extended by 1 week per point of spell energy). This allows you to maintain several spell effects at once, although you're reduced in power.

Extra Components

Spellcasters say prayers, wave wands, dance or perform other physical gestures all in the effort to produce a magical effect. These are called spell components. All spells require at least one component for the base effect.

You may add additional components to help cast a spell, gaining a bonus to Magical Attack checks. You may only have one of each type of component: one verbal, one somatic, one fetish, and one expendable.

| Additional Components | Attack Bonus |
|---------------------------------|--------------|
| Add verbal or somatic component | +5 each |
| Add focus component | +10 |
| Add expendable component | * |

*See Expendable Components Table

Subtracting Components

Although all spells include components, you may remove one or more components from a spell. Each component removed increases the Magical Attack DC by +10 regardless of the component removed.

| Subtracting Components | DC Modifier |
|---------------------------|-------------|
| Subtract one component | +10 |
| Subtract two components | +18 |
| Subtract three components | +26 |

Note: Subtracting components reduces the Magical Attack DC, while adding extra components gives a bonus to the caster's Magical Attack.

Other Reductions

In addition to adding components to a spell effect, you can derive benefits from other environmental effects, such as magic fields or simply working with other casters.

Ritual Casting

Casting magic in a group, as a ritual adds potency to a magical spell. To be cast as a ritual a spell must take at least five minutes to cast. Only when casting ritual magic do the effects of Cooperative and Proximity Magic come into effect.

Cooperative Magic

Multiple spellcasters can work together to cooperatively cast a spell. Low-level spellcasters of the same magnitude who work together are more likely to achieve the required casting DC than are low-level spellcasters going it alone. To do so, select one of your number as the leader of the group, typically the character with the highest Magical Attack.

Each additional caster must succeed on a Magical Attack roll against one-half the desired spell effect's DC. Supporting spellcasters may use additional components to aid in their checks. Every supporting caster who succeeds adds her Spell Mastery bonus +1 to the primary caster's. Each spellcaster must devote the same number of total rounds to the casting of the spell. When spellcasters of different levels of mastery cast spells together, there are slightly different effects as described under Proximity Magic.

Proximity Magic

When spellcasters of different level of cast a spell together, the powerful spellcasters helps those of a lesser Spell Mastery reach new spellcasting heights. When a spellcaster of a lower magnitude stands close to one of a

higher level of Spell Mastery, the lower-level spellcaster gains a bonus to their Magical Attack as indicated on the Proximity Magic table. Spellcasters benefiting from proximity magic still suffer drain as normal.

Proximity Magic Table

| Difference in Spell Mastery | Example | Attack Bonus |
|-----------------------------|---------|--------------|
| One step | 1 to 2 | +2 |
| Two steps | 0 to 2 | +4 |
| Three steps | 1 to 4 | +8 |
| Four steps | 1 to 5 | +16 |
| Four steps | 0 to 5 | +32 |

BLENDING SPELLS

While the options contained within each spell enable you to construct a variety of effects to suit a particular situation, you can also merge one or more spells you know to create more effects.

Blending spells is, in many ways, like casting two or more spells at once. In effect, you tie a second (or third or fourth) spell effect on the first, creating some new and potent effect but increasing the final spell effect's Magical Attack DC. To blend two or more spells, follow these steps.

Step One:

Determine Spells to Blend

You may blend any number of spells you know. The spell with the highest prerequisite is considered the base spell; all other spells added to the base spell essentially piggyback off the first spell. The unmodified Magical Attack DC to cast a blended spell equals the DC of the base spell + 2 per additional spell you intend to add.

Step Two:

Determine Base Effects

Determine the range, duration, area, damage (if applicable) of the base spell, increasing the DC as normal.

Step Three:

Determine Blended Effects

Match all range and area parameters of the spell effects to be blended to those of the base spell. However, increases to the Magical Attack DC are one-half of normal (minimum of +1 to DC). Then apply any other augmentations desired, but don't halve these DC increases.

Step Four:

Determine DC, add Components, Determine Casting Time

Sum all DC modifiers, add components, and determine casting time as normal.

Step Five:

Cast and Resolve the Spell Effect

Cast the spell by making a Magical Attack against the final DC and resolve all effects as normal.

SPELLS

SPELLS BY TYPE

All
Dispel

Elementalism
Earth
Earth Lore
Shape Matter (Earth/Stone)
Projectile (Earth/Stone)

Fire
Fire Lore
Create Energy (Fire)

Air
Air Lore
Create Energy (Sonic)
Sound Lore

Water
Water Lore
Shape Matter (Ice/Water)
Projectile (Ice/Water)
Healing Lore

Shamanism
Healing Lore
Banish
Spirit Lore

Enchant
Senses
Resolve
Protection
Enchant Person
Beguile
Fear
Fatigue
Afflict
Reveal
Forsee
Prophecy

Afflict

You can bestow curses.

Base DC: 5

Component: Verbal; Range: Touch; Target: Living creature touched; Duration: 1 round; Saving Throw: MIND negates; Spell Resistance: Yes.

Base Effect

You afflict a target you touch with a mild curse, imposing a –1 morale penalty on attack rolls, checks, and saving throws for the duration of the effect. Upon casting the effect, you are charged with the ability to curse until you successfully touch a target or until the duration expires.

Augmented Effects

You can apply the following augmentations to Afflict: Area/Target, Components, Duration, Range.

You may expand the effects of Afflict to apply the penalty to caster level checks or spell resistance, which increases the base Magical Attack DC by +5. Alternatively, you can substitute a penalty to caster level checks or spell resistance by eliminating one of the spell's base effects (the penalty to attack rolls, checks, or saving throws). And for each additional –1 penalty assessed on either the target's attack rolls, checks, saving throws, caster level, or spell resistance increase the base Magical Attack DC by +5.

For example, you could add a –1 penalty to spell resistance but drop the penalty to saving throws (+5 DC for the spell resistance penalty, offset by dropping the saving throw penalty), then increase the penalty on attack rolls, checks and spell resistance to -2 (+5 DC each, for a total of +15 DC), with a net +15 Magical Attack DC bonus.

By increasing the Magical Attack DC by +10, you can afflict one of the target's senses: sight, smell, hearing, taste, touch, or a special sense the target possesses. If the target fails its saving throw, the sense selected does not function for the spell's duration, with all attendant penalties applicable for losing the specified sense. By increasing the Magical Attack DC by +30, you can give a target a disease (see Disease in the DMG). The saving throw changes to $\text{phys}+\text{STR}$ in this case.

You can also impose a –1 penalty on one of a target's ability scores by increasing the Magical Attack DC by +15. For each additional –1 penalty to that ability score, increase the DC by an additional +10; to cause a –1 penalty to two different ability scores requires +15 DC each. You cannot reduce any of the target's ability scores below -4.

Air Lore

You can invoke a light breeze.

Base DC: 15

Component: Somatic; Range: 6m; Effect: Line-shaped gust of moderate wind; Duration: 1 round; Saving Throw: $\text{phys}+\text{STR}$ negates; Spell Resistance: Yes.

Base Effect

This spell creates a blast of air (up to 32 kph) originating from you and affecting all creatures in its path. The force of the winds has a 50% chance of extinguishing candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to flicker and has a 25% chance to extinguish those lights.

In addition to the effects noted, Air Lore can do anything a sudden blast of wind would be expected to do: create a spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, rock a small boat, or blow gases or vapors to the edge of its range.

Augmented Effects

You can apply the following augmentations to Air Lore: Area/ Target, Components, Duration, Range.

You can increase the potency of the winds created through Air Lore. For each increase of wind force, you increase the DC by +5. Wind force has effects as follows.

Strong Wind: Gust automatically extinguishes unprotected flames (candles, torches, and the like). Strong winds impose a –2 penalty on ranged attack rolls and on Listen checks.

Severe Wind: In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly, with a 50% chance of being extinguished. Ranged weapon attacks and Listen checks are at a –4 penalty.

Windstorm: Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames. Ranged weapon attacks are impossible, and even siege weapons have a –4 penalty on attack rolls. Listen checks are at a –8 penalty due to the howling of the wind.

Hurricane-Force Wind: All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a -8 penalty on attack rolls). Listen checks are impossible: All characters can hear is the roaring of the wind. Hurricane-force winds often fell trees.

You cannot move a creature beyond the limit of the spell effect's range, although you may increase the spell's range as normal.

Alternatively, by increasing the Magical Attack DC by +50, you can create a tornado with Air Lore. All flames within 60 meters of the tornado are automatically extinguished and all ranged attacks (even with siege weapons) are impossible. Listen checks automatically fail.

Select a square within range (as determined by the spell effect's augmentations). All characters within 12 meters (or more, if augmented) of that square must succeed on a *phys+STR* save against the spell's DC or be sucked inside the tornado. Any who come in contact with the tornado (either through being sucked inside or entering the selected square) are picked up and whirled around for 1d10 rounds (extending the duration further increases the DC by +1 per additional round), taking 6d6 points of damage per round until they are violently expelled (falling damage may apply).

While a tornado's rotational speed can be as great as 480 kph, the funnel itself moves forward at an average of 48 kph (roughly 100 meters per round) for 1d10 rounds (or until the augmented spell effect ends). A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.

Large or smaller creatures in the area of tornado-strength winds are blown away. Huge creatures are knocked down, and Gargantuan and Colossal creatures are checked.

| Wind Force Effect | Wind Speed | Ranged Attacks (1) | Creature Size(2) | Wind |
|----------------------|-------------|-----------------------|--|--|
| Light | 0-16 kph | -/- | Any | None |
| Moderate | 17-32 kph | -/- | Any | None |
| Strong down 10 | 33-48 kph | -2/- | Tiny or smaller | Knocked |
| Severe away 15 | 49-80 kph | -4/- | Small or larger Tiny | None Blown |
| Windstorm away 18 | 81-120 kph | Impossible/-4 | Small Medium Large or larger Small or smaller | Knocked Checked None Blown |
| Hurricane away 20 | 121-280 kph | Impossible/-8 | Medium Large Huge Gargantuan or Colossal | Knocked Checked Blown Knocked |
| Tornado away 30 | 281-480 kph | Impossible/Impossible | Medium or smaller Large Huge Gargantuan or Colossal | Blown Knocked Checked Blown |
| | | | Gargantuan or Colossal | Knocked |
| | | | | Checked |

1 The first section is for standard projectiles, the second for oversized, such as large, magically propelled stones and siege weaponry.

2 Flying or airborne creatures are treated as one size category smaller than their actual size.

Checked: Creatures are unable to move forward against the force of the wind. Flying creatures are blown back $1d6 \times 2$ meters.

Knocked Down: Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back $1d6 \times 4$ meters.

Blown Away: Creatures on the ground are knocked prone and rolled $1d4 \times 4$ meters, taking $1d4$ points of nonlethal damage per 4 meters. Flying creatures are blown back $2d6 \times 4$ meters and take $2d6$ points of nonlethal damage due to battering and buffeting.

Banish

You can force a spirit from the material world.

Base DC: 25

Components: Verbal, Somatic; Range: Touch; Target: Extraplanar creature touched; Duration: Instantaneous; Saving Throw: Will negates (see text); Spell Resistance: Yes.

Base Effect

You can banish up to 4 Levels of hostile spirit from the material world. A spirit leaves the material world if it fails a special MIND save (DC = spell's save DC – Spirit's Level + your caster level). If the spell is successful, the creature is instantly whisked away.

Augmented Effects

You can apply the following augmentations to Banish: Area/Target, Components, Range. For each additional 2 levels of spirit banished, increase the Magical Attack DC by +5.

Beguile [Mind-Affecting]

You can disrupt the thoughts and actions of another.

Base DC 15.

Component: Verbal; Range: Touch; Target: Living creature touched; Duration: 1 round; Saving Throw: MIND+level negates; Spell Resistance: Yes.

Base Effect

You cause the target to become confused, making it unable to determine independently what it will do. Roll on the following table at the beginning of the subject's next turn round to see what it does in that round.

1d10 Behavior

1 Attack you with melee or ranged weapons (or close with you if attack is not possible).

2 Act normally.

3–4 Do nothing but babble incoherently.

5–6 Flee from you at top possible speed.

7–10 Attack nearest creature.

A confused creature that cannot carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused creature

that is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note: A confused creature won't make attacks of opportunity against any creature that it isn't already devoted to attacking, either because of its most recent action or because it has just been attacked.

Augmented Effects

You can apply the following augmentations to Beguile: Area/Target, Components, Duration, Range.

By increasing the Magical Attack DC by +20, you can choose the target's behavior (from those listed above) for 1 round. If you extend the duration of the spell, you must increase the DC by +20 for every round you wish to determine its actions.

Alternatively, by increasing the DC +10, by you can calm the emotions of the target, reducing strong emotions (both positive, such as joy, and negative, such anger) to a neutral state. The target cannot take violent actions (although it can defend herself) or do anything destructive, but any aggressive action against or damage dealt to it immediately breaks the spell.

This spell automatically suppresses (but does not dispel) any magical morale bonuses. It also suppresses any fear effects and removes the confused condition from all targets. While the spell effect lasts, a suppressed spell or effect has no effect. When the spell effect ends, the original spell or effect takes hold of the target again, provided that its duration has not expired in the meantime.

If this spell effect is augmented to cover more than one target creature, attacking any one breaks the spell on all of them.

Create Energy

You can create Fire or Sonic energy.

Base DC 10(Fire)/20(Sonic)

Components: Verbal, Somatic; Range: 4m; Area: 2m.- radius burst; Duration: Instantaneous; Saving Throw: phys+Dex half; Spell Resistance: Yes.

Base Effect

You have one form of this Spell in accordance with your Elemental Type.

You point your finger and determine the range (distance and height) at which the created energy is to burst. A bolt of elemental energy is fired from the palm, and unless it impacts on a material body or solid barrier prior to attaining the prescribed range, blossoms into the created energy at that point -- an early impact results in an early detonation. If you attempt to send the bolt through a narrow passage, you must "hit" the opening with a second Magical Attack made against the Target's Defense, or else the bead strikes the barrier and detonates prematurely.

All creatures in the area of the detonation take 1d4 points of damage. Unattended objects caught in the area of the created energy take damage as normal for the energy: fire ignites combustibles, cold freezes liquids, sonic can shatter fine or delicate items and so on.

Note: If you create an energy type, the created energy vanishes at the end of the spell effect's duration. Incidental effects, such as fires or billowing smoke started from Create Energy (fire) do not vanish at the end of the duration.

Augmented Effects

You can apply the following augmentations to Create Energy: Area/Target, Components, Damage,

Range.

Dispel

You can counter spell effects.

Base DC: 10.

Component: Verbal; Range: 4m; Target: One creature, object, or spell; Duration: Instantaneous; Saving Throw: None; Spell Resistance: No.

Base Effect

Use this spell to end ongoing spells (or at least their effects) that have been cast on a creature, object, or area, or to temporarily suppress the magical abilities of a magic item. A dispelled spell effect ends as if its duration had expired. Dispel can defeat the most powerful spell effect in place. Dispel can dispel the ongoing effects of supernatural abilities as well as spell effects, and it affects spell-like effects just as it affects spell effects. You make a dispel check against the spell effect or against each ongoing spell effect currently in effect on the object or creature. A dispel check is 1d20+1 against a DC of 11 + the target effect's caster level.

If targeting an object or creature that is under the effects of an ongoing spell effect, make a dispel check to end the spell effect affecting the object or creature.

If the object targeted is a magic item, make a dispel check against half the Magical Attack DC to create the item. If successful, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. A magic item's physical properties are unchanged.

Augmented Effects

You can apply the following augmentations to Dispel: Area/ Target, Components, Range.

For each additional +1 on the dispel check, increase the Magical Attack DC by +2. In addition, for each additional spell effect to be dispelled, increase the Magical Attack DC by +10.

Earth Lore

You can soften earth and stone.

Base DC: 15

Component: Verbal; Range: Touch; Area: 2m square area; Duration: Instantaneous; Saving Throw: None; Spell Resistance: No.

Base Effect

This spell effect causes all natural, undressed earth or stone in the spell effect's area to soften: wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay easily moldable or chopped. You affect a 2-meter-square area to a depth of 30 to 120 centimeters, depending on the toughness or resilience of the ground at that spot. You cannot affect magical, enchanted, dressed, or worked stone.

A creature in mud must succeed on a Reflex save or be caught for 1d2 rounds. A creature that succeeds on its save can move through the mud at half speed, but it cannot run or charge. A creature that fails its save sinks until hip- or chest-deep, suffers a -2 penalty on attack rolls and AC, and has its move reduced to 2 meters. Brush thrown atop the mud can support creatures able to climb on top of it. Creatures tall enough to walk on the bottom can wade through the area at a speed of 2 meters. Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and cannot

run or charge over the surface. Stone softened into clay doesn't hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

Augmented Effects

You can apply the following augmentations to Earth Lore: Area/Target, Components, Duration, Range.

If you increase the area, and target a cavern ceiling, you can cause a moderate collapse or landslide as the loosened material peels away from the face of the roof and falls. A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, the basic effects of Earth Lore usually only damage the structure, not destroy it.

If you increase the Magical Attack DC by +20, you can change uncut or unworked rock into an equal volume of mud. The depth of the mud created cannot exceed 4 meters. If cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 2 meters. The falling mud and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the area or half damage to those who succeed on Reflex saves. Those in the mud then must make a separate Reflex save to determine how the mud affects their movements (as above). You may turn an equal area of mud back to soft sandstone for the same DC increase.

By increasing the DC by +5, you can form an existing volume of earth or clay into any shape that suits your purpose. While it is possible to make crude coffers, doors, pots, and so forth, fine detail is not possible unless you succeed on an appropriate Craft skill check (e.g., potter, sculptor). There is a 30% chance that any shape including moving parts simply does not work. An additional +10 DC increase allows you to shape stone in the same way.

You can increase the Magical Attack DC by +30 to cause the affected area to shape itself into long, sharp points that blend into the background, impeding progress and dealing damage to any moving through the area. Any creature moving on foot into or through the spell effect's area moves at half speed, and each creature moving through the area takes 1d8 points of piercing damage for each 2 meters of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save to avoid injuries to its feet and legs. A failed save causes the creature's speed to be reduced to half normal for 24 hours or until the injured creature receives a Healing Lore spell effect. Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC. Treat such injuries as caltrop wounds for the purposes of Resistance checks.

By increasing the Magical Attack DC by +50, you can move dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth. However, in no event can rock formations be collapsed or moved. This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacier-like fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography. The spell cannot be used for tunneling. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

By increasing the DC by +100, you cause an intense but highly localized tremor to rip the ground. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round (unless the duration is augmented), during which time creatures on the ground can't move or attack. A spellcaster on the ground must make a DC 25 Concentration check or the Magical Attack DC of any spell effects she casts increase by +4. The earthquake affects all terrain, vegetation, structures, and creatures in the area.

The specific effect of this augmentation depends on the nature of the terrain where it is cast.

- **Cave, Cavern, or Tunnel:** The spell collapses the roof, dealing 8d6 points of damage to any creature caught under the cave-in (Reflex vs. DC 15 halves) and pinning that creature beneath the rubble (see below). If cast on the roof of a very large cavern, it could also endanger those outside the actual area but below the falling debris.

Cliffs: Cause a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 8d6 points of bludgeoning damage (phys+DEX DC 15 half) and is pinned beneath the rubble (see below).

Open Ground: Each creature standing in the area must make a DC 15 phys+DEX save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). At the end of the spell, all fissures grind shut, killing any creatures still trapped within.

Structure: Any structure standing on open ground takes 100 points of damage: enough to collapse a typical wooden or light stone building, but not a structure built of reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of damage (phys+DEX DC 15 halves) and is pinned beneath the rubble (see below).

River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a DC 15 Reflex save or sink down in the mud and quicksand (see above for movement rules). At the end of the spell effect's duration, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the muck. The mud's affects on movement are the same as for rock transformed into mud as described above.

Pinned Beneath Rubble: Any creature pinned beneath rubble takes 1d6 points of vitality damage per minute while pinned. A character with zero Vitality must take a DC 15 STR check or falls unconscious. If a pinned character falls unconscious, she must make a DC 15 STR check or take 1d6 points of damage each minute thereafter until freed or dead.

Enchant

You can manipulate a person's mind.

Base DC: 5

Component: Verbal; Range: Touch; Target: One living creature; Duration: 1 round; Saving Throw: Will negates; Spell Resistance: Yes.

Base Effect

You may affect one Level 1 living creature touched. If the creature fails a MIND+level save, it takes a –2 penalty on Listen and Spot checks and a –1 penalty on MIND+Level saves against sleep effects while so affected.

Augmented Effects

You can apply the following augmentations to Enchant: Area/ Target, Components, Duration, Range.

If you augment the range, you affect a target creature with range rather than creating a ray effect. You may increase the HD you can affect by increasing the Magical Attack DC by +5 for every Level above

1. By increasing the DC by +5 you can put a humanoid or animal with 1 Level to sleep for 1 round. For every additional Level of creature to be put to sleep, increase the Magical Attack DC by an additional +5. You can extend the duration of the sleep effect as normal. A target put to sleep in this way can be awoken

by being slapped or being dealt at least 1 point of damage. Otherwise, the subject is helpless until the effect ends.

You can increase the DC by +10 to cloud the mind of a Level 1 humanoid or animal so it can take no actions for the duration (though it is not considered helpless). You may increase the number of Hit Dice you can affect by increasing the Magical Attack DC by +5 per additional Level.

Enhance Person

You can improve a target's natural talents.

Base DC: 20.

Component: Verbal; Range: Touch; Target: One humanoid touched; Duration: 1 round; Saving Throw: Fort negates (harmless); Spell Resistance: Yes (harmless).

Base Effect

Enhance Person confers one of the following benefits:

+1 enhancement bonus to one of the target's ability scores (the target must have an ability score for this spell effect to work).

+1 competence bonus to any skill

+1 enhancement bonus to the target's natural armor bonus.

+1 competence bonus to the target's attack rolls.

+2 enhancement bonus to a saving throw.

+2 meter enhancement bonus to the target's base land speed.

The addition of 1 temporary Vitality point.

Augmented Effects

You can apply the following augmentations to Enhance Person: Area/Target, Components, Duration, Range.

You can apply more than one effect granted by this spell. Each instance increases the Magical Attack DC by +10.

You can increase the bonus of the ability score benefit by increasing the DC by +20 for each additional +1 bonus increment.

You can increase the skill bonus by increasing the DC by +2 for each additional +1 bonus increment.

You can apply the effects of this spell to an additional skill by increasing the Magical Attack DC by +10; further augmentation is priced separately. You can increase the attack roll bonus by increasing the DC by +10 for each additional +1 bonus to attack rolls.

You can increase the natural armor bonus by increasing the DC by +10 for each additional +1 bonus to natural armor. You can increase the bonus of the saving throw benefit by increasing the DC by +10 for each additional +1 bonus to the selected saving throw. In addition, you may affect more than one save with Enhance Person by purchasing each additional type as an additional effect as described above and then increasing each separately.

You can increase the bonus to a target's speed by an additional +2 meters for every +5 you add to the Magical Attack DC.

You can add an additional temporary Vitality point for each +3 increase to the Magical Attack DC.

Fatigue

You can sap a target's stamina.

Base DC: 15.

Components: Verbal, Somatic; Range: Touch; Target: Creature touched; Duration: 1 round; Saving Throw: Fortitude negates; Spell Resistance: Yes.

Base Effect

Your touch tires a target. The subject is immediately fatigued for the spell effect's duration. This spell has no effect on a creature that is already fatigued. Unlike normal fatigue, the effect ends as soon as the spell's duration expires. Multiple uses of this spell stack, with a second casting and a failed save resulting in two fatigued conditions (exhausted).

Augmented Effects

You can apply the following augmentations to Fatigue: Area/ Target, Components, Duration, Range.

Fear

You can inspire terror in an enemy.

Base DC 15.

Component: Verbal; Range: 4m; Target: One living creature; Duration: 1 round; Saving Throw: Will negates; Spell Resistance: Yes.

Base Effect

This spell effect fills a single subject with a feeling of horrible dread that causes it to become shaken.

Augmented Effects

You can apply the following augmentations to Fear: Area/Target, Components, Duration, Range.

You can increase the level of fear in the target to frightened by increasing the Magical Attack DC by +15, or panicked by increasing the Magical Attack DC by +30.

Fire Lore

You can control the burn rate of a fire.

Base DC 15.

Component: Somatic; Range: 4m; Target: One fire source, up to a 2m cube; Duration: Instantaneous; Saving Throw: See text; Spell Resistance: Yes and no, see text.

Base Effect

You may cause a fire to be extinguished or reduced to embers, or to flare up and expand to twice its size. You can cause a fire source to burst in a bright flash. If creatures adjacent to the fire source fail a phys+STR save, they are dazzled for 1 round. Sightless creatures are immune to this effect.

Augmented Effects

You can apply the following augmentations to Fire Lore: Area/Target, Components, Range.

You can expand the area of the target fire by an additional 2m cube by increasing the Magical Attack DC by +6.

You can expand the intensity of the flash effects of Fire Lore by increasing the Magical Attack DC by +10. All adjacent sighted creatures become blinded for 1d4 rounds unless they succeed on a Fortitude save.

By increasing the Magical Attack DC by +15, you can create writhing streams of billowing smoke instead. The smoke spreads 2 meters in all directions and lasts for 1 round. All creatures within the cloud that fail a Fortitude save take –4 penalties to Strength and Dexterity that continue for 1 round after they leave. You may augment the duration and area of the cloud as normal.

Foresee

You can bestow a flash of insight that reveals the future.

Base DC 5.

Component: Somatic; Range: Touch; Target: Creature touched; Duration: 1 round or until discharged; Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless).

Base Effect

Foresee allows a touched creature to gain a flash of insight into the future. The subject of the effect gains a +1 competence bonus on any of the following: a single attack roll, saving throw, or skill check. The subject must choose to use the bonus before making the roll to which it applies.

Augmented Effects

You can apply the following augmentations to Foresee: Area/Target, Components, Duration, Range.

You can augment the effects of Foresee by an additional +1 competence bonus by the Magical Attack DC by an additional +2 for every extra point.

You can have the bonus apply to more than one roll (such as attack roll and saving throw) by increasing the Magical Attack DC by +5.

Healing Lore

You can repair injuries.

Base DC 15.

Component: Somatic; Range: Touch; Target: Creature touched; Duration: Instantaneous; Saving Throw: Will half (harmless); Spell Resistance: Yes (harmless).

Base Effect

You lay hands upon a target creature and use magic to repair injuries. You can heal 1 point of Wound or Vitality damage.

Augmented Effects

You can apply the following augmentations to Healing Lore: Area/Target, Components, Damage (Special, see following), Range.

You can use Healing Lore to diagnose a subject's physical condition by increasing the Magical Attack DC by +10. This spell effect reveals the subject's mental state (e.g., nauseated, panicked, stunned, confused), her physical state (wounded and to what extent, disabled, staggered, unconscious, dying), and

any physical afflictions she's suffering (e.g., poison or disease). It doesn't reveal magical afflictions (e.g., curses).

To augment the Healing Lore spell effects, use the following Magical Attack DC modifiers.

| Augmentation DC | Modifier | Example |
|--------------------|----------|---------------------------------------|
| Increase to d3 | +5 | Increase from 1 point to 1d3 points |
| Increase die type | +5 | Increase the cure die from 1d3 to 1d4 |
| Per additional die | +5 | Increase the cure die from 1d3 to 2d3 |

Increasing the Magical Attack DC by +30 allows you to remove either any poisons or any diseases from the target.

A more common use of Healing Lore is cosmetic maintenance. By increasing the DC by +5, you can remove any common physical ailments, such as a rotten tooth, an ingrown toenail, a hangnail, acne, minor cuts, abrasions, bruises (none of which are actual damage), and so on.

Projectile

You can shape matter defensively and offensively.

Base DC 10

Component: Verbal; Range: Personal or 4m.; Target/Effect: You or create a stone projectile; Duration: 1 round or instantaneous (hammer); Saving Throw: Will negates (harmless) (shield only); Spell Resistance: Yes.

Base Effect

You can create an large, shield-sized, mobile disk of stone or ice that hovers in front of you. The disk provides a +2 deflection bonus to Defense. Alternately you may make a Magical Attack roll with a DC of the attackers Initiative to place the barrier can be placed in front of the attack to block it entirely. A stone barrier has DR8 and can withstand 15 points of damage per 3cm thickness before it is destroyed. An ice barrier has a DR4 (0 against Fire) and can withstand 8 points of damage per 3cm thickness before it is destroyed. All remaining damage is transferred to the caster. You may only use a barrier to block the attacks from one enemy at a time.

Alternatively, you can create a projectile Stone or Ice you can then use as a ranged weapon with a base range of 4 meters. You must succeed on a ranged touch attack to hit the target. If you succeed, you deal 1 points of damage.

Augmented Effects

You can apply the following augmentations to Force: Area/Target, Components, Damage, Duration, Range.

For every Magical DC increase of +7, you increase the deflection bonus by +1.

For every Magical DC increase of +12, you increase the thickness by 3cm.

If you change the effect of the weapon of force to a 2m radius burst (+5 DC), you do not need to roll to hit. Targets halve damage on a successful phys+STR save.

Protection

You can surround yourself with a protective aura.

Base DC 5.

Component: Somatic; Range: Personal; Target: You; Duration: 1 round; Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless).

Base Effect Protection creates a protective aura around you, granting a +1 insight bonus to your Armor Class.

Augmented Effects

You can apply the following augmentations to Protection: Area/Target, Components, Duration, Range. For each additional point of insight bonus to your AC, increase the Magical Attack DC by +5.

By increasing the Magical Attack DC by +5, you can withstand the effects of heat as hot as 140 degrees Fahrenheit or cold as chill as -50 degrees without having to make Fortitude saves. This doesn't provide any protection against direct fire or cold damage.

Resolve

You can remove a magical effect affecting a creature.

Base DC: 15.

Component: Focus; Range: Touch; Target: Creature touched; Duration: Instantaneous; Saving Throw: Fortitude negates (harmless); Spell Resistance: Yes (harmless).

Base Effect

You remove a -1 penalty imposed by magic on a skill, ability score, attack roll, check, or saving throw. If the target has a higher penalty, you reduce it by 1.

Augmented Effects

You can apply the following augmentations to Resolve: Area/ Target, Components, Range.

For every additional +10 to the Magical Attack DC, you can remove an additional -1 penalty.

You can also reduce or remove fear conditions by increasing the DC by +10 for each step reduced (such as from panicked to frightened, or frightened to shaken, or shaken to no fear condition).

For an increase of +8, you can suppress a curse for 1 day. By increasing the Magical Attack DC by +20, you can permanently remove any curses affecting the touched creature.

For an increase of +20, you can restore senses removed by magic, but only by magic.

You can further empower this spell effect by increasing the DC by +30 to immediately remove any mind-affecting effects, all penalties imposed by Afflict, and any fear conditions.

Reveal

You can see distant locations or hear distant sounds.

Base DC: 15.

Component: Focus; Range: 2m.; Effect: Magical sensor; Duration: 1 round; Saving Throw: Will negates; Spell Resistance: Yes.

Base Effect

You can see some distant location or hear the sounds at some distant location almost as if you were there. You must decide at the time of casting the effect whether you can see or hear. The spell effect creates a fixed invisible sensor over the top of the target that can be dispelled. Lead sheeting or magical protection blocks the spell, and you sense that the spell is blocked.

Augmented Effects

You can apply the following augmentations to Reveal: Components, Duration, Area/Effect (see text), Range (see text).

You can expand the area of the sensor reveal by augmenting the Area through normal means.

It's easier to extend the range of reveal. You can increase the range to 2 kilometers by increasing the Magical Attack DC by +20. Each additional two kilometer increment beyond the first increases the DC by +5.

To both hear and see, increase the Magical Attack DC by +10. If you prefer to create a mobile sensor (speed 48 meters) you control, increase the Magical Attack DC by +15. To allow magically enhanced senses to work through Reveal, increase the Magical Attack DC by +20.

To cast any spell effect from the sensor whose range is touch or greater, increase the Magical Attack DC by +30; however, you must maintain a line of effect between yourself and the sensor at all times. If the line of effect is obstructed, the spell ends. To free yourself of the line of effect restriction for casting spells through the sensor, multiply the Magical Attack DC by $\times 3$.

By increasing the Magical Attack DC by +30, you may look in on the location of a specific creature, instead of a specific location. In order to do this, you must possess a personal item of the individual (one you've had for at least a week) or possess an edge (see Edges, page 23).

Note: A magical sensor can be detected with a successful DC 25 Detect Magic check.

Sense

You can heighten your senses.

Base DC 5.

Component: Focus; Range: Personal; Target: You; Duration: 1 round; Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless).

Base Effect

You gain a +1 bonus to Listen and Spot checks.

Augmented Effects

You can apply the following augmentations to Sense: Area/ Target, Components, Duration, Range.

You can increase the bonus to Listen and Spot checks by increasing the Magical Attack DC by +2 for each additional +1 bonus. By increasing the Magical Attack DC by +15, the bonus also applies to Search checks.

By increasing the Magical Attack DC by +5, you instead determine the direction of north from your current position.

Alternatively, if you increase the Magical Attack DC by +5, you can see twice as far as a normal in situations of low or dim lighting. If you increase the DC by +15, you can see 24 meters even in total nonmagical darkness, albeit in black and white.

Sense can also allow you to see magical auras within 48 meters. The effect is similar to that of the Detect Magic ability, but you do not have to concentrate and you discern aura location and power more quickly. By increasing the Magical Attack DC by +20, you know the location and power of all magical auras within your sight. An aura's power depends on the item or spell effect's caster level, as noted in the description of the Detect Magic skill description (see page 8). If the items or creatures bearing the auras are in line of sight, you can make Detect Magic skill checks to determine the spell involved in each. Make one check per aura (DC 15 + one-half caster level). If you concentrate on a specific creature within 48 meters of you as a standard action, you can determine how much available spell energy she has remaining.

By increasing the Magical Attack DC by +20, you can use Sense to detect secret doors, compartments, caches, simple pits, deadfalls, and snares, as well as traps constructed of natural materials. Typically, Sense only reveals passages, doors, or other openings specifically designed to escape detection. It also detects natural hazards like quicksand, deadfalls, and sinkholes. Sense reveals the presence or absence of such hazards or concealed spaces. If you extend the duration of this augmented effect, you can learn more information, depending on how long the spell effect lasts.

2nd Round: Number of secret doors and the location of each and number of hazards and the location of each. If a secret door or hazard is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The mechanism or trigger for one particular secret portal or hazard closely examined by you. Each round, you can turn to detect secret doors, snares, pits, and other hazards in a new area. The spell effect can penetrate barriers, but 1 meter of wood or dirt or 30 centimeters of stone.

You can set up a warning system that alerts you if Tiny or larger creatures come within a 2-meter-radius of you. At the time of casting, you can exempt certain individuals or types of creatures from the spell's effects. The warning takes the form of a sharp mental "ping," sufficient to wake you up, but not enough to disrupt your concentration, that indicates the direction of the intrusion but no other details. This increases the Magical Attack DC by +5.

To set up a warning system that alerts you if magic is used in that same area, or if attempts to scry you from a distance or to use sensing magic are directed at you, increases the DC by +30. If you increase the DC by +50, the warnings can give you a visual image of the spy and an accurate sense of her direction and distance from you,

but only if you succeed at an opposed caster level check (1d20 + caster level).

By increasing the DC by +50, you can determine the proximity of a particular object. You must think of either a general type of object (e.g., a staircase) or a specific example of an object (e.g., your own missing money pouch) during the casting. The spell effect can penetrate barriers, but 1 meter of wood or dirt, 30 centimeters of stone, 3 centimeters of common metal, or a thin sheet of lead blocks it.

Shape Matter

You can change the shape of matter.

Base DC: 25

Components: Verbal, Somatic; Range: 0m; Effect: Up to 8 meters of nonliving, nonmagical matter; Duration: Instantaneous; Saving Throw: None; Spell Resistance: No.

Base Effect

You summon a “block” of matter up to 8 cubic meters (2m x 2m x 2m) in volume. You may shape this as you like. You must succeed at an appropriate skill check to make a complex item. The material you summon depends on the applicable elemental skill. Water Elementalists may summon Water from a near-by source while Earth elementalists may summon earth from the ground below them.

Augmented Effects

You can apply the following augmentations to Create Matter: Area/Target, Components, Range. For each additional block (8 cubic meters) of matter summoned, increase the Magical Attack DC by +2. You can also conjure different types of materials based. For Ice, increase the DC by +15. For Stone, increase the DC by +25.

Sound Lore

You can send and receive messages at a distance.

Base DC: 5

Components: Verbal, Somatic; Range: 4m; Target: One creature; Duration: 1 round; Saving Throw: None; Spell Resistance: No.

Base Effect

You can whisper a message and receive a whispered reply without being overheard. You point your finger at the creature you want to receive the message and then whisper your message. Assuming the message isn't blocked (1 meter of wood or dirt, 30 centimeters of stone, 3 centimeters of common metal, or a thin sheet of lead blocks it the target creature hears the message and (if there's sufficient time) can whisper a reply that you hear.

The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell effect's range.

The spell doesn't transcend language barriers.

Augmented Effects

You can apply the following augmentations to Sound Lore: Area/Target, Components, Duration, Range.

If you increase the Magical Attack DC by +50, you can whisper your message to (and receive a response from) a target creature with which you are familiar, without regard to distance or line of effect. An additional DC increase of +25 allows your message to reach the recipient across planar barriers. Or you can deliver your message to a target area (for a DC increase of +15), with the whispered words heard by anyone standing in a 10-ft. radius of the target location; if there's no one in the area, the message is whispered to the empty air. Anyone receiving the message can whisper a reply that you will hear, so long as both message and reply fit within the spell effect's duration.

By increasing the DC by +5, you can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else within a 4-meter radius. Anyone who hears the sound and rolls a successful Will save recognizes it as illusory (but still hears it).

You can use Sound Lore to mask the sounds of movement, conferring a +1 bonus to Move Silently checks by increasing the Magical Attack DC by +15. For each additional +1 bonus, increase the DC by an additional +2. To plunge a 2-meter square area into silence, increase the DC by +30. You can increase the area normally.

If you increase the DC by +20, you can surround yourself with a 2-meter-radius emanation of silence, such that those within the emanation can converse normally, yet no one outside can hear your voices (a successful Spot check to read lips can reveal what's said inside the area) or any other noises from within, including language-dependent or sonic spell effects. This effect is centered on you and moves with you. Anyone who enters the area immediately becomes subject to the spell effect, and those who leave are no longer affected.

Spirit Lore

You can communicate with the dead.

Base DC 30.

Component: Focus; Range: 5 ft.; Target: The Spirit World; Duration: 1 round; Saving Throw: Will negates (see text);

Spell Resistance: No.

Base Effect

You contact the spirits of the dead and ask a question that can be answered by "yes," "no," or other brief responses. The corpse always answers honestly; in cases where a one-word answer would be misleading, a short phrase (five words or less) may be given as an answer instead. "Unclear" and "I don't know" are legitimate answers, because the dead are not omniscient. Spirits contacted in this manner are able to structure their answers to further their own purposes and to suit their own personalities; the answers they give are true, but not necessarily the whole truth. You must ask the question within 1 round of casting, otherwise the effect is wasted. The corpse gets a Mind+Level save to resist the spell effect.

Augmented Effects

You can apply the following augmentations to Spirit Lore: Area/Target, Components, Duration, Range.

You may ask additional questions. Each question beyond the first increases the Magical Attack DC by +10. If a question is asked a second time with subtle differences, the answer is likely to be repetitive. If you lag, discuss the answers, or go off to do anything else, the spell effect ends.

Water Lore

You can squeeze water from the air.

Base DC: 15

Component: Verbal; Range: 10 ft.; Effect: 4 liters of water; Duration: Instantaneous (or 1 round for all augmented effects); Saving Throw: None; Spell Resistance: No.

Base Effect

You draw wholesome, drinkable water, just like clean rainwater, from the atmosphere. You cannot create water within a creature; you may create it in a container or over a large area, creating rain, if desired. Water weighs 1 kilogram per liter. One cubic meter of water contains 1,000 liters.

Augmented Effects

You can apply the following augmentations to Water Lore: Area/Target, Components, Range.

You can create additional water at a rate of 2 liters for every +1 added to the Magical Attack DC.

You can cause the water created to form a misty vapor in a 2-meter radius centered on you. It is stationary once created. The vapor obscures all sight beyond 2 meters. A creature within 2 meters has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). A light wind (17+ kph) disperses the fog in 4 rounds. A strong wind (33+ mph) disperses the fog in 1 round. A Create Energy (fire) effect burns away the fog in the explosive or fiery spell's area. This effect does not function underwater. This effect increases the spell effect's Magical Attack DC by +5. You can expand the area from personal to a cloud through the normal rules for augmentation.

You can cause water or similar liquid to reduce its depth by as much as 1 meter per Magical Attack DC increase of +10 (to a minimum depth of 3 cm). The water lowers within a square depression whose sides are up to caster level \times 4 meters long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water-based creatures, this spell causes a slowing effect.

You can cause water or similar liquid to rise in height, just as above. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

With either version, you may reduce one horizontal dimension by half and double the other horizontal dimension.

Microlite20 Tactical System

by Corvus

I have thought a long time about a system for tactical movement, that doesn't need any miniatures or tile maps nor is too simplistic to be of no tactical importance. Thus I came up with my own system. To make the things clear beforehand, this is not truly in the spirit of M20, as it adds rules to the game that aren't absolutely essential but may be exactly that what enables M20 to be the base for a more sophisticated game (or serve as a base for a Microlite 4E).

What is needed (ruleswise):

- A "speed" rating, that corresponds to the real movement rate of a combatant and that is on same scale as other abilities that are used to make checks in this system. For M20 this is something along the lines of a +2 to +6 bonus to a check.
- A distinction between movement-related and non-movement-related actions. To put it into D&D terms: Standard and Movement actions. Every combatant is entitled to one of each during his combat turn.
- A way to determine how many pieces of cover and higher ground are available. Usually this is set by the Game Master.
- A distinction between melee and ranged weapons.

What gaming materials are needed?

While I have been trying to reduce the amount of materials needed, it is feasible to use some tokens for

- cover and higher ground (just to know how many of each are available)
- combat advantages (explained later)
- (only if you like) for the players and the enemies (e.g. chess pieces)

What is the basic idea behind it?

The basic idea behind making the tactical movement abstract is that there are only few positions in combat that make a difference for the combatant from a tactical point of view. Thus this system only looks at potentially interesting positions in combat, while the rest is simply ignored. Furthermore, it is assumed that all combatants are constantly moving around, while the general distance between them stays roughly the same. As it stands now, the price for this abstraction is that it becomes hard to explain why a combatant can move across the whole battlefield in one turn.

What are those "tactically important positions"?

This movement system distinguishes between four "tactically important positions": *engaged* in melee, *disengaged*, behind *cover* and on *higher ground*. Everything else is of no further interest. The following table gives a short summary of the advantages of each position.

| Position | Advantage(s) |
|---------------------|---|
| <i>engaged</i> : | able to (be) attack(ed by) enemies with melee weapons; Line of Sight only to other combatants in the same combat. |
| <i>disengaged</i> : | able to (be) attack(ed by) enemies with ranged weapons; Line of Sight to all other combatants not behind cover. |

cover: +4 AC, Line of Sight only to allies

higher ground: +4 AC vs ranged attacks, +4 on ranged attacks, Line of Sight to everyone not behind cover (and vice versa)

How does it work?

Combat time is divided into rounds, each round representing 6 seconds of time passing in the game world. During each combat round, every combatant gets one turn, during that he can take one *movement* and one *standard* action. When all combatants have taken their turns, a new round begins.

Some movement actions require a speed check. The DC for this check is given in the figure "DC".

Unless determined otherwise by the DM, all combatants begin the combat *disengaged*.

Movement Actions:

Move:

You move around the battlefield, trying to reach your destination as fast as possible.

~~+4 bonus on your next speed check.~~ You receive 2 movement tokens.

Engage:

DC: 10 + the speed of enemy you are trying to engage

You charge into battle, facing your foe in bloody hand-to-hand combat.

Success: you are now engaged in melee combat with the target. This enables you to make attacks against the target with melee weapons.

Failure: you become *disengaged* and receive one movement token.

Disengage:

DC: 10 + the speed of enemy with the lowest speed score you are in combat with + 1 for every enemy after the first

You retreat from combat, getting some distance between you and the enemy's weapons.

Success: you are now disengaged. If there is any unoccupied cover or higher ground, you may move to that location. You lose all combat advantage tokens.

Failure: you stay in the combat and up to three enemies in the same combat get to make a free attack against you. You get one movement token.

Tactical Movement:

DC: 10 + the speed of enemy with the lowest speed score you are in combat with + 1 for every enemy after the first or see text

You try to get into a position that grants you an advantage over your enemy.

Success: you gain one *combat advantage token* if you are in combat. If you are not in combat, you may move behind cover (DC 12) or onto higher ground (DC 15).

Failure: you lose one *combat advantage token*. If you were trying to move behind cover or onto higher ground you stay in current position become *disengaged*.

Special Movement:

You mount or dismount a animal or vehicle or ascend/descend to/from aerial combat

Standard Actions:

Attack:

Make an attack against an enemy within your weapon's range. If you engaged during this round, you can only attack the enemy you just engaged. While in a combat you can only make melee attacks against enemies in the combat you are in. Ranged attacks can only be targeted against combatants that are not in the same combat as you are and that you have line of sight to.

Combat Maneuver:

Make an attack roll against an enemy. Instead of dealing damage you gain two combat advantage tokens. If you are using a ranged weapon for a combat maneuver you only gain one combat advantage token in case of a success.

Special rules:

Cover: if a combatant behind cover is engaged, he gets to make a free attack against the attacker (but only once during that round). After that turn, that combat is considered a normal combat and provides no cover bonuses to anyone, until that location has been left. A combatant can get line of sight to all other combatants not behind full cover (and vice versa) by not fully using the cover (*half cover*). At the beginning of a turn or when getting behind cover initially, the combatant has to announce in which way he uses the cover. While using only *half cover* the AC bonus is reduced to +2.

Combat Advantage Tokens: a combatant can spend a combat advantage token before he makes an attack roll in order to get a +2 bonus on that roll. A token can also be spent before an enemy makes an attack roll in order to receive a +2 AC bonus against that attack.

Movement Tokens: when making a speed check for a movement action, a combatant receives a +2 bonus to that check for every movement token he has. If the check is successful, that combatant loses all movement tokens.

Mounted Combatants: Mounted combatants use the speed of their mount for all movement. Mount and rider always move at the same time, as long as they are unseparated. A mount is treated as a normal combatant in all other respects.

Airborne Combatants: as long as an airborne combatant is in the air, he is considered to be on higher ground and can only be engaged by other flying combatants. An airborne combatant engaging an enemy on the ground automatically disengages at the beginning of his next turn.

Table: Line of Sight

| Position | Can see | Can be seen by |
|--|--|--|
| <i>engaged</i> | enemies not on higher ground or behind full/half cover; allies behind full cover | enemies not behind full cover; allies behind full cover. |
| <i>disengaged or behind half cover</i> | enemies not behind full cover; allies behind full cover. | enemies not behind full cover; allies behind full cover. |
| <i>behind full cover</i> allies only | | allies only |
| <i>on higher ground</i> | enemies not behind full cover; allies behind full cover. | everybody, except enemies behind full cover. |

Class Combat Advantages:

Every class gets a unique way to spend a combat advantage token.

Fighters: after a successful attack roll you may spend a combat advantage token to receive a +4 bonus to the damage roll.

Rogues: before making a speed check, you may spend a combat advantage token to receive a +4 bonus to that check.

Magi: you can spend any amount of combat advantage tokens as a standard action in order to deal 2 points of damage per token spent to a combatant that you have line of sight to.

Clerics: you can spend any amount of combat advantage tokens as a standard action in order to heal a combatant you have line of sight to for 2 points per token spent. You cannot use this ability on yourself.

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.

Microlite20

House Rules v1.2

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 = $(\text{STAT}-10)/2$, round down.

Races

There are 7 different races; humans, dwarves, elves, gnomes, half-elves, half-orcs and halflings.

Humans

The most adaptable of all races, humans are come in all shapes and colors.

Racial traits

- +3 to all skills at first level

Dwarves

Dwarves are grumpy and hardworking and are known of being good miners, warriors and beer-drinkers. They distrusts everyone and hates orcs and goblinoids.

Racial traits

- +2 to STR
- +2 on saving throws against poison and magic
- +4 to AC against giant type monsters
- darkvision

Elves

The fair elves are poetic and love the nature. They are polite to everyone that don't live up to the standard of being an elf.

Racial traits

- +2 to DEX
- +2 on ranged attacks
- +2 on search rolls, automatically rolls to find secret doors
- low-light vision

Gnomes

Gnomes are curious inventors and animal-friends who love a good joke. They mix well with dwarves and halflings, but are suspicious of the taller races.

Racial traits

- +2 to MIND
- +2 on saving throws against illusions
- +1 to AC because they are small
- low-light vision

Half-elves

Never really at home among humans or elves, half-elves sometimes feel like outsiders. They have the ambitions of a human and the artistic nature of the elf.

Racial traits

- +2 on search rolls
- +3 to Communication
- low-light vision

Half-orcs

Half-orcs are short-tempered who rather act than ponder and rather fight than argue. They have a hard time to get accepted by other races.

Racial traits

- +4 to STR
- -2 to MIND
- darkvision

Halflings

A curious, almost reckless race, halflings are known to spend gold as quickly as they find it. Rich halflings are known for their large collections of curiosities.

Racial traits

- +2 to DEX
- +3 to Subterfuge
- +2 on saving throws against fear
- +1 to AC because they are small

Description

To determine age, height, weight and starting gold of the character, use the Description rules in the SRD or PHB.

Classes

There are 8 classes; bards, clerics, druids, fighters, paladins, rangers, rogues and wizards.

Bards

The Bard is a performer whose music works magic - a wanderer, a tale-teller, and a jack-of-all trades.

The Bard...

- can wear light armor
- can use a light shield
- can use light or medium weapons
- gains a +2 bonus to Communication, Subterfuge, and Knowledge.
- Class-skill is Knowledge.
- A Bard can counter sound-based effects within a 30' radius with a Magic attack roll instead of making a save roll. This applies to all affected creatures hearing the Bard within the range and allows additional saving rolls – using the Bards Magic attack roll.
- A Bard can use his song to charm a person or remove fear up to 3 times (total) per day. DC equals 10 + Bards level + MIND bonus.
- At 6th level, a Bard casts spells as a Wizard of 5 levels lower. HP Cost for each spell is multiplied with 5. DC is adjusted with -5.
- HD is d6.
- Base Attack Bonus is 3/4 Level.

Clerics

The Cleric is a master of divine magic and a capable warrior as well.

The Cleric...

- can wear light or medium armour
- can use shields
- can use light, medium or heavy weapons
- can cast divine spells
- gains +3 bonus to Communication.
- Class-skill is Communication.
- 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.
- HD is d8.
- Base Attack Bonus is 3/4 Level.

Druids

The Druid is one who draws energy from the natural world to cast divine spells and gain strange magical powers.

The Druid...

- can wear non-metal light or medium armor
- can use shields
- can use non-metal light, medium or heavy

weapons.

- can cast Druid spells
- gains +2 to Knowledge checks.
- Class-skill is Knowledge.
- are immune to the spell-like effects of woodland fey.
- can at 3rd level can pass without trace at will.
- can at 7th level 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.
- HD is d8.
- Base Attack Bonus is 3/4 Level.

Fighters

The Fighter is a warrior with exceptional combat capability and unequalled skill with weapons.

The Fighter...

- can wear and use any kind of armour, shields and weapons.
- have a +3 bonus to Physical.
- Class-skill is Physical.
- HD is d10.
- Base Attack Bonus equals the Level.

Paladins

The Paladin is a champion of justice and destroyer of evil, protected and strengthened by an arrow of divine powers.

The Paladin...

- can wear and use any kind of armour, shields and weapons.
- have a +1 bonus to Physical and a +2 bonus to Communication checks.
- Class-skill is Communication.
- are immune to diseases
- apply a +1 bonus to all saving throws (this increases by +1 at 5th level and every 5 levels on).
- can detect evil within 60' at will and can heal up to 2hp per level per day by laying on hands.
- must be of Lawful Good alignment
- HD is d10.
- Base Attack Bonus equals the Level.

Rangers

The Ranger is a cunning, skilled warrior of the wilderness.

The Ranger...

- can use light or medium armor
- can use shields
- can use light, medium and heavy weapons.
- have +1 to hit and damage with ranged

weapons

- only incur a -1 to hit penalty when fighting with 2 weapons.
- have a +1 bonus to Physical
- have a +2 bonus to Subterfuge.
- Class-skill is Subterfuge.
- At first level and every fifth level after, the Ranger chooses a favored enemy. The ranger gets a +2 bonus to all rolls against the favored enemy.
- At 4th level rangers casts divine spells as a cleric of 3 levels lower. HP Cost for each spell is multiplied with 3. DC is adjusted with -3.
- HD is d8.
- Base Attack Bonus equals the Level.

Rogues

The Rogue is a tricky, skillful scout and spy who wins the battle by stealth rather than brute force.

The Rogue...

- can use light armour
- can use light shields
- can use light and medium weapons.
- have a +3 bonus to Subterfuge.
- Class-skill is Subterfuge.
- If they successfully Sneak (usually sub+DEX, but depends on situation) against a foe they can add their Subterfuge skill rank to the damage of their first attack that round.
- HD is d6.
- Base Attack Bonus is 3/4 Level.

Wizards

The Wizard is a potent spellcaster schooled in the arcane arts.

The Wizard...

- cannot wear armour or shields
- can only use clubs, daggers, heavy and light crossbows, or quarterstaves
- can cast arcane spells
- gains a +3 bonus to Knowledge.
- Class-skill is Knowledge.
- HD is d4.
- Base Attack Bonus is 1/2 Level.

Skills

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

Skill rank = your level or 1/2 level depending on class + any bonus due to your class or race.

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

Converted D20 Skills

| | |
|--------------------|--|
| Appraise | comm+MIND |
| Balance | phys+DEX |
| Bluff | comm+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 comm+MIND |
| Diplomacy | comm+MIND |
| Disable Device | subt+MIND or subt+DEX |
| Disguise | subt+MIND |
| Escape Artist | subt+DEX or subt+STR, depending on what you're escaping out of |
| Forgery | comm+DEX |
| Gather Information | comm+MIND |
| Handle Animal | comm+MIND or comm+STR if the animal is bigger than you |
| Heal | know+MIND |
| Hide | subt+DEX |
| Intimidate | could be phys+STR, or subt+MIND or comm+STR. DM's choice |
| Jump | phys+STR (long jump) or phys+DEX (high jump) |
| Knowledge | know+MIND |
| Listen | subt+MIND |
| Move Silently | subt+DEX |
| Open Lock | subt+DEX |
| Perform | comm+MIND, though it could be DEX if you're juggling, or STR if you're a weightlifter |
| Profession | comm+MIND, usually |
| Ride | comm+DEX |
| Search | subt+MIND |
| Sense Motive | comm+MIND |
| Sleight of Hand | subt+DEX |
| Speak Language | doesn't apply. You either know the language or you don't. Alternatively, comm+MIND to understand subtle nuances |
| Spellcraft | MIND only |
| Spot | subt+MIND |
| Survival | phys+STR to survive, or subt+DEX or STR to hunt. |
| 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 used |

Saving Throws

| | | |
|-----------|---|----------------------|
| Fortitude | = | Physical + STR bonus |
| Reflex | = | Physical + DEX bonus |
| Will | = | MIND bonus + level |

Hit Points

Hit Points = 1HD + STR bonus each Level. Starting HP is always maximum.

Damage

- If HP reach 0, the PC is still mobile, but cannot attack and only move at half speed.

Harsh actions deals 1 point of damage.

- If HP reach -1 to -9, the PC is unconscious. The PC still loses 1 HP/round. 10% chance to stabilize.
- If HP reach -10, the PC is dead.

For convenience, monster and other opponents are considered dead when reaching 0 HP.

Magic

Wizards and Bards can cast arcane spells, and Clerics and Druids can cast divine spells, with a spell level equal or below 1/2 their class level, rounded up. Use the spell lists in the SRD. All spells are available and known.

Casting a spell of any kind costs Hit Points (subdual). 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.

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

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.

Combat

Roll d20 + DEX bonus for initiative order.

Each round, you can perform an action (draw weapon, make one attack, cast a spell etc.) and a move action (move your speed, stand up etc.), or you can perform a full-round action (double move or full attack). You can also perform one or more free actions (speak or drop an item).

| | |
|----------------------|------------------------------|
| 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 Armour Class (AC), it's a hit.

Add STR bonus to Melee damage, x2 for 2-handed weapons.

Characters of Fighter and Rogue classes can wield 2 light weapons and make a *Full Attack* with both if they take a -2 penalty on all attack rolls. Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

If the total BAB is +6 or more a second attack can be made with a -5 penalty in a *Full Attack*. If the total BAB is +11 or more a third attack can be made at -10, and a fourth at -15 if the BAB is +16 or more. For example, if the BAB is +12, three attacks can be made at +12/+7/+2. No more than four attacks can be made in a round, regardless of BAB (five if two weapons are used).

Movement

All have a speed of 30 feet (6 squares), or 20 feet (4 squares) in medium or heavy armor per combat round.

Critical Hits

Natural 20 = Maximum damage

Double 20 = Double maximum damage

Triple 20 = Instant death to opponent

Fumble

Natural 1 = Loses next action

Double 1 = Loses next action, max damage to self

Triple 1 = Instant death to self

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 and multiply with 100. When the total = 1000 x your current level, you've advanced to the next level.

For convenience, use the XP table in the PHB.

Level Gains

- +1HD + STR bonus to Hit Points
- +Level to the Class Skill
- +1/2 Level to all other skills
- re-calculate BAB and change the attacks accordingly
- if the level divides by three (i.e. level 3,6,9,etc.) add 1 point to one Stat.

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Character Creation

STATS

There are 3 STATS; STR, DEX and MIND.

Each has an initial value between 3 and 18.

If the STAT value is over 11 then the STAT has a bonus = $(STAT - 10)/2$ (round down)

If the STAT value is less than 9 then the STAT has a penalty = $(10 - STAT)/2$ (round down)

RACES

There are 4 RACES.

The differences between the races are determined by bonuses to their skill rolls.

- HUMAN (+1 to ALL skill rolls)
- ELF (+2 to all MIND rolls)
- DWARF (+2 to all STR rolls)
- HALFLINGS (+2 to all DEX rolls)

CLASSES

There are 4 CLASSES.

- FIGHTER. Adds +1 to his melee and missile ATTACK rolls AND the damage they inflict. This increases by an additional +1 to both at levels 5, 10, 15 and 20. The fighter also adds his level to his HP total.
- ROGUE. Can SNEAK ATTACK (see COMBAT).
- MAGI. Can cast arcane spells. (See MAGIC book)
- CLERIC. Can cast divine spells. (See MAGIC book) Can attempt to TURN un-dead at will.

SKILLS

There are 4 SKILLS; Physical, Subterfuge, Knowledge and Communication.

Each has a SKILL RANK.

SKILL RANK = Level + class bonus.

CLASS SKILL BONUS

- Fighter +3 physical
- Rogue +3 subterfuge
- Magi +3 knowledge
- Cleric + 3 communication.

Success in an attempt at an action requires a SKILL ROLL.

Roll higher than the given Difficulty Class (DC) of an action to succeed.

A natural 20 roll always succeeds. A natural 1 roll always fails.

SKILL ROLL = d20 + skill rank + STAT bonus

HIT POINTS

Each character has HIT POINTS (HP) = STR + (1D6 per level).

ARMOUR CLASS (AC)

AC class bonus assumes the character is wearing class appropriate protection in the form of armour and / or shields.

- Unarmoured AC = 10 + DEX bonus or penalty
- Armoured AC = 10 + DEX bonus or penalty + class bonus

AC CLASS BONUS

- Fighter +6
- Cleric +4
- Rogue +2
- Magi +0

EQUIPMENT

A character is assumed to own and use a backpack, sack or multi pocketed costume to carry his personal items.

This does not count as an item and allows the character to carry a number of items equal to his STR value.

He can only carry half that amount (round up) without a backpack etc.

100 coins counts as 1 item and bulky or heavy items can count as 2 or more items.

A character begins with 7 initial items. These are:

- Hand weapon
- Missile weapon with 10 missiles
- Class appropriate armour.
- 4 mundane items

EQUIPMENT SWAP

A character can change his initial equipment as follows:

- A fighter can swap a hand weapon for 2-handed weapon.
- A fighter or dwarf can swap his missile
- Weapon for a crossbow.
- A fighter or elf can swap his missile
- Weapon for a longbow.
- A Fighter or Rogue can swap his hand
- Weapon for a light weapon.
- A fighter or rogue can swap a mundane item for an extra 10 pieces of missile weapon ammunition.
- A rogue can swap a missile weapon for 5 throwing missiles.

LEVEL ADVANCEMENT

At each new level, the character:

- Adds +1d6 to Hit Points
- Adds +1 to all attack rolls
- Adds +1 to all skills.
- Add 1 point to STR, DEX or MIND, if the level divides by 3 (i.e. level 3, 6, 9, 12, 15, 18 etc.) .

- Fighters gain +1 to their attack and damage rolls at levels 5, 10, 15 etc.
- At levels 3,5,7,9,etc., Clerics and Magi gain access to new spell levels and new spells.
- At each new level, the character can choose a new item of equipment and swap an old item of equipment for a new item.

Combat

INITIATIVE

Each combatant makes an initiative roll at the start of a combat.

Actions are taken in order from the highest score to the lowest.

Each combatant can take 1 action per round.

INITIATIVE ROLL = $d20 + \text{level} + \text{DEX bonus}$.

TO HIT

In order to hit an opponent you must make a successful attack roll.

Add attack bonus to d20 roll and roll higher than opponent's AC to hit.

- MELEE ATTACK ROLL = $d20 + \text{melee attack bonus}$.
- MISSILE ATTACK ROLL = $d20 + \text{missile attack bonus}$
- MAGIC ATTACK = $d20 + \text{MIND bonus} + \text{level}$ (see MAGIC book)

A missile weapon must be within range of the target.

In general, a move action takes a character from one range to another.

- Thrown weapon: Short range
- Short bow/slings: Medium range
- Longbow/crossbow: Long range

If the total attack bonus is +6 or more a second attack can be made with a -5 penalty in MELEE ONLY.

If the total bonus is +11 or more a third attack can be made at -10 penalties.

For example, if the total bonus is +12, three attacks can be made at +12/+7/+2.

- MELEE ATTACK BONUS = STR bonus + Level
- MISSILE ATTACK BONUS = DEX bonus + Level

If a hit is scored, roll for damage and subtract from opponent's HP.

The damage listed below assumes the usage of an ordinary hand weapon such as a sword, axe or mace.

Melee Damage = $1d8 + \text{STR bonus}$.

Missile Damage = $1d8 + \text{DEX bonus}$.

DIFFERENT ATTACKS

- LIGHT WEAPONS inflict 1d6 damage, use DEX bonus instead of STR bonus to hit and do not add STR bonus to damage.
- TWO HANDED WEAPONS inflict 1d10 damage. They are unwieldily and do not add STR bonus to hit but add TWICE the STR bonus to damage.
- UNARMED COMBAT inflicts 1d4 damage. A to-hit roll of 1 inflicts 1d4 damage on the attacker.
- IMPROVISED WEAPONS will break and are useless on a natural attack roll of 1 or 20.
- THROWN WEAPONS only cause 1d4 damage. ROGUES can make additional attacks with thrown weapons as if using a melee weapons.
- LONG BOWS are unwieldily and do not add DEX bonus to hit but add TWICE the DEX bonus to damage.
- CROSSBOWS but require a full round to reload between shots but double the damage that is rolled (not the DEX bonus).

SNEAK ATTACK

A rogue can attempt a SNEAK attack on any opponent if (a) he is higher in the initiative order and (b) it's his first attack that combat against that opponent.

He must make a DEX + subterfuge roll with a DC = $10 + \text{opponent's level or TL}$ (see MONSTER book) + subterfuge

bonus.

Success sees any attacks that hit that round inflicting additional damage equal to his subterfuge bonus.

SPECIAL MANOUVRES

A character may attempt a special manoeuvre such as disarming an opponent, knocking him prone, escaping from combat, breaking past an opponent etc.

Success requires that:

- A. The player declares the action and it's intended result,
- B. He then makes a single, successful attack with a -4 penalty that round
- C. The opponent must fail a DEX or STR (whichever is higher)+ physical roll using the hit roll as DC.

RECOVERY

If HP is reduced to 0 or less the character is mortally wounded, can take no actions and will die within a number of rounds equal to his STR unless he is healed.

Normally HP heals at a rate equal to the character's level but only with a full day's rest, otherwise only 1 HP per day is healed.

Adventuring

FALLING DAMAGE

A fall results in 1d6 hp of damage per 3 metres (10') fallen.

Spikes or jagged rocks add 1 hp of damage per 3 metres (10') fallen (maximum +10).

DROWNING/SUFFOCATION

Every round that a character spends underwater or amid a gas-cloud, he must make a STR + physical roll or suffer 1d6 damage.

The DC = 10 + 1 per round.

EXTREME HEAT AND COLD.

If not wearing suitable protection, a character must make a Physical +STR check once every 10 minutes.

The DC = 10, +1 per previous check.

1d6 damage is taken on each failed save.

HUNGER AND THIRST

Without food to eat a character must make a Physical + STR check at the end of every day (DC = 10, +1 per additional day) taking 1d6 damage for each failed save.

The same applies if the character is without water except that the penalty increases exponentially (+1 the first day, +3 the second day, +6 the third day and so on).

POISON

Any contact with poison requires a physical + STR DC roll.

If the roll is failed the character takes 1d6 immediate damage.

For a number of additional rounds equal to the amount that the roll was failed by (A natural 1 doubles this), the character must make an additional DC at the start of each round or suffer 1d6 damage.

He also suffers a penalty to ALL d20 rolls (except DC rolls to avoid this poison's additional effects) equal to the amount the roll was failed by.

DISEASE

Any contact with disease requires a physical + STR DC roll. If the DC is failed the character has contracted the disease.

The disease incubates for 1d4 days before symptoms develop.

Symptoms last for a number of days = the amount the physical + STR roll was failed by.

A natural 1 doubles this amount.

While symptoms persist the character (A) suffers a penalty to all D20 rolls equal the number of days the disease will last for (except DC rolls to avoid this disease's additional effects) AND (B) if a daily physical + STR roll fails, loses 1d6 HP permanently.

TRAPS

Each trap has an EL.

To save against a triggered trap requires a physical + DEX roll against a DC = 10 + (EL x 2).

Damage from a trap = 1d6 per EL, although a successful save halves this.

A ROGUE (and only a ROGUE) may attempt to search for AND disable a suspected trap. This requires TWO separate subterfuge + DEX rolls and takes 2d6 rounds.

A trap will have a percentage chance of re-setting itself equal to its EL.

If a trap has any additional features (poison, paralysis etc) simply use the trap's EL as a guide to effects.

DARKNESS

Total darkness gives a -8 penalty to all actions. Monsters with Dark Vision ignore this.

Poor light results in a -4 penalty to all actions. All other monsters only suffer -2 penalty because of their low-light vision.

Monsters with Tremor-Sense, Blind-Sight, Blind Sense or Scent ignore both.

CHARACTER ADVANCEMENT

Add up the Encounter Levels (EL) of every encounter you take part in.

When the total = 10 times your current level multiplied by the number of characters, you've advanced to the next level.

Reset the total to 0 after advancing.

EL = 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.

Monsters

To shape a monster for ICROFANTASY requires the monster's Total Level, Type and the monster's special abilities only.

TOTAL LEVEL

The defining factor with any monster is it's TOTAL LEVEL (TL).

TL = the monster's HD + character level.

A monster with a character level has all of those class's abilities.

A monster's TL attributes are as follows:

- HP = 1d8 per TL. (1d12 for dragons, undead, constructs and oozes).
- AC = 10 + TL.
- Saves and Melee/missile attack bonus = TL
- DC to avoid effects of special attacks or overcome special defences = 10 + TL.
- SKILL bonus = TL (+3 to one skill if intelligent).
- Attack Damage = 1d6 + (1d6 per 5 TL) + TL.

Tougher monsters simply require more HD or (if intelligent) class levels.

If a monster inflicts two types of damage (EG slam/constrict, bite/fire, claw/bite etc.), the damage that is listed second is only inflicted if (a) the first attack hits AND (b) the player FAILS a physical + STR or DEX (whichever higher) roll.

The DC = 10+TL. It is possible to avoid a secondary effect if circumstances allow (IE a character cannot be trampled if he is above an opponent)

SPECIAL ABILITIES

Un-dead, constructs and ooze are immune to all spells that require a MAGIC roll to save against or avoid its effects.

The following special abilities work as follows:

- ABILITY SCORE LOSS = STR + physical save or lose STAT points = half TL (round up). STAT points recovered at rate of 1/day.
- ABILITY DRAIN = as ability score loss but permanent.
- ANTIMAGIC = prevents spell casting around it unless a MAGIC attack roll is made.
- BREATH WEAPON = every 1d4 rounds and effects everyone within range. A successful save halves the damage.
- CHARM/COMPULSION = requires a MIND + level save to avoid. Lasts 1 day or until saved against. A new save can be attempted if asked/commanded to kill, steal, commit arson etc.
- ENERGY DRAIN = HP damage is permanent unless a STR + physical save is made.
- FEAR/FRIGHTFUL = if HD or level is lower than monsters, MAGIC attack roll required to take action against monster that round. A single success overcomes this.
- GAZE = close eyes (treat as total darkness) of avoid effect or make save each round to avoid effect.
- IMMUNITY = failed save roll results in ½ damage. Successful save = no damage.
- INCORPOREAL = any ODD "to-hit" roll misses.
- POISON = a physical + STR roll is required in a round were damage is taken but only 1 roll is required. The DC = 10 + monster's TL.
- RAYS = missile attack. -5 for second ray attack, -10 for third etc.
- REGENERATION = the monster heals this amount of damage at the start of each round. Ordinarily fire and acid damage ignores this.
- RUST = this monster's touch destroys armour or weapon immediately unless a DEX + subterfuge roll is made.
- SPELL RESISTANCE = requires a MAGIC attack against 10 + TL for spell to work against monster.

- SWALLOW WHOLE = the monster can swallow a being no bigger than half it's size if it rolls a natural 20 to hit. Inside, the swallowed being must make a STR + physical save per round or take damage. The creature that makes a save can attempt to cut himself out if he has a blade and can make a second save to do so.
- TURN RESISTANCE = assume HP = 6 higher per point.
- VULNERABLE = successful save takes half damage, failed save takes double damage
- All other abilities = as is.

RAKSHASA (TL 7) / 7d8 / 17 / +7,+2 / +7 (+10 knowledge) / 2d6+7 / detect thoughts (as spell, MIND + level to negate), spells (a Rakshasa always casts spells as a Magi of a level equal to it's TL), change shape (at will and for as long as desired), dark vision, spell resistance, damage reduction (15) bypassed by piercing weapons.

TYRANNOSAUR (TL 18) / 18d8 / 28 / +18,+13,+8,+3 / +18 (+21 physical) / 4d6+18 / swallow whole, scent

TREASURE

Monsters can be given treasure following the SRD tables or as determined appropriate by the referee.

Alternatively the value of treasure in coinage a monster has equals 10 x TL².

Half of this will be as items.

SAMPLE MONSTERS

A monster's attributes are listed as follows:

Name (TL) / HD / AC + DC / attack / initiative, save and skill bonus (+3 if intelligent or appropriate) / damage / special

DIRE RAT (TL 1) / 1d8 / 11 / +1 / +1 (+4 subterfuge) / 1d6+1/ disease, scent

BUGBEAR (TL3) / 3d8 / 13 / +3 / +3 (+6 physical) / 1d6+3 /

TROLL (TL 6) / 6d8 / 16 / +6,+1 / +6 (+9 physical) / 2d6+6 / claw/bite, regeneration (5), scent. HELL HOUND (TL 4) / 4d8 / 14 / +4 / +4 / 1d6+4 / bite/fire, breath weapon (short range), dark vision, immune to fire, vulnerable to cold.

HILL GIANT (TL 12) / 12d8 / 22 / +12,+7,+2 / +12 (+15 physical) / 3d6+12 / rock throwing (extreme range)

Magic

SPELLS AND SPELLCASTING

Magi can cast any arcane spell and clerics can cast any divine spell from the SRD spell list.

The maximum spell level that a magi or cleric can cast is equal to $\frac{1}{2}$ their character level (round up).

Both classes know all the spells available of all the spell levels he can cast.

MAGIC POINTS (MP)

The casting of any spell requires the spending of a number of magic points (MP).

A spell caster has a maximum number of MP equal to his maximum number of HP at that level.

Casting a spell requires the spending of a number of MP equal to 1 + double the spell level.

If all MP are spent, then the caster may spend HP instead at a ratio of 2HP-to-1MP.

If a spell caster takes HP damage, he also loses that amount of MP at the same time.

MP are recovered in full after eight hours rest.

A MAGIC attack roll is made and the rolled total is the amount recovered to the maximum initial amount.

A roll of 20 has all MP recovered, while a roll of 1 sees no MP recovered.

If rest is not possible or available, MP are recovered at a rate of 1 per day.

SPELL'S DC

The DC to resist a spell's effects = 10 + the caster's level + caster's MIND bonus.

SIGNATURE SPELLS

Each caster has one "signature" spell per spell level.

The MP cost of casting this spell equals 1 + the spell's level.

TURNING UN-DEAD

A cleric's TURNING ability against un-dead requires the cleric to spend 1d4 MP per attempt.

A MAGIC ATTACK roll is made against a DC = an un-dead's CURRENT HP.

The roll is compared to each individual undead HP within 100'.

Turned un-dead cannot approach within 100' of the cleric for 1 hour per cleric level.

A roll of 20 turns all un-dead. If the totalled roll would have turned the un-dead anyway then the un-dead is destroyed.

A roll of 1 means the cleric cannot attempt to turn un-dead for another 24 hours.

SPELL SAVES

Any spell that inflicts damage should allow a save to half the damage. Any spell that has a negative effect on the character should have a save to prevent this from happening.

A save is normally:

- STR + physical if the character has to ENDURE a physical effect
- DEX + subterfuge if the character has to AVOID a physical effect
- MIND + level if the character has to RESIST a magical effect.

USING SPELLS DIFFERENTLY

If the caster wishes to use a spell in a different but possible manner, such as using a Magic Missile spell to blow out a lock on door, then the caster can do so by making an MAGIC attack roll against a DC = 10 + (spell level x2).

COUNTER SPELLS

A caster may wish to counter-spell a spell cast by another caster either as it is cast or in order to cancel a spell with a durational effect.

This requires a MAGIC attack using the DC of the original caster to resist the spell's effects.

Regardless of success or failure, it costs the counter-casting magi or cleric an amount of MP as if he had cast the original spell himself.

Spell Level / Level Required To Cast

0 / 1
1 / 1
2 / 3
3 / 5
4 / 7
5 / 9
6 / 11
7 / 13
8 / 15
9 / 17

Spell Level / MP cost / MP Cost (sig)

0 / 1 / 1
1 / 3 / 2
2 / 5 / 3
3 / 7 / 4
4 / 9 / 5
5 / 11 / 6
6 / 13 / 7
7 / 15 / 8
8 / 17 / 9
9 / 19 / 10

Arcane Spell Book

0-LEVEL ARCANES SPELLS: CANTRIPS

- Arcane Mark: Inscribe 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 spell books for 10 min./level.

1ST-LEVEL ARCANES 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 Armour: Gives subject +4 armour 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 ARCANES SPELLS

- Acid Arrow: Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.
- Flaming Sphere: Creates rolling ball of fire, 2d6 damage, and lasts 1 round/level.
- Invisibility: Subject is invisible for 1 min./level or until it attacks. 10 min./level.
- 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 ARCANES 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 that last for 1 hour.

4TH-LEVEL ARCANES 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 ARCANES 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 ARCANES 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.

Divine Spell Book

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 Favour: 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: 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 1min./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 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.

ALTER MICROLITE20 V0. 7

Alter Microlite20 by Lucas "Atmo" Leonardo Vieira Belo, Copyright 2010 (zephos2@gmail.com). This game was based on "Microlite20 RPG Collection Spring 2010 Revised". For more Microlite20 awesomeness, head over to the Microlite20 website at <http://www.koboldenterprises.com>. Copyright of all images to owners, whoever they may be.

Stats

There are 4 stats : Strength (STR), Dexterity (DEX), Mind (MIND) and Charisma (CHA).

Strength: physical strength and toughness.

Dexterity: hand-eye coordination and quickness.

Mind: intelligence and wisdom.

Charisma: personal appeal, charm and presence.

Roll 1d6 and allocate to one of the stats. Repeat for remaining stats.

OR

Use the numbers 4, 3, 2 and 2 to assign stats.

Races

Human: +1 to any four skills **OR** +2 to any two skills and *Many Talents:* When you use this ability, roll 1d6 along with the 1d20 you normally roll when attacking or making a stat + skill roll. Add the results together to find your final die result for the attack or action. You can use this ability successfully 3 times per day.

Lycanthrope or Were-Creature: +1 Strength, +1 Dexterity **OR** +1 Dexterity and

Alternate Form: You can transform into a specific type of wild animal, and only that type of animal, a number of turns per day equal to your STR bonus. You do not gain hit points for changing into your alternate form using this special ability, but use the statistics and bonuses of the creature instead of your own while in animal form. You cannot speak, use equipment or other abilities of your original form when in animal form.

Night Vision: You have magic night vision, and can see in the dark as clearly and as far as you can see in the daytime.

Tribal: +2 Dexterity **OR** +1 Dexterity and *Wilderness Mastery:* When in a natural, tree-filled location like a forest or jungle (but not mountains or oceans), add +3 to any stat + skill roll that involves nature, like DEX + Subt to hide in the trees, or MIND + Surv to track an enemy. This bonus is not applied to attack rolls.

Dwarf: +2 Strength **OR** +1 Strength and *Night Vision:* You have magic night vision, and can see in the dark as clearly and as far as you can see in the daytime. *Stand Fast:* If an enemy attempts to knock you down or push you in any direction, make a STR + Phys +3 roll (DC is enemy's STR + Phys). On a success, the enemy's attempt fails, and you stay in place.

Elf: +2 Dexterity **OR** +1 Dexterity and *Poison:* All of your attacks using weapons cause an additional 1 point of poison damage.

Spider-Kin: You will never be attacked by a spider-type monster, and can even ride them with a DEX + Surv roll.

Cat-Folk: +2 Dexterity **OR** +1 Dexterity and *Agility:* On a DEX + Phys roll to leap or climb, add +3 to your roll.

Claws: You have a set of claws in your fingers you can instantly reveal or hide. They cause 1d4 +1 damage.

Night Vision: You have magic night vision, and can see in the dark as clearly and as far as you can see in the daytime.

Golem: +2 Strength **OR** +1 Strength and *Durable:* You have a natural Armor of 3.

Succubus: +2 Charisma **OR** +1 Charisma and *Flight:* You can fly as fast as you walk on dry land. *Sex Healing:* You immediately heal hit points equal to your level while having sexual relations.

Classes

Fighters wear any kind of armour and use shields. They have Physical, Fighting and Dodge as Primary Skills 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 Subterfuge, Archery

and Dodge as Primary Skills. 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 spells, and gain Knowledge as Primary Skill.

Advanced Classes

When Characters reaches level 3 they can choose a specialization. Every Advanced Class have unique abilities, so don't forget to try various team combinations.

Fighter Classes:

Blacksmiths can create elemental weapons even during a combat, but its duration is reduced. When used in combat, the weapon duration is equal to Character level. Using a atelier and good materials, the Blacksmith can produce various types of weapons with normal duration.

Brawlers can fight with their bare fists, delivering a good amount of damage without weapons. Use Dual Wield rule when fighting, each hand hitting with 1d6 damage.

Knights can double their Armor bonus when protecting someone helpless or unarmed, once per scene.

Berserkers can enter in a frenzied state, increasing their melee damage by 2d6 and reducing their Armor to 0. Make a MIND+level test with DC equal to 10 + level to calm down; otherwise, they will attack whoever looks alive. They can be manipulated with ease in this state.

Rogue Classes:

Shinobi/Kunoichi can use their Shadow Arts to assassinate whoever they want or must. They trade Archery for Fighting as Primary Skill and can cast some spells. They can't alter magic.

Snipers can hit targets from afar with their long-range weapon, with doubled range. Their Sneak tests would apply if they don't are in target's vision range.

Mage Classes:

Singers can use Musical Magic, covering support and healing magic. Singers can also manipulate wind to create instrumental music. They can't alter magic.

Wizards can create special items. Essentially, Wizards/Witches are creators of magical artifacts. Additionally, Detect Magic may be cast at-will.

Necromancers can use Death Magic, create undead from dead bodies, modify living beings with parts from other creatures or become a undead (lich). Essentially, Necromancer are scientists.

Skills

Physical, Subterfuge, Knowledge, Communication and Survival. Roll higher than the given Difficulty Class to succeed.

Physical: covers any activity where the body plays a part in deciding the outcome such as jumping, bashing, swimming, etc.

Subterfuge: i stealth, deception, or thievery such as hiding, moving silently or picking a lock.

Knowledge: i everything from geography and history to environment and can be used to identify monsters, recognize religious symbols or heal someone.

Communication: interacting with the GM's characters or monsters when you are trying to be diplomatic, convincing or proving a point.

Survival: tracking, foraging (in the woods or a city), hunting, determining direction or anything that helps a character to survive in their surroundings.

Fighting: armed or non-armed combat techniques.

Archery: ranged combat techniques.

Dodge: avoid incoming attacks.

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

Other Skills rank = half level + any bonus due to your class or race.

Skill roll = 1d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers.

| Difficulty | DC | Example |
|------------|----|--|
| Very easy | 0 | Notice something large in plain sight. |

ALTER MICROLITE20 v0.7

| | | |
|-------------|----|--|
| Easy | 5 | Climb a knotted rope. |
| Average | 10 | Hear an approaching guard. |
| Tough | 15 | Rig a wagon wheel to fall off. |
| Challenging | 20 | Swim in stormy water. |
| Formidable | 25 | Open an average lock. |
| Heroic | 30 | Leap across a 9 meters chasm. |
| Epic | 40 | Track a squad of orcs across hard ground after 24 hours of rainfall. |

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

Note that there are no "saving throws" in this game; use your Level + STR or DEX for Fortitude (poison) and Reflex (avoid big things, like breath) saves. Saving against magic (Will save) is usually MIND + your level.

Magic

Casting a spell of any kind costs Skill Points. The cost is the level of the spell being cast. To determine the spell levels that the character is capable to cast, divide his level by 2, round up. The Difficulty Class (DC) for all spells is **15 + Caster Level**.

Alter spells is easy, but some rules need to be follow:

Extending makes a spell last twice as long as it normally would. Cost: +2 SP.

Empowering makes a spell do 50% more damage than it normally would. Cost: +3 SP.

Widening makes a spell's area of effect twice as big as it would normally be. Cost: +4 SP.

Silenced spells don't require words to be cast. Cost: +1 SP.

Still spells don't need gesture to be cast. Cost: +1 SP.

Remember: everyone needs to study new spells to learn them.

Combat

Hit Points (HP) = 10 + STR + 1d6+4 if Fighter, 1d6+2 if Rogue or 1d6 if Mage. If HP reach 0, unconscious and near death. Further damage directly reduces BP.

Body Points (BP) = 20. If you aren't bandaged or otherwise healed by the end of combat, you must roll STR+Phys versus DC 10+level or die. If you success in the save, you recover to 1 HP after a few hours. If a dying character is struck again, he dies instantly.

Special Points (SP) = MIND + 1d6 if Fighter, 1d6 if Rogue or 1d6+4 if Mage.

Initiative: Roll 1d20 + DEX bonus. Everyone can do one thing each turn; move, attack, cast a spell, etc. Every turn lasts 5 seconds.

Cover: If you duck behind an object, you can gain +2 to +10 to your Dodge against ranged attacks, depending on the extent of the cover (light cover = +2 all the way to nearly complete = +10). Half this Dodge bonus may also apply to saves if the GM allows it.

Attacking: Add combat skill bonus to 1d20 roll (Fighting if melee, Archery if distance or Magic if magic). If higher than your opponent's Dodge, it's a hit. Natural 20 is automatically a critical doing *double damage*.

Dual Wield: Fighters and Rogues can use DEX bonus + Level as

Fighting skill 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.

Add STR bonus to Melee damage, x2 for 2-handed weapons.

Dodge (D) = 10 + DEX + Dodge skill. Used to avoid incoming melee or missile hits.

Armor (A) = protection equipment bonus. Used to reduce physical damage taken.

Weapons Damage

Light weapons = 1d6 damage.

One-handed weapons = 2d6 damage.

Two-handed weapons = 3d6 damage.

Armor Protection

Light armor = 2 Armor bonus.

Medium armor = 4 Armor bonus and -2 to all Dodge skills.

Heavy armor = 8 Armor bonus and -4 to all Dodge 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 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:

Fighter:

HP = 1d6+4+STR

SP = 1d6+MIND

Rogue:

HP = 1d6+2+STR

SP = 1d6+MIND

Mage:

HP = 1d6+STR

SP = 1d6+4+MIND

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

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

Magi and Shinobi/Kunoichi gain access to new spell levels at levels 2, 4, 6, 8, etc.

General Spells

1st -Level Spells

- Detect Magic:** Detects spells and magic items.
Light: Object shines like a torch for 1 hour.
Cause Fear: One creature of 5 HD or less flees for 10 minutes.
Comprehend Languages: You understand all spoken and written languages for 1 minute.
Magic Missile: 1d6 damage; +1 missile per level above 1st (max 5).
Sleep: Puts 4 HD of creatures into magical slumber for 1 minute.
Charm Person: Makes one person your friend for 1 day.

2nd -Level Spells

- Invisibility:** Subject is invisible until it attacks.
See Invisibility: Reveals invisible creatures or objects.
Web: Fills area with sticky spiderwebs.
Grease: Makes area or one object slippery for 1 hour.
Detect Thoughts: Allows "listening" to surface thoughts.
Hold Person: Paralyzes one humanoid for 1 minute.

3rd -Level Spells

- Summon Monster:** Calls extraplanar creature to fight for you.
Remove Curse: Frees object or person from curse.
Zone of Truth: Subjects within range cannot lie for 5 minutes.
Elemental Shield: Reduces chosen elemental damage in 10 points for 10 turns.

4th -Level Spells

- Magic Rocket:** 5d6 damage for 1 rocket.
Vanish: Turn large objects invisible for 1 day.
Barrier: Creates a magical barrier with 30 HP; enemy melee damage is blocked by this barrier, breaking when 0 HP.
Charm Monster: Makes monster believe it is your ally for 1 day.

5th -Level Spells

- Polymorph:** Transforms subject into harmless animal.
Seeming: Changes appearance of one person per two levels.
Telepathic Bond: Link lets allies communicate for 1 hour.

6th -Level Spells

- Petrify:** Turns subject creature into statue.
True Seeing: Lets you see all things as they really are. 50 XP must be spent to cast this spell.
Dominate Person: Controls humanoid telepathically.

Necromancer Spells

1st -Level Spells

- Deathwatch:** See who is injured, dead or undead.

2nd -Level Spells

- Command Undead:** Undead creature obeys your commands.

- Animate Dead:** Creates undead skeletons and zombies.

3rd -Level Spells

- Gentle Repose:** Preserves one corpse.

- Speak with Dead:** Corpse answers one question/two levels.

4th -Level Spells

- Soul Bind:** Traps newly dead soul to prevent resurrection.

5th -Level Spells

- Disintegrate:** Makes one creature or object vanish.

6th -Level Spells

- Raise Dead:** Restores life to subject who died as long as 1 day/level ago.

7th -Level Spells

- Clone:** Duplicate awakens when original dies.

Wizard/Witch Spells

1st -Level Spells

- Create Scroll:** Store a spell you cast in a scroll to be released when read.

2nd -Level Spells

- Brew Potion:** Store a spell you cast in a potion to be released when quaffed.

3rd -Level Spells

- Create Golem:** Creates constructs made of dead material. The entire procedure takes a day. HD of Golem is equal to caster's level.

4th -Level Spells

- 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.

Permanency: Makes certain spells permanent. The entire procedure takes a day.

5th -Level Spells

Planar Binding: Traps extraplanar creature of 6 HD or less until it performs a task.

Teleport: Instantly transports subjects hundreds of miles.

6th -Level Spells

Dream World: Creates a permanent portal to a new pocket dimension.

Plane Shift: Subjects travel to another plane.

Astral Projection: Projects you and companions into Astral Plane.

Singer Spells

1st -Level Spells

Bless: Allies gain +1 on attack rolls for 10 turns.

Cure: Cures 1d6/level damage (max 5d6).

Shield: Armor +1/4 levels for 10 turns.

2nd -Level Spells

Ghost Instrument: Control wind to make instrumental sounds with the help of an summoned instrument.

Haste: Allies move faster and get a second melee attack. This lasts for 1 turn only.

Shout: Deafens all within 10m*5m cone and deals 5d6 sonic damage.

3rd -Level Spells

Dispel Magic: Cancels magical spells and effects.

Major Bless: Allies gain +5 on attack rolls for 10 turns.

Major Cure: Cures 1d6/level damage (max 10d6).

Major Shield: Armor +1/level for 5 turns.

4th -Level Spells

Greater Shout: Deafens all within 20m*10m cone and deals 8d6 sonic damage.

5th -Level Spells

Restoration: Restores level and stat drains.

6th -Level Spells

Raise Dead: Restores life to subject who died as long as 1 day/level ago.

Shinobi/Kunoichi Spells

1st -Level Spells

Detect Poison: Detects poison in one creature or object.

2nd -Level Spells

Spider Climb: You can walk on walls and ceilings for 1 minute.

3rd -Level Spells

Wind Walk: Targets turn to dust/sakura petals/whatever and fly in a gust of wind.

4th -Level Spells

Scrying: Spies on subject from a distance.

5th -Level Spells

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

6th -Level Spells

Shadow Walk: Take subjects into shadow to travel rapidly for 1 minute.

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Microlite20 RPG Collection revised 2010 Spring Edition.

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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.

Ultramicrolite 20

By greywulf 7-28-08, Last revised by Domino Writing 9-22-11

This is Microlite 20 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 a single stat. You can reduce 1 stat to -1 to get an extra point. These are your stat bonuses.

Choose 1 skill (Physical, Subterfuge, Communication or Knowledge). Your character has a +4 bonus to do anything relating to that skill. The other skills have a +1 bonus.

Actions are resolved by rolling 1d20 + relevant 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 (average action) or 15 (challenging action). Describe what your character is doing in an entertaining way, and add +1 or +2 to your action roll.

Combat is an action roll using Physical + STR bonus (for melee/hand-to-hand), Physical + DEX bonus (for missile/ranged) or Knowledge + MIND bonus (for magic/supernatural). Call your weapons whatever you want. To-hit is what matters, not the amount of damage it causes. Roll 1d20 without bonuses to determine initiative.

The DC (for melee or ranged) is the opponent's Armor Class: 10 + DEX bonus + Armor bonus. Leather is +2, Chain is +4, Plate is +7. A shield can add a further +1.

The DC (for magic) is the opponent's Will Save: 10 + (MIND bonus x2).

Wounds: If you get hit 3 times in a single combat encounter, you're unconscious. Roll Physical + STR bonus (DC 15) to recover from the battle without serious injury; if you fail this roll, you may have an impressive battle scar, one missing eye, or even a severe fear of some horrifying type of creature. After a combat encounter, you reset to 0 (zero) Wounds. Larger critters can take more hits before dying; that's up to the GM. In the same way, mooks (easily defeated foes) may be able to take one hit each.

If you survive 10 combats, add +1 to all of your skills.

For a *modern-day* game, read "bulletproof vest" for Chain and "riot gear" for Plate. Add +2 to missile/ranged attacks when using a pistol and +4 when using a rifle or shotgun.

For a game with more *social combat*, add the stat CHARisma, and start with 7 points to divide among stats. In social combat, each combatant makes a stat + skill roll, using the same pair of stat bonuses and skills. If the attacker's result is equal or higher, he or she causes a wound. For a game with much more social than physical (standard) combat, players may not even determine Armor Class or Will Save, instead using Physical + STR for fights with blades or fists.

Keep track of physical wounds (caused by swords, guns, fire, psychic blasts, etc.) and social wounds (caused by insults, intimidation, etc.) separately. Gaining 3 physical wounds means you're unconscious; gaining 3 social wounds means you've been outwitted. You lose the combat and it's up to the winner to decide what happens. Immediately after the combat encounter, you reset to zero (0) social wounds.

For example, a hero tries to sweet-talk her way past a nightclub bouncer to get inside. She rolls Communication + CHA bonus against the bouncer's Communication + CHA bonus and succeeds. The bouncer "suffers" one social wound – he's falling for her smooth lines.

Nanolite20

by Ewookie

PRIMARY ATTRIBUTES

STR - Strength (Strength/Constitution)

COR - Coordination (Dexterity/Agility)

AWR - Awareness (Intelligence/Wisdom/Intuition)

Starting characters have scores of 0 in each attribute. They are given 3 points to distribute between the 3 Primary Attributes.

SECONDARY ATTRIBUTES

DR - Defense Rating (AC) = $10 + \text{COR or AWR} + \text{armor bonus}$

PEP - Physical Endurance Points (HP) = $5(\text{STR}) + 15$

MEP - Mental Endurance Points = $5(\text{AWR}) + 15$

CHARACTER PATHS

Fighter - Fighters fight. Nuff said.

They may use any armor or weapon at hand.

Rogue - Rogues are skilled and cunning.

They can only use 1-handed melee weapons.

They can use any ranged weapon.

They can only use light armors and shields.

Mystic - Mystics cast spells. Nuff said.

They can only use 1-handed melee weapons or staves.

They can only use light armors and shields.

SKILLS

There are 4 basic skills : Physical, Subterfuge, Knowledge and Communication.

Roll higher than the given Difficulty Rating to succeed.

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

Skill roll = $d20 + \text{skill rank} + \text{whatever stat is most applicable to the use}$
+ situation modifiers

For example, Climbing would use Physical + STR. Dodging a falling rock is Physical + COR or AWR. Finding a trap is Subterfuge + AWR. Disabling a trap is Subterfuge + COR.

Fortitude = Physical + STR

Reflex = Physical + COR or AWR

Will = AWR + level

Each class has class-specific skills:

Fighter Feats

Fighters can expend 1 PEP beforehand to modify their attack and Physical skill rolls by 1. This is stackable. They may expend 2 PEP to make an extra attack or force a successful attacker to re-roll their attack. Also, they can expend MEP to heal PEP by the same amount.

Rogue Tricks

Rogues can expend 1 PEP beforehand to modify their attack and Subterfuge skill rolls by 1. This is stackable. They may expend 2 PEP to make an extra attack or force a successful attacker to re-roll their attack. They may expend MEP to cast spells from scrolls or modify their Knowledge and Communication skill rolls. Also, they can expend MEP to heal PEP by the same amount.

Mystic Spells

Mystics can only expend PEP to recoup MEP. Mystics expend MEP to cast or enhance their spells.

The MEP cost to cast a spells is as follows:

Spell MEP Cost = Spell Level + 1

COMBAT

Melee Combat

One-handed Weapons

Attack =

$(1d20* + COR + \text{attacker's level} + \text{weapon's average damage})$

- Target's DR

*If 1d20 = 20, then roll 1d20 again and add to previous d20 rolls

If Attack > 0, then Damage inflicted on target = Attack

If Attack <= 0, then the attack failed

Two-handed Weapons

Attack =

$(1d20* + STR + \text{attacker's level} + \text{weapon's average damage})$

- Target's DR

*If 1d20 = 20, then roll 1d20 again and add to previous d20 rolls

If Attack > 0, then Damage inflicted on target = Attack

If Attack <= 0, then the attack failed

Ranged Combat

Attack =

(1d20* + COR + attacker's level + weapon's average damage)

- Target's DR

*If 1d20 = 20, then roll 1d20 again and add to previous d20 rolls

If Attack > 0, then Damage inflicted on target = Attack

If Attack <= 0, then the attack failed

Magic Combat

Target must make a Magical Defense Check (MDC) vs. the Difficulty Rating (DR) of the spell.

DR = Caster's Level - Spell's Level + Caster's AWR + 10

MDC = 1d20 + AWR + level

Physical Damage is subtracted from PEP while PEP is greater than zero. When PEP reaches zero, the character loses all STR and COR bonuses. Subsequent damage is subtracted from MEP. When MEP and PEP reach zero, the character is dead. If MEP reaches zero but PEP > 0, the character is unconscious, cannot make any actions, and their DR = only their armor bonus.

PEP regens at 2 PEP/day. Healing spells, potions, etc. only affect PEP.

MEP regens at 1 MEP/hour of sleep. Sleep is the only method of restoring MEP for Fighters and Rogues.

ADVANCEMENT

Target XP = current level * 100

When the target XP is reached, level or one stat may be raised by 1 point. However, the total of all stats must be <= 12 and no stat can be > 5. If the player chooses to raise a stat instead of their level, current XP is reset to 0 and their level stays the same. If they choose to increase their level, they receive 5 Endurance Points to allot to PEP or MEP. They can split these points between PEP or MEP however they choose or they invest all 5 points in one or the other.

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 | ¼ 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 | ½ 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 Modern: Expert

By Weeot

This is another attempt at a M20 modern rules set. It is fully compatible with, and utilizes, both M20 Core and Expert rules, with a few additions. It is designed to be totally compatible with both Modern SRD and Fantasy SRD. M20 Core, Expert, and Modern characters are equally matched.

Stats

There are 4 stats: Strength, Dexterity, Mind, and Charisma. They are calculated normally.

Races

Humans are the most common race in modern-setting games and they retain their +1 bonus to all skills.

Classes

There are 4 Heroic classes. Each of them is able to use Light armor.

Strong Hero +2 Strength each Strong Level 1, 3, 6, 9, etc.

Fast Hero +2 Dexterity each Fast Level 1, 3, 5, 9, etc.

Mindful Hero +2 Mind each Mindful Level 1, 3, 5, 9, etc.

Charismatic Hero +2 Charisma each Charismatic Level 1, 3, 5, 9, etc.

Multi-Classing

Characters are specialized by a combining different Heroic Classes and an Occupation. Heroic classes may be changed every 3rd Level, thus allowing a character to be a Strong hero first, add becoming a Fast hero upon Level 3, and return to being Strong again at Level 6. Track of how many levels are taken in each Heroic class and total them to determine Character Level (referred to merely as "Level" in Core and Expert rules).

Occupation

Select an occupation from the following list. Occupations may not be changed. Academic, Adventurer, Athlete, Blue Collar, Celebrity, Creative, Criminal, Dilettante, Doctor, Emergency Services, Entrepreneur, Investigative, Law Enforcement, Military, Religious, Rural, Student, Technician, White Collar.

Add either +3 to one skill or +2 to two skills. Furthermore, you may add +1 to any d20 checks relevant to your character's occupation (subject to GM's approval). This bonus increases by +1 at level 5, 10, 15, and 20. (GM Note: Attack bonuses should be limited to very specific mundane or improvised weapons.)

Skills

Rather than using Survival as the extra skill from Expert rules, replace it with Urbana. Urbana describes one's ability to use information-age technology, drive automobiles, etc.

Heroism

Use it.

Combat

AC is different in the modern world because most people do not wear armor.

AC 10+DEX+Armor+1/2 Character Level.

Massive Damage Threshold: If more damage is taken than amount of Strength score by any one attack, make Strength DC 15 save. If failed then HP reaches 0 and near death.

Remember that Modern heroes are not Core heroes, and as such do not gain the combat advantages of those classes. Thus using two light weapons incurs a -4 penalty rather than a -2, and Modern heroes may not use DEX to make melee attacks.

Burst Fire: -6 to hit; double damage dice.

Automatic Fire: Targets a 10ft square. DC 14 to hit. Occupants take weapon's damage DEX save (DC 15) halves.

Wealth

Starting= 2d4+1.

Every character has a Wealth bonus that reflects his or her buying power. A character's Wealth bonus serves as the basis of the character's Wealth check, which is used to purchase equipment

and services for the character. Determine how buying and selling items raises or lowers your Wealth bonus by comparing it with the Purchase DC.

| | |
|---------------------------------|---------|
| 1–10 greater than Wealth bonus | 1 pt |
| 11–15 greater than Wealth bonus | 1d6 pts |
| 16+ greater than Wealth Bonus. | 2d6 pts |

However, making a transaction with an item of Purchase DC 15+ will always modify your wealth by at least 1. This stacks with loss/gain resulting from the table above.

Wealth Check: d20 + Wealth vs. Purchase DC.

Selling equipment valued less than or equal to current wealth bonus (and less than 15) does not raise Wealth. The sale value is equal to the object’s purchase DC (as if purchased new) minus 3.

Equipment

Use the Modern SRD equipment tables.

Vehicles

Vehicles are much like other equipment in that they provide modifiers to character rolls. They have a Maneuver (modifies operation checks), Defense (vehicle’s AC), Hardness/HP (Damage reduction and Hit Points), and Purchase DC (Cost). Vehicle speed is expressed in five categories with accompanying modifiers: Stationary and Slow Speed (0), Medium Speed (1), Fast Speed (2), and All-out (4). These modifiers apply positively to the vehicles defense and apply negatively to many passenger actions.

Other Hazards

Hit by a vehilce: d20 x speed modifier. DEX save halves.

Car Wreak: Vehicle damage = 2d20 x speed modifier, occupants take 1/4 damage. DEX save halves. +/- 1 or 2 d20s for vehicles smaller or larger than typical passenger vehicles.

Medium Voltage Electricity: 4d6.

Optional Rules

Advanced Class

Characters may take re-flavored Core and Expert classes as Advanced Classes. In order to do so, a character must be at least Character Level 3 and do not gain the Skill bonus provided by that class. Use the number of levels taken in the Advanced class to determine benefits granted by that class. Characters may not change to another Heroic or Advanced class until just before they would receive a benefit from that class (Fighters: 5, 10, 15; Magi/Cleric: 2, 4, 6, etc). Armor restrictions must be observed while benefiting from advanced class features. Advanced Classes are totaled with Heroic Classes to determine Character Level.

Alternate Saving Throw

Roll+Stat Mod+1/2 Character Level

Bows

Compound Bows deal d8+2, Master Work Compound Bows add to damage as well.

Rangers

Only allow them to change class after Ranger Level 4 is completed (like a Fighter).

Page 42

May expend a heroism use with no numerical effects to take rule-breaking actions after an appropriate DC. DC, 10, 15 or 20 + Level. Suggested damage: Low= 2d4, Medium= 2d8, High= 2d12. Add an additional die for every five levels after Lv. 1. (6, 11, 16)

| | | | |
|--|--|--|--|
| Passenger Car Maneuver: -1 Harness/HP: 5/30 Defense: 8 Purchase DC: 30 | Truck/ Van/ SUV Maneuver: -2 Harness/HP: 5/36 Defense: 8 Purchase DC: 35 | Motorcycle Maneuver: +2 Harness/HP: 5/20 Defense: 10 Purchase DC: 26 | Tank Maneuver: -4 Harness/HP: 20/64 Defense: 6 Purchase DC: 47 |
|--|--|--|--|

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Microlite 20 Modern-Day

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Based on the Microlite 20 Purest Essence Rules: www.microlite20.net/files/Microlite20_purest_essence.pdf

This is an adaptation of the Microlite 20 Purest Essence rules for characters in any time period. Primarily, it is designed for contemporary adventures, where characters can be police, soldiers, computer experts, wilderness explorers, pilots, rock stars, cowboys and even supernatural heroes like modern sorcerers and vampire detectives. These rules are designed for a cinematic game, one that simulates the larger-than-life adventures and heroes seen in movies, TV shows, novels and comic books.

STATS

There are 3 stats: 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.

After adjusting stat scores for character focus (see below), determine your stat bonuses by using (stat score -10) /2, round down. This math is done for you here.

| <u>Stat Score</u> | <u>Stat Bonus</u> |
|-------------------|-------------------|
| 3 | -4 |
| 4 – 5 | -3 |
| 6 – 7 | -2 |
| 8 – 9 | -1 |
| 10 – 11 | +0 |
| 12 – 13 | +1 |
| 14 – 15 | +2 |
| 16 – 17 | +3 |
| 18 | +4 |

Quick Stats (optional): To generate a character even faster, assign stat scores of 16, 13 and 11 to Strength, Dexterity and Mind any way you wish. You can increase a stat score by decreasing another stat score by the same amount.

CHARACTER FOCUS

This replaces both race and class in Microlite 20 Purest Essence. Choose a character focus, gain the listed stat and skill benefits, and select one of the special abilities – whichever one best fits your image of the character. At first level, also choose a second special ability. This ability can be from the same character focus, or any other character focus. Several modern-day class templates with suggested special abilities are listed at end of this document.

Every third level (3, 6, 9, 12, 15, 18), you gain another special ability from any character focus list, and one or more of your previous special abilities may improve as described below.

It's assumed all characters are human. To have a character of another race, see the section on Species, below.

Charisma: You are a diplomat, political leader, spy, con artist, entertainer, etc.

+1 MIND, +1 to any two skills (except Communication), +3 Comm

• **Charming:** You can make friends with anyone, especially those who find you appealing.

You gain a bonus equal to ½ your level (round up) whenever you try to recruit someone to your side, calm down an aggressive opponent, gather information, deceive someone into thinking you're an ally, forge an agreement

with someone, etc. Most of these actions are MIND + Comm or MIND + Subt.

- *Connections*: You can call on a friend or business acquaintance for a piece of special equipment, information or safe entry into a city or other area.

It's up to the game master to decide exactly what the results of your request are. Your connections can be called upon a number of times per day equal to your MIND bonus +1. Gain +1 use of this ability every time you gain another special ability.

- *Encourage*: You know just what to say to rally your allies in battle or stir up a crowd in protest.

All of your allies (but not you) gain a bonus to all skill, attack, damage and other rolls equal to ½ your level (round up), for the next round. This can be done a number of times per day equal to your MIND bonus, +1 every time you gain another special ability.

- *Resources*: You are good with cash and credit – yours or other peoples'.

Add +1 to your financial status (see below). If you need a particular item not listed on your character sheet during an adventure (and the game master allows it), roll 1d6. On a result of 2 or better, you have a good-quality, working version of the item. On a result of 1, you don't have the item after all.

- *Taunt*: With insults and challenges, you enrage your enemies, making them lose control before they attack you.

Instead of making a normal attack, roll MIND + Comm vs an opponent's MIND + Comm. On a success, the opponent suffers -2 to all rolls (stat + skill, initiative, attacks, damage, etc.) for the remainder of the battle. You can taunt, succeed or fail, a number of times per day equal to your MIND bonus, +1 every time you gain another special ability.

Intellect: You are a scholar, occult expert, scientist, surgeon, computer technician, researcher, engineer, etc.

+2 MIND, +3 Know or +3 Tech

- *First Aid*: You have a background as a doctor or other healer, and can keep your allies alive when it's needed most.

You or one ally you are in physical contact with will immediately recover a number of hit points equal to ½ your level (round up). This can be done a number of times per day equal to your MIND bonus, +1 every time you gain another special ability.

- *Magic*: You can use ancient books and mystical studies to cast spells, or you have access to psychic powers, or even gifts from a supernatural background.

You have spell points equal to your MIND bonus + ½ your level (round up), +2 every time you gain another special ability. You can cast any spell from any spell list your game master makes available. Each spell costs a number of spell points equal to its spell level (for example, the third-level arcane spell Fireball costs 3 spell points to cast, and causes 1d6 damage for each character level you have). You regain all your spell points after a night's sleep. You cannot cast the same spell a second time until you have "recharged" your spell points.

- *Minor Super Power*: You have a superhuman abilities, though not enough to consider yourself a comic-book style costumed adventurer.

Choose one or two super powers appropriate to the game setting (typical powers include hypnosis, time travel and exceptional toughness). You can use those powers at any time the game master allows. Attacks cause 1d6 + level damage, and other powers add your level to appropriate stat + skill rolls, Armor Class or other effects. If you are using Microlite 20 Costumes, each power must have a base cost of 10 or 15 Power Points, and has a power rank equal to the character's level.

- *Research*: You know a little bit about everything, and with just a few hours time, you can learn anything you don't already know.

You can add ½ your level (round up) to any skill ranks you have in a skill when making a non-combat roll using a skill. This can be done a number of times per day equal to twice your MIND bonus, +1 every time you gain another special ability.

- *Technical*: You're good at putting things together – and taking them apart.

You have a bonus equal to your ½ your level (round up) + 2 to create or disassemble non-

living items (traps, vehicles, weapons, computer programs, etc.). Creating an item is usually MIND + Tech (or MIND + Know), while disassembling one is usually MIND + Tech.

- *Terrain Expertise:* You know your way around any city, or in the great untamed wilderness.

Choose a terrain type, like urban, forest, mountains, jungle, arctic, etc. You have a bonus equal to your $\frac{1}{2}$ your level (round up) to any stat + skill roll (but not attack roll) in that terrain type. Each time you gain another special ability, you can select another terrain type or gain +1 to a terrain type you have already selected.

Might: You are a soldier, mercenary, professional athlete, heavy weapons specialist, survival expert, etc.

+2 STR, +3 Phys

- *Armor Training:* You can wear a heavy suit of armor and still be prepared for any kind of fight.

You do not lose your DEX bonus to AC when wearing heavy armor (AC bonus of +5 or more). You also gain an extra +1 to AC, +1 each time you gain another special ability.

- *Berzerk:* You may not look like a maniac, but you can fly into a rage when you're in battle, or when someone says the wrong thing.

Gain +2 to melee attacks and damage, +2 to STR bonus, and -2 to AC for a number of rounds in a row equal to your STR bonus (before the berzerk bonus is applied), though you can end a berzerk session early. You can shift into berzerk mode a number of times per day equal to your regular STR bonus, +1 every time you gain another special ability.

- *Combat Style:* You are an expert warrior, skilled with dozens of weapons.

Select one type of attack (melee/hand-to-hand, missile/ranged or magic/supernatural). Add +1 to all attack and damage rolls when making that type of attack. This improves by +1 every time you gain another special ability. Optionally, instead of improving the attack bonus when you gain another special ability, you can select a different type of attack and improve its bonus by +1.

- *Driver:* You are at home behind the wheel of a car, a plane, a boat or a starship.

You have a bonus equal to your $\frac{1}{2}$ your level (round up) + 2 to drive or pilot a vehicle, and a bonus equal to $\frac{1}{2}$ your level (round up) to identify what's wrong with a broken vehicle, and to fix it.

- *Heavy Hitter:* You do damage with weapons... a lot of damage.

Select one type of attack (melee/hand-to-hand, missile/ranged or magic/supernatural). Whenever you roll damage dice on a successful attack of that type and a die shows its highest result (for example, 6 on 1d6), roll that die again and add the new result to the total. If it shows the highest result again, do not roll a third time. In addition, reroll any damage die that has a result of 1 until it does not show 1.

- *Intimidate:* You have a fearsome appearance, a disturbing grin or maybe just a bad reputation.

You are immune to fear effects, and add $\frac{1}{2}$ your level (round up) to any rolls you make to intimidate or generate fear in opponents (usually STR + Phys, MIND + Subt or STR + Comm).

- *Tough:* You are hard to kill.

Add +1 to your AC, and double the number of hit points you gain each level (for example, if you roll a 3, you gain 6 hit points). Add another +1 to your AC each time you gain another special ability.

- *Two-Weapon Fighting:* You have a pair of weapons you can use in harmony.

You can make two attacks on the same turn. Each has a -3 attack penalty (decrease the penalty by 1 each time you gain another special ability, to -2, -1, and finally no penalty). You must have two of the same weapon, one in each hand, to use this ability.

Stealth: You are a killer, martial artist, thief, runner, gymnast, stunt performer, etc.

+2 DEX, +3 Subt

- *Assassinate:* You can strike a deadly blow when an opponent doesn't see you coming.

If you successfully sneak up on a foe or target an enemy with a missile/ranged attack without their knowledge (DEX + Subt vs DC of MIND + Subt), add your Subt skill rank to the damage of your first attack.

- **Dodge:** You can twist and turn to be out of the way of an attack.

If you are successfully hit by an enemy, immediately make a DEX + Phys roll (vs DC of enemy's attack roll result, including bonuses). On a success, you suffer no damage. This can be attempted, succeed or fail, a number of times per day equal to your DEX bonus + ½ level (round up), +1 every time you gain another special ability.

- **Fencing:** You rely on quickness when facing an enemy one-on-one.

Your melee/hand-to-hand attack bonus when using light, one-handed weapons is determined by DEX bonus + level, not STR bonus + level.

- **Hunt Down:** Your instincts and social skills help you track your prey – beast or bad guy.

Name a specific target (like “John Smith,” “the dog that bit me,” “the 30-year-old man seen talking to drug smugglers in this photo,” etc.). You can only select one target per day, and a target cannot be named while you or the target is in combat. You gain a +2 to attack rolls and stat + skill rolls intended for the target and the target alone (like MIND + Comm to ask around about the target's whereabouts, or DEX + Subt to follow the target silently). Add another +1 to your Hunt Down ability each time you gain another special ability.

- **Lucky:** You always seem to be in the right place at the right time.

You can automatically change any of your die roll results to a 20 (except a damage roll), as if you rolled a natural 20 for purposes of critical success or critical hit. You can also automatically change any die roll made by an opponent to a 1 (except a damage roll). You must declare you are using your lucky ability, and if it is luck for you or unluck for someone else, immediately after the die is rolled. This can be done 3 times per day, +1 every time you gain another special ability.

- **Martial Arts Training:** You have a mastery of unarmed combat techniques like karate, judo, tae kwon do, etc.

Your punches, kicks and other natural weapon attacks cause 1d6 + ½ level (round up) damage. You also gain an extra +1 to AC, +1 each time you gain another special ability.

- **Quick Draw:** You have fast reaction time, and can be armed and dangerous in just moments.

You have a +2 bonus to your Initiative, +1 each time you gain another special ability.

- **Sneak:** You are quiet as a whisper and as light on your feet as a shadow.

You add ½ your level (round up) to any rolls you make to sneak, hide, or even spot others who are trying to sneak. This is usually DEX + Subt or MIND + Subt.

SPECIES (Optional)

To create a character of a non-human species, simply remove the stat bonus listed by a character focus (and the +1 to any two skills except for Communication, listed by the Charisma character focus) and select a species. It provides a +1 to one stat score, which can take the stat score above 18, and a special ability of some kind.

The character will be able to interact with others like a human (stand on two legs, speak fluently, breathe air, be roughly the same size and shape as a human, etc.), but will look like a typical member of its species, unless the player chooses differently. Several species common in fiction are listed below. Use these as examples when creating new species.

Logical Thinker: +1 Mind, Emotional Control special ability: Add +3 to any attempt to resist being psychologically or supernaturally influenced (intimidated, frightened, tricked by an illusion, mentally controlled, etc.). This is usually MIND + Know.

Lycanthrope (were-creature): +1 Dexterity, Alternate Form special ability: You can transform into a specific type of wild animal, and only that type of animal, a number of turns

per day equal to your STR bonus. You do not gain hit points for changing into your alternate form using this special ability, but use the statistics and bonuses of the creature instead of your own while in animal form. You cannot speak, use equipment or other abilities of your original form when in animal form.

Robot: +1 Strength, Durable special ability: You have DR of 2 (you lose 2 fewer hit points each time you take damage). You do not need to eat,

drink, sleep or breathe. You are immune to poisons, diseases and toxins intended for non-mechanical creatures.

Vampire: +1 Strength, Bloodsucking special ability: You have a bite melee/hand-to-hand attack causing STR bonus damage. You immediately heal hit points equal to the amount of damage the attack causes. You must successfully grab the opponent (STR + Phys vs enemy's STR + Phys roll) to make this attack.

Cat-Folk: +1 Dexterity, Claws special ability: You have a set of claws in your fingers you can instantly reveal or hide. They cause 1d4 +1 damage. On a DEX + Phys roll to leap or climb, add +3 to your roll. You also have night vision, and can see in the dark as clearly and as far as you can see in the daytime.

Dog-Folk: +1 Mind, Pack Hunting special ability: On a MIND + Know roll to smell something or to track a target, add +3 to your roll. If you and at least one ally are attacking the same enemy, add +1 to your attack roll.

Fish-Folk: +1 Dexterity, Water Native special ability: Add +3 to any roll to move silently, run or escape capture (usually DEX + Subt), but only when you are in water. You can also swim as fast as you walk on dry land, and can breathe underwater without special gear.

Hawk-Folk: +1 Dexterity, Keen Eyesight special ability: If you are attempting to spot something hidden or find something that is very tiny (usually MIND + Subt or MIND + Tech), add +3 to your roll. You can also fly as fast as you walk on dry land.

SKILLS

Each character starts with five skill points to be assigned to any skills the player chooses. Any skill points not assigned are lost. Roll higher than the Difficulty Class given in the adventure to succeed. Each time the character gains a level, the character gains another five skill points.

- Physical (Phys): athletics and acrobatics.
- Subterfuge (Subt): sleight of hand and stealth.
- Knowledge (Know): science and research.
- Communication (Comm): diplomacy and connections.
- Technology (Tech): computer programming and equipment construction/repair.

Skill rank = skill points + any character focus skill bonuses + any other bonuses. A skill's total rank cannot be more than your level +5.

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers. For example, climbing would use STR bonus + Physical. Dodging a falling rock is DEX bonus + Physical. Finding a trap is MIND bonus + Subterfuge. Disabling a trap is DEX bonus + Technology. Fast-talking a guard is MIND bonus + Communication.

APTITUDES (Optional)

The five skills Microlite 20 characters have cover nearly any activity a character might try. For characters who are especially talented in specific areas, they can select aptitudes (also called affinities). An aptitude gives the character an additional +2 when that aptitude applies to a skill use, or a character can reroll the skill attempt when an aptitude applies to a skill use. Decide whether the character's aptitudes provide a bonus or a reroll when selecting aptitudes.

For example, a character with the aptitude "Tracking," which is related to the Knowledge skill, gains +2 to MIND + Know rolls when he is attempting to track, but not when he is attempting something else using the Knowledge skill and STR, DEX or MIND.

A character can have up to three aptitudes. If you choose fewer than three, you begin with +2 hit points for each aptitude you do not select, or you can reroll any die roll you make once per game session, with one reroll per aptitude you do not select.

Suggested aptitudes include:

Physical: Climb, Endurance, Lift, etc.

Subterfuge: Drive, Move Silently, Read Lips, etc.

Knowledge: Chemistry, History, Tracking, etc.

Communication: Bluff, Intimidate, Persuasion, etc.

Technology: Computers, Device Inventing, Vehicle Repair, etc.

HEROISM (Optional)

Heroism points represent a character's determination, fighting spirit, and even a little luck. A character has a number of Heroism points equal to his or her level x 2.

Heroism points can be used to add to any attack, damage or stat + skill roll at a rate of +1 per 1 Heroism point spent. You can only spend up to your level in Heroism points on one single roll (for example, a level 10 character can only spend up to 10 Heroism points, for a +10 bonus). Heroism points do not need to be spent all at once, but when they are completely spent, they are gone for the rest of game session. A character's Heroism points are restored to their starting amount at the beginning of a game session.

COMBAT

Initiative: Equal to DEX bonus. Each hero can make two actions on a turn, usually move 30 feet (6 spaces) for a human-sized character and make one attack, use one skill, or perform one other activity.

Hit Points: STR stat (not bonus) +1d6 per level (or +4 per level). If hit points fall to 0 (zero), the character is unconscious. A character will regain consciousness with at least 1 hit point. A character will die at -10 hit points.

After a battle, each hero recovers a number of hit points equal to STR bonus, and regains consciousness. More hit points have to be regained via rest or medicine. A character regains a number of hit points equal to level after a full night's sleep.

Armor Class: 10 + DEX bonus + natural armor AC bonus + purchased armor AC bonus. If a character wears heavy armor (AC bonus of +5 or more), the character does not gain DEX bonus to AC.

Attack Bonuses

Melee/Hand-To-Hand Attack Bonus: STR bonus + level

Missile/Ranged Attack Bonus: DEX bonus + level

Magic/Supernatural Attack Bonus: MIND bonus + level

A die result of 20 is automatically a hit, no matter what the opponent's Armor Class is. It is also a critical hit, causing double damage.

Likewise, a die result of 1 is automatically a miss, no matter what the attacker's attack bonus is. It is also a critical failure, causing the weapon to fail (break or jam) or the attack to hit a friend.

Automatic Firearms: Characters that use automatic weapons (marked on the equipment list with an asterisk *) don't need to keep track of each and every bullet they fire. Instead, automatic pistols have an abstract "ammo count" of 2, and automatic rifles have an "ammo count" of 4. Each type of attack a weapon makes costs some amount of this "ammo cost," and when the weapon reaches an ammo count of 0 (zero), it can only make single shots until the battle ends. It's assumed that characters always have enough ammunition to reload their weapons after a battle.

Single Shot: Ammo Count Used: 0. Causes weapon's listed damage.

Burst Fire: Ammo Count Used: 1. The attack has a -4 penalty to hit, but causes double damage (quadruple damage on a critical hit).

Full-Auto Spray: Ammo Count Used: 2. Choose a line 15 feet across (or a line of 3 adjacent spaces). Roll to hit once, with a -4 penalty to hit, and check the result against each opponent's Armor Class. Each one that is hit suffers the weapon's listed damage. Automatic pistols cannot use this attack.

NON-VIOLENT COMBAT (Optional)

The emphasis on combat rules shows how important violence is to the Microlite 20 game. That level of detail can be brought to any sort of confrontation simply by renaming a few things.

In non-violent combat, the opponents aren't trying to kill one another. Instead of making a roll of attack bonus vs. Armor Class, each combatant makes a stat + skill roll, using the same pair of stat bonuses and skills. If the attacker's result is equal or higher, he or she causes "damage" equal to 1d6 + stat bonus of the stat used in the combat. That damage is removed from a set of imaginary hit points, equal to the stat score of the stat used in the combat. When those imaginary hit points fall to 0 (zero) or less, the combat is over, and the loser is defeated (knocked unconscious, humiliated, etc). These imaginary hit points are not related to the character's actual hit points in any way. They cannot be healed, and all damage to imaginary hit points disappears when the combat is over.

For example, a boxing match would use STR + Phys rolls, and the STR stat score for imaginary hit points. A war of insults or an attempt to fast-talk a mark might use MIND + Comm rolls, and the MIND stat score for imaginary hit points.

Social Combat: In a game where characters rely more on their talents for intrigue, seduction and intimidation, the complex combat rules of standard Microlite 20 may not be appropriate. In that case, the game master and players may decide to revise the stats, combining Strength and Dexterity into Body (BOD) and splitting Mind into Mind (MIND), representing knowledge, and Charisma (CHA), representing social skills.

Attack bonuses remain the same, though both the melee/hand-to-hand and missile/ranged attack bonuses will be determined using BOD bonus + level. In the same way, other characteristics like hit points and special abilities will use the new stats. Stat + skill rolls also change to fit the new stats: A backflip over a charging bull is BOD + Subt, while calming an angry mob is CHA + Comm, and flashing a winning smile may be CHA + Phys.

LEVEL ADVANCEMENT

Instead of adding up experience points, simply count encounters. After nine encounters appropriately challenging for the characters (game master's decision), the characters advance one level, gain 1d6 (or +4) more hit points and 5 more skill points. If the level is a multiple of three (i.e. level 3, 6, 9, etc.), add +1 point to STR, DEX or MIND. Don't forget to adjust special abilities, attack bonuses, heroism, armor class, and other character information when level and stat scores improve.

Remember that each battle is an encounter – but so is a trap, an enemy that's defeated without fighting and even high-stakes skill situations (for example, a simple roll to find the right trail probably isn't an encounter, but a roll to negotiate a billion-dollar corporate takeover probably is).

MINIATURES AND BATTLE MAPS

If you have miniature figures (about 1 inch to 2 inches, or 25 to 28 mm tall) to represent the characters and their enemies, you'll need a ruler or a battle map covered in spaces (squares or hexes 1 inch or 1 ½ inches in size). Alternately, you can simply measure distances using a ruler, considering each inch a "space."

One space equals 5 feet or 2 yards, and the average character and monster moves 6 spaces per turn, even diagonally. Figures can move through the same space as another character or enemy, but cannot end

movement in the same space as another figure. Rubble, darkness, heavy growth and other difficult terrain “costs” 2 spaces of movement for each space the figure moves into.

If there’s a question whether a character could see an enemy to hit it, draw an imaginary straight line from the center of the attacker’s space to the center of the target’s space (or one of its spaces, if it takes up more than one space on the map). If there is no large obstacle or enemy in the path, the character can make the attack. Allies of the attacker do not block its path, nor do obstacles filling less than half a space in the path. Characters can attack through windows and other partial obstacles at a -2 penalty to hit.

Simplified Attacks (Optional): To avoid calculating attack ranges each turn, melee attacks must be made against an enemy in a space adjacent to the character. Thrown and short-range weapon attacks can be made against an enemy up to 10 spaces away. Long-range weapon attacks can be made against an enemy up to 25 spaces away.

MONEY AND EQUIPMENT

Financial Status: Instead of tracking cash, credit and investments, the game master will assign each character a financial status. Characters can normally afford any equipment the game master allows, but to buy expensive or rare equipment, the character will need to make a MIND + Comm roll (to haggle with a seller) or a MIND + Know roll (to find the money in a savings plan). Add the financial status bonus listed below to these die rolls.

Not Important: +7

This character is from a society that does not care about money, like an alien race, or has the ability to create money at any time.

Multimillionaire: +5

This character is head of a major multinational corporation or foundation, or is a member of a nation’s royal family, and has almost unlimited access to funds and technology. He or she has multiple residences and forms of transportation.

Wealthy: +2

This character is a self-made millionaire or celebrity. He or she has a large house and expensive transportation (like a carriage or luxury car).

Sponsored: +3

This character works for a government agency, army or other organization that takes care of living expenses and gear.

Comfortable: +0

This character has a steady day job that brings in decent pay, or some other way of making ends meet without much worry. The character can occasionally afford a major expense. He or she has a house and access to typical transportation for the time period (horse, automobile or starship).

Struggling: -2

The character has difficulty finding enough money to pay the bills at the end of the month, and has to skip some basic necessities from time to time. The character has very little money, few items and may be homeless or nomadic. The character depends on friends and family for support. He or she has a small residence (such as a wooden hut or apartment), and an inexpensive means of transportation (mule, bicycle, old car, etc.).

The following are lists of many common weapons, armor and other equipment a character is likely to have. It’s assumed a character also has appropriate ammunition and other materials needed to maintain and use weapons and armor. A character can select any of these items, as long as the game master approves.

Eras: Game settings are divided into four general time periods. Characters usually cannot use equipment from an era later than their own, but can use any from earlier eras, if it is commonly available.

Ancient Era: This includes the earliest recorded time, to the Middle Ages, to the widespread use of guns. Prehistoric and ancient Greece and Rome settings are in the “early ancient era,” while traditional fantasy, medieval and Renaissance adventures take place during the “late ancient era.”

Historical Era: This includes the age of exploration, to the Industrial Revolution, to World War II. Settings like swashbucklers (pirates and musketeers), the Wild West and Victorian Europe take place during the “early historical era,” while stories of the world wars and pulp novels take place during the “late historical era.”

Modern Era: This includes adventures in the time after the second World War, to the present day, to the very near future. Modern era adventures may include espionage, police work, military activity, supernatural conspiracy or alien investigation. Near-future adventures often include inner-city war zones, time travel and computer intrigue. The time between World War II and the rise of the personal computer (the early 1980s) is the “early modern era.” Adventures after that time with only a small amount of fantastical technology – the present day or very near future – are in the “late modern era.”

Future Era: Science fiction worlds of after-the-disaster survival or intergalactic travel. Space opera settings have a multitude of alien races, laser weapons and starships capable of moving between planets. Post-apocalypse settings feature high-tech weapons, mutated warrior tribes and desolate landscapes.

Physical Weapons

Punch: 1d2 + STR bonus damage

This can also represent attacks from a head-butt, knee, fangs, claws, wings, spikes or quills.

Kick: 1d3 + STR bonus damage

This can also represent attacks from a large animal bite, horns, a tail or antlers.

Melee Weapons Damage Era When It First Appears

| | | | |
|------------------------|-----------------|---------|--|
| Battle Axe: | 1d8 | Ancient | A large single or twin-bladed chopping weapon. |
| Caltrops: | 1d4 | Ancient | Small triangular spikes which leave one tip pointed upright, no matter how they land. These weapons are often left on the ground to injure an enemy’s feet or tires. |
| Club: | 1d6 | Ancient | A one-handed metal, plastic or wooden bar; blackjack, police baton, hand hammer or baseball bat. |
| Flail: | 1d8 | Ancient | A spike-covered iron ball or solid rod connected to a hand grip by a small length of chain. |
| Great Sword: | 1d10 | Ancient | A long, heavy two-handed steel blade swung by the most powerful warriors; claymore. |
| Hatchet: | 1d4 | Ancient | A small, one-bladed stone or steel axe; pick, cleaver or tomahawk. This weapon is balanced for throwing. |
| Katana: | 1d10 | Ancient | The valuable and deadly sword of the martial arts warrior, often carried with a smaller second blade called a wakizashi (use as a long sword). |
| Knife: | 1d4 | Ancient | The standard small close-combat weapon; a hunting tool, dagger, bayonet, dirk, kris or vibro-knife. This weapon is balanced for throwing. |
| Long Sword: | 1d8 | Ancient | The standard one-handed steel sword, half the height of the average human; broad or bastard sword. |
| Mace: | 1d8 | Ancient | A solid cudgel with a spiked or reinforced head; morning-star. |
| Makeshift Hand Weapon: | 1d4 + STR bonus | Ancient | Any small item like brass knuckles, lengths of chain, switchblade knives, shards of broken glass, rocks and even chairs. This weapon is balanced for throwing. |

| | | | |
|----------------|----------------|------------|--|
| Net: | see note | Ancient | When wrapped around enemies, a net interferes with movement; lasso. This weapon is balanced for throwing. Note: A character hit by a net loses a turn, then can make a DEX + Phys roll each turn to escape as the only action the character can take on that turn. |
| Nunchaku: | 1d6 | Ancient | A small pair of rods connected by a string or chain and lashed at enemies, or used to entangle weapons. |
| Pike: | 1d8 | Ancient | Used mostly as a banner, pikes are extended-length spears; jousting lance. |
| Polearm: | 2d4 | Ancient | A large curved blade attached to the end of a staff; scythe, bisento or halberd. |
| Sai: | 1d4 | Ancient | Three-pronged short knives used in pairs to both attack and parry. This weapon is balanced for throwing. |
| Scimitar: | 1d6 | Ancient | A curved-blade sword; kopesh. |
| Short Sword: | 1d6 | Ancient | A short, sharp chopping weapon, often made of bronze or iron; pirate cutlass, sickle, machete, gladius or cinquedeas. |
| Spear: | 1d6 | Ancient | A short staff with a sharp metal or stone tip; trident or harpoon. This weapon is balanced for throwing (often called a javelin). |
| Staff: | 1d6 | Ancient | A pole slightly taller than the average human and often made of wood or steel; quarterstaff or bo. |
| War Hammer: | 1d8 | Ancient | A giant mallet used to crush enemies; maul. |
| Whip: | 1d3 | Ancient | A long, thin strand of leather or monofilament wire (in the future era) used to lash at foes from a distance, entangle weapons or swing into action. |
| Cavalry Saber: | 1d6 | Historical | The thin, single-edged steel blade used by military commanders from the Victorian age to modern times, more as a symbol of rank than a weapon. |
| Fencing Sword: | 1d6 | Historical | The narrow, delicately crafted blade used in duels; epee, rapier or sabre. |
| Chainsaw: | 3d6 | Modern | An industrial-strength blade swung randomly at enemies. |
| Taser: | 1d3 (see note) | Modern | A hand-held unit which fires high-voltage blasts of electricity through wires. Note: After taking damage, a character hit by this attack must roll STR + Phys vs DC 15 or be paralyzed for 1d4 turns/minutes. |
| Laser Sword: | 2d8 | Future | A blade surrounded by (or made of) laser energy. |
| Stun Baton: | 1d3 (see note) | Future | A small rod which discharges energy on contact. Note: After taking damage, a character hit by this attack must roll STR + Phys vs DC 15 or be paralyzed for 1d6 turns/minutes. |

Ranged Weapons Damage Era When It First Appears

| | | | |
|------------|-----|---------|---|
| Blow Gun: | 1d2 | Ancient | A small, thin tube which uses air power to fire spiked darts a short distance. |
| Bola: | 1d6 | Ancient | Triple weights connected by a line, whirled around the head and used to entangle a foe. This weapon is balanced for throwing. |
| Boomerang: | 1d4 | Ancient | A curved or circular blade which returns to the thrower after striking a target. This weapon is balanced for throwing. |

- Crossbow, Large: 1d10 Ancient
A full-size weapon which requires two hands to use and a pause to reload.
- Crossbow, Small: 1d4 Ancient
A wrist-mounted or one-handed bow which is fired like a gun.
- Longbow: 1d8 Ancient
A bow made from natural fibers (wood and sinew or plant material) which can be used while riding or to hit an enemy from a great distance.
- Shuriken: 1 Ancient
Small hurled “throwing stars.” This weapon is balanced for throwing.
- Sling: 1d4 Ancient
A weapon which hurls a small item (usually a stone) after being whirled around the head.
- Slingshot: 1d4 Ancient
A Y-shaped handle which supports an elastic sling and fire small stones.
- Carbine: 2d8 Historical
The breechloading buffalo rifle used in the American Civil War (.44 Sharps, .44 Winchester, etc.).
- Derringer: 1d6 Historical
A very small pistol which can fire only one shot, but is easy to conceal.
- Double-Barreled Shotgun: 2d8 Historical
The 12-gauge range rider’s weapon found in Wild West settings, with a break-open stock.
- Dueling Pistol: 1d8 Historical
A small, wide-barreled gun; used for duels in the time of the American Revolutionary War.
- Flame-thrower: 3d6 Historical
A fuel-filled backpack and a high-pressure hose which fires blasts of fire that continue to burn; napalm.
- Gas Gun: see note Historical
This pistol fires gas bursts from canisters; flare gun. Note: the damage of this weapon depends on the type of gas canister placed into the weapon.
- Grenade: 3d6 Historical
A fragmentation explosive that injures by concussion and shrapnel. This weapon is balanced for throwing. This weapon causes damage in a 10 foot (2 space) circle.
- Infantry Rifle: 2d8 Historical
The basic bolt-action soldier’s armament in both of the World Wars.
- Large Pistol * : 2d6 Historical
A large, semi-automatic weapon used by military officials and individuals in intense combat situations. Most are .357, .44 or .45 caliber (.45 A.C.P., .44 Magnum, Glock 17, Desert Eagle, etc.).
- Musket: 1d10 Historical
The black powder rifle used during the time of the American Revolutionary War; blunderbuss, flintlock.
- Machine Pistol: 2d6 Historical
The personal firearm carried by officers in the World Wars (Mauser, .22 caliber, etc.).
- Matchlock Rifle: 1d10 Historical
The earliest gun, with a wide barrel and flame-lit firing mechanism; arquebus. This weapon may be found in the late Ancient Era.
- Tommy Gun * : 2d8 Historical
A rapid fire sub-machine gun made popular by the gangsters of the 1920s.
- Air Rifle: 1d10 Modern
A small pellet-firing weapon; BB gun, .22 single-shot rifle.
- Assault Rifle * : 2d8 Modern
The standard-issue automatic rifle used by modern military forces and militias (M-16, AK-47, etc.).
- Composite Bow: 1d8 Modern
A contemporary recurve bow, made of fiberglass and equipped with sights and an adjustable draw.
- Hunting Rifle: 2d10 Modern
The standard target-shooting rifle; sniper weapon (Winchester .30-06, .308, etc.).
- Mini-Gun * : 3d8 Modern
A rapid-fire weapon that can only be carried by the strongest warriors (STR 16 or more).

- (Regular) Pistol * : 2d6 Modern
A handgun with a clip- or revolver-style cartridge, used as the modern law enforcement sidearm. Most are .38, 9 mm or 7.65 mm caliber (.38 special, Walther PPK, etc.).
- Rocket Launcher: 10d6 Modern
A shoulder-mounted weapon that launches small explosive missiles; bazooka.
- Sub-Machine Gun * : 2d6 Modern
An easily concealed rapid-fire gun (Uzi, Mac-10, etc.).
- 12-Gauge Shotgun: 2d8 Modern
A modern pump-action weapon, sometimes sawed-off to conceal it.
- Tranquilizer Gun: see note Modern
A weapon which fires darts full of a “sleep” toxin potent enough to knock a target unconscious. Note: a character hit by this weapon immediately makes a STR + Phys roll vs DC 20 or falls asleep for 1d10 turns/minutes.
- Ion Gun: see note Future
A weapon used to disable electronic devices. Note: non-electronic targets are not hurt by this weapon, but electronic targets are shut down until they are repaired.
- Laser Pistol * : 2d6 Future
A handgun which fires concentrated shots of laser energy; raygun, phaser or blaster.
- Laser Rifle: 2d8 Future
A larger form of the laser pistol; the standard science fiction military weapon.
- Needler: 2d4 Future
A small firearm which throws narrow metal shards or short pulses of laser energy.
- Pulse Rifle: 2d10 Future
A weapon which fires massive bursts of laser energy.
- Rail Gun: 3d10 Future
A hand-held cannon which fires large projectiles at a very high velocity; “tank killer” or BFG.
- Stun Gun: 1d4 Future
A special gun which dizzies targets with each successful hit. Note: After taking damage, a character hit by this attack must roll STR + Phys vs DC 15 or be paralyzed for 1d6 turns/minutes.

Other Weapons Damage Era When It First Appears

- Acid: 1d6 Ancient
Capsules of a burning fluid which can dissolve metal and flesh; disease-bearing vials.
- Bomb: 4d6 Ancient
A one-time explosive triggered by pressure, a timer or a tripwire; must be set up to use.
- Poison: 1d6 (see note) Ancient
A debilitating gas or liquid often applied to weapons or food. The effects last until the poison is counteracted, the affected body parts are healed or the target is killed. Serious poisons can kill instantly. Note: after applying damage, the target of this attack must roll STR + Phys vs DC 15 or more, or suffer another 1d6 damage on the target’s next turn.
- Dynamite: 2d6 Historical
A single stick of TNT. This weapon is balanced for throwing.
- Smokescreen: see note Historical
Note: This gas produces smoke which obscures all normal sight for 1d8 turns/minutes. Can be used in a gas gun.
- Nerve Gas: see note Modern
A gas which stings the nervous system; mace spray. Can be used in a gas gun. Note: the target of this attack will be blind for 1d4 turns.
- Sleep Drug: see note Modern
Targets who inhale this gas or powder fall unconscious for a short time. Can be used in a gas gun. Note: a character hit by this weapon immediately makes a STR + Phys roll vs DC 20 or falls asleep for 1d6 turns/minutes.
- Tear Gas: see note Modern
A lung-burning smoke used by police to break up riots. Note: a character hit by this weapon immediately makes a STR + Phys roll vs DC 15 or suffers -1 to all die rolls for 1d6 turns/minutes.

| <u>Armor</u> | <u>AC Bonus</u> | <u>Era When It First Appears</u> |
|--|-----------------|----------------------------------|
| Leather: | +2 | Ancient |
| A layer of toughened leather or heavy fur, sometimes strengthened with metal studs. Often biker leather jackets, military “bomber jackets” and even protective sports gear in the modern and future eras. | | |
| Note: this armor does not protect against bullets or lasers. | | |
| Chainmail: | +5 (Heavy) | Ancient |
| Standard medieval body armor – a coat of small, interlinked steel rings worn over a sturdy cloth layer. Also bronze plate armor. | | |
| Note: this armor does not protect against bullets or lasers. | | |
| Full Plate: | +8 (Heavy) | Ancient |
| A series of flat steel pieces overlapping one another, worn by medieval warriors. | | |
| Note: this armor does not protect against lasers, but does protect against bullets. | | |
| Shield: | +2 | Ancient |
| A special torso-length wood, steel, plastic or energy-based armor plate which is carried separately. | | |
| Note: shields in the ancient and historical eras do not protect against bullets or lasers, and shields in the modern era do not protect against lasers, but do protect against bullets. | | |
| Gas Mask: | see note | Historical |
| A special face covering that protects against gas attacks. Note: fully protects against weapons that require a target to breathe in a harmful gas, but does not offer any other protection. | | |
| Bulletproof Vest: | +3 | Modern |
| A lightweight coat worn under normal clothing and used to stop bullets; flak jacket. | | |
| Note: this armor does not protect against lasers, but does protect against bullets. | | |
| Military: | +5 (Heavy) | Modern |
| Standard contemporary body armor – a flexible body suit of plastic plates inside padded clothing. | | |
| Riot Gear: | +7 (Heavy) | Modern |
| Super-heavy armor made of multi-layered durable metal and plastic materials, used by elite combat forces. Found in the modern era as the highest level of protection and in the future era as standard military armor. | | |
| Power: | +10 (Heavy) | Future |
| The hard-core science fiction computerized full-body, environmentally sealed battle suit. | | |

| <u>Adventuring Gear</u> | <u>Era When It First Appears</u> |
|---|----------------------------------|
| Bag: | Ancient |
| Canvas, vinyl or leather backpack or sack used to carry treasure, additional items, etc. | |
| Camp Gear: | Ancient |
| Typical wilderness basics – small stove, rations, tent, sleeping bag or blanket, etc. | |
| Grappling Hook: | Ancient |
| A three-pronged metal hook with a wire cable or heavy rope used for support when climbing. | |
| Light Source: | Ancient |
| A reusable light source such as a flashlight, lantern or torch; also materials needed for light (batteries or flint and steel). | |
| Lock Picking Kit: | Ancient |
| A set of small tools used for picking locks (+1 to rolls to pick locks). | |
| Rope: | Ancient |
| 25 feet of coiled, inch-thick hemp rope. | |
| Survival Gear: | Ancient |
| Basic emergency equipment – small knife/flare gun (not a weapon), matches or | |

| <u>Adventuring Gear</u> | <u>Era When It First Appears</u> |
|--|---|
| | flint and steel, compass, miniature first aid kit, fishing line, etc. |
| Disguise Kit: | Historical |
| Makeup, clothing and language guides to help make false identities convincing (+1 to rolls to disguise). May also include fake identification and full-face masks (in the modern era). | |
| First Aid Kit: | Historical |
| Used for instant medical care. Provides temporary support until trained professionals are on the scene (+1 to rolls to treat injury). | |
| Hand-held Communicator: | Historical |
| A two-way voice transmitter/receiver; a “walkie talkie” or miniaturized in a wristwatch, earpiece or similar gadget. | |
| Toolkit: | Historical |
| Set of basic tools used to repair machines and equipment (+1 to rolls to repair items). | |

Binoculars: Modern
Used for extended vision (3 times normal sight). May appear in earlier eras as a spyglass.

Computer System: Modern
A small personal computer, complete with communications software and standard operating programs for its purpose. May be desktop, laptop or hand-held device (like a phone). May be attached to a larger organization's network.

Homing Beacon: Modern
Small tracking devices that can be hidden on targets. Includes hand-held unit used to monitor tracking devices.

Infra-Red Goggles: Modern
A special pair of glasses that provide vision in the infra-red spectrum (heat vision or "night sight").

Re-breather: Modern
Headgear that contains temporary oxygen supply, about 15 minutes worth.

Surveillance System: Modern
A wired microphone and hidden digital video and still camera used in remote investigation.

Weapon Targeting: Modern
High-tech sights and/or scope used to increase accuracy with bows, rifles and pistols (+1 to hit with weapon the targeting gear is attached to).

CLASS TEMPLATES

Characters of every type can be found in historical, modern and near-future fiction, but they often fit into a few general "templates." Each includes a suggested character focus and several special abilities that fit the template, as well as an appropriate financial status, and common equipment used by characters of that type.

Activists are political leaders, business managers, royal authorities, even musicians and artists – anyone knowledgeable about the world around them, and trained in the art of diplomacy, the ability to convince others their cause is best for the good of everyone. Always ready to explore new ideas and to make their opinions be heard, activists are idealistic and determined. They have an intense desire to make things better for the whole of their world, by making political moves or by using their artistic talents to bring attention to an issue.

Character Focus: Charisma

Special Abilities: Connections, Encourage, Research

Financial Status: Working with the government brings financial reward (Wealthy), while protesting business and political leaders is more about doing what's right than what's profitable (Struggling).

Equipment: Activists aren't fighters, instead relying on their powers of persuasion to get others to bend to their will. They dress the part very well, however, in a suit or a performer's costume.

Investigators are often charming and clever, and always athletic and quick-thinking. They bend the rules to get what they want – and some take that mission a step farther, above the law. Much of the work of an investigator involves discovering things others have tried to hide, and not everyone they talk to is always willing to cooperate. But an investigator wouldn't dream of leaving the life far behind; nothing else provides the same kind of thrill.

Investigators are detectives, thieves, secret agents, journalists, explorers – anyone who wants to know all the secrets.

Character Focus: Stealth

Special Abilities: Connections, Hunt Down, Lucky, Research, Sneak

Financial Status: Pursuit of the truth often doesn't leave much time for making money (Comfortable), though some investigators are happy to spend as much as they can, as long as they don't have to pay for it (Sponsored).

Equipment: Loose, easy-to-move-in clothing; a small, easily concealed weapon such as a knife or handgun; and a large amount of cash for bribes and unpaid debts.

Scholars are researchers and inventive geniuses, skilled in various areas of obscure knowledge, and gadgets from a simple lock to a complex supercomputer. A scholar will often involve him or herself in dangerous, experimental technology or attempt to break into heavily guarded offices to learn private information – and to prove he or she can do it. Scholars are not known for their social skills; many are more comfortable surrounded by tools and machines than in crowds of people.

Doctors, mechanics, inventors, computer hackers, occultists and almost anyone with a scientific mind can be a scholar.

Character Focus: Intellect

Special Abilities: First Aid, Research, Technical

Financial Status: Technical know-how is worth money, no matter where or when you're living (Comfortable or Wealthy).

Equipment: Scholars carry the tools of their research, and some survival gear when in the field.

Soldiers are good to have as allies and terrifying to have as enemies. Whether driven by money, a desire to redeem themselves for a criminal past or simply a feeling that their brute strength and quickness are best meant for a life of adventuring, soldiers spend their time defending others, practicing their skills and making sure their next fight is their opponent's last.

Soldiers aren't always part of a military organization: knights in shining armor, martial artists, police officers, sharpshooters, mercenaries, bodyguards, gladiators, tournament fighters, bouncers, outdoor guides and even pilots have the skills and talents of soldiers.

Character Focus: Might

Special Abilities: Assassinate, Combat Style (any), Driver, Quick Draw, Tough

Financial Status: Warriors are usually always willing to fight, both because they constantly need money and because it's what they're best at (Comfortable), though some soldiers are members of well-supported military organizations (Sponsored).

Equipment: Soldiers prefer not to be weighed down by a large number of possessions, relying instead on pure force to protect them with what they need. Soldiers often specialize in some kind of weapon – a sword, a gun or their own two fists.

Supernaturals have exotic powers – magic spells, gifts from divine sources, psychic talents of the mind, or simply heroic abilities that break the laws of physics. They can change the very essence of reality – and use that power in many ways. They can strike fear in the hearts of “mundanes” (non-adventurers without supernatural powers), use their gifts to battle evil forces, or turn their powers to helping those less fortunate, by solving crimes, healing the injured, or making new discoveries.

Character Focus: Intellect

Special Abilities: Charming, Intimidate, Lucky, Magic, Minor Super Power, Research

Financial Status: Those with mystic powers come from all walks of life (any status).

Equipment: Many who have supernatural abilities wear ordinary clothing to hide their talents, while a few embrace their uniqueness, and highlight how strange and rare they are.

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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

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.

Wizards cast arcane spells.

Clerics cast divine spells.

Races

Dwarves get STR +2.

Elves get MIND +2.

Halflings get DEX +2.

Humans get +1 to any two stats.

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

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 × 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 be 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.

M20 Hard Core Rules v1.02

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: Frees 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.

M20 Hard Core Rules v1.02

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

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)

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 paralyzes, 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 paralyzes, 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)

M20 Hard Core Rules v1.02

- 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 (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).

M20 Hard Core Rules v1.02

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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 + Level + 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 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.

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.

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 and saves against fear.

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: Frees 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

EFREET: 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 paralyzes, 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 paralyzes, 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

OGHRE 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: 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. | You 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 were used. Additionally the GM can award experience points to a character for excellent roleplaying, personal sacrifices and outstanding actions, but never more than 30 x 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 + 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 + 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+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 $15 + \text{level of the challenge}$.

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 |
|----------------|-------------|---------------|--------------|
|----------------|-------------|---------------|--------------|

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 |
|-------------|------|---------------|
|-------------|------|---------------|

| | | |
|--------------|-------|---------------------------|
| 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 x 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. Sorcerer 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 = (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/maximums 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.

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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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WildWalker's M20-4e V1.2

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 use 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). Other wise 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 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: $10 + \text{level} + \text{armor}$

AC with light armor: $10 + \text{level} + \text{armor} + \text{higher of Dex or Int}$

Fortitude: $10 + \text{level} + \text{higher of Str or Con}$

Ref: $10 + \text{level} + \text{higher of Dex or Int}$

Will: $10 + \text{level} + \text{higher of Wis or Cha}$

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

$d20 + \text{level} + \text{Appropriate Stat} + \text{Weapon Prof} + \text{situational modifiers} + \text{misc. bonuses and penalties}$

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

$1[W] + \text{appropriate stat}$

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.

Expending 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 say 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 $20 + 10 \times \text{level}$ 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.

Microlite 4E

STATS

There are 3 Primary Statistics: Strength, Dexterity and Mind. Characters are allowed a 16, 14 and a 10 to assign as they wish. These initial points may be exchanged point for point so long as initial scores do not go above 18. Initial Primary Statistics will also be modified by Race and Class bonuses.

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

SKILLS

There are just four skills: Physical, Subterfuge, Knowledge and Communication. Roll higher than the Difficulty Class given in the adventure to succeed. If the adventure calls for the use of another skill, the DM must decide which of the four skills listed here will apply.

POWERS

This replaces the rules for magic, the rogue's sneak attack and the cleric's turn undead attack in the standard Microlite 20 rules. Classes do not have any of the special abilities listed in the standard Microlite 20 rules, as they are included as class features in 4e. You may want a copy of the 4e books with your character's race and class to use the following rules. However, a Power Builder is included below if you prefer to design your own powers. A character has access to all powers at his character level and below, but they cost hit points to use. **You can heal damage caused by using powers.**

- * At-will powers cost 2 x power's level +1 hit points to use.
- * Encounter powers cost 2 x power's level +3 hit points to use, and you can only use them once per encounter.
- * Daily powers cost 2 x power's level +6 hit points to use, and you can only use them once per day.
- * Racial and class features earned at level 1 cost 1 hit point each to use (or they can be free, for a character with more raw capability than a standard character made with the SRD).
- * Basic attacks, or at-will powers that can be used as basic attacks, can be used for free.
- * Paragon Path features have the same hit point cost as an at-will power of the equivalent level.
- * Epic Destiny features have the same hit point cost as an encounter power of the equivalent level.

ACTION POINTS

These can be added to Microlite 20 4e characters as written in the 4e rules, or simply say that characters can "spend Action Points" as a standard action where they don't do anything — by trading in their action for that turn, they are "spending" a non-existent Action Point.

HEALING SURGES

Whenever a character has the opportunity to use (or lose) a healing surge, it automatically takes place using the listed values. For example, if a power says another character can use a healing surge, that character immediately rolls 2d6 and adds the indicated number depending on its level, to determine the hit points it gains. This can be done any number of times — there is no limit to a character's number of healing surges per day.

| <u>Character Level</u> | <u>Surge Value</u> |
|------------------------|--------------------|
| 1 to 5 | 2d6 +2 |
| 6 to 10 | 2d6 +10 |
| 11 to 15 | 2d6 +20 |
| 16 to 20 | 2d6 +25 |
| 21 to 25 | 2d6 +35 |
| 26 to 29 | 2d6 +40 |

HEROISM

Heroism is a bonus equal to the character's level, and can be used for one, two or all three of these situations: Attack Bonus, Damage, Stat + Skill Check. The heroism bonus does not need to be spent all at once, but when it is completely spent, it is gone for the rest of the day

LEVEL ADVANCEMENT

After nine encounters — remember, these do not have to be combat situations you win! — the PCs advance one level, gain 6 more hit points, +1 to attack rolls, +1 to all skills, and gain access to more powers. If the level is a multiple of three (i.e. level 3, 6, 9, etc.), add 1 point to STR, DEX or MIND.

COMBAT

* **Hit Points** = (STR stat x 2) + (6 hit points per level). If HP reach 0, the character is unconscious and near death. Further damage directly reduces STR. If that reaches 0, then the character dies.

* **Initiative:** Roll d20 + DEX bonus for initiative order. Everyone can take TWO actions each turn (or three, if spending an Action Point): move, make a basic attack, use a power (but only one power per turn), etc. A 5-foot step/shift, drawing a weapon, speaking or similar activities are "free" and do not count as an action.

* **Melee/Hand-To-Hand** attack bonus = STR bonus + Level

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

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

Add attack bonus to d20 roll. If higher than your opponent's Armor Class (AC) or other defense, it's a hit.

* **Armor Class (AC)** = 10 + DEX bonus + Armor bonus.

* **Fortitude Defense** = 10 + Melee/Hand-To-Hand attack bonus

* **Reflex Defense** = 10 + Missile/Ranged attack bonus

* **Will Defense** = 10 + Magic/Supernatural attack bonus

***Natural 20 is automatically a critical doing maximum damage.**

***Add STR bonus to Melee/Hand-To-Hand damage, x 2 for two-handed weapons.**

RACE TEMPLATES

Each race provides +2 in bonuses to skills and/or stats as indicated. New races can be added using these as examples. No other racial abilities are included when choosing a race, though race features and powers can be used during the game (see Powers, below).

- * Humans get +1 to all skills
- * Elves, Eladrin, Deva and similar "magical" races get +2 MIND
- * Dwarves, Dragonborn, Half-Orcs, Warforged and similar "tough" races get +2 STR
- * Halflings and similar "quick" races get +2 DEX
- * Half-Elves get +2 to any stat or +1 to all skills
- * Gnomes, Tiefling, Drow and similar "cunning" races get +1 MIND and +1 DEX

CLASS TEMPLATES

In Microlite 4e, you choose a class for your specific powers and features, and that class also determines your character's role. The role provides the benefits listed below. Characters begin at level 1. All roles get 4 skill points to distribute as they wish, plus the indicated skill bonus. All characters also begin with 120 gold pieces to purchase weapons, armor, magic items and adventuring gear. They begin with basic clothing (no AC bonus) for free.

Soldier - Frontline melee defender: High defenses and hit points; moderate offense

Features: 9 Healing Surges, +1 Str, +1 Dex, Any weapon/shield/armor, +1 bonus to the Physical skill.

Combat Challenge: Soldier can "mark" an enemy after engaging it in melee combat. Marked enemies take -2 penalty to any attack that does not include the Soldier as a target.

Punishing Attack: When a marked enemy makes an attack that does not include the Soldier as a target, or tries to move away from the soldier, the soldier may make a free attack against that enemy.

Brute - Frontline melee combatant; immovable force of destruction

Features: 10 Healing Surges, +2 Str, Any weapon/shield/armor.

Brute Strength: Brute is considered one size category larger for the purposes of forced movement and carrying capacity.

Battle Rage: When the Brute drops to 1/2 of their total HP value, they deal +1w damage on all attacks. At 1/4 HP, they deal +2w on all attacks.

Skirmisher - Swift moving melee/ranged commando.

Features: 6 Healing Surges, +1 Str, +1 Dex, Any weapon, light shield medium armor, +1 bonus to the Physical skill.

Darting Attack: When the skirmisher makes a successful attack role, he/she may shift as a free action.

Blade Dash: The skirmisher deals extra damage equal to the amount of squares (or every 5ft.) that they moved before making the attack.

Lurker - Cunning melee/ranged assassin that capitalizes on the enemy's weaknesses

Features: 6 Healing Surges, +2 Dex, 1H weapon, no shield, light armor, +3 bonus to the Subterfuge skill.

Opportunist: The lurker gains a +4 bonus to hit enemies that grant combat advantage, instead of the normal +2.

Stealth Attack: When the lurker is hidden or otherwise obscured from an enemy, they can spend a minor action to "study" an enemy, after which they deal an extra +1w damage. This effect can accumulate over multiple rounds.

Arbalester - Ranged combat specialist that is skilled at bombarding enemies with damaging attacks.

Features: 6 Healing Surges, +1 Dex, +1 Mind, 1H weapon, light shield, light armor.

Sharpshooter: When the arbalester takes an aim action, the bonus to hit increases to +4, rather than +2 and deals an extra +1w damage on a hit.

Rapid Shot: When the arbalester reduces a target to 0hp with an attack, they may make an immediate attack against a second target.

Controller - Ranged combatant that specializes in hindering enemies through area effects and attacks.

Features: 6 Healing Surges, +2 Mind, 1H weapon, no shield/armor, +3 bonus to the Knowledge skill

Oppressive Attack: Enemies suffer a -2 penalty to savings throw to effects caused by the controller's attacks.

Battle Shaping: Controllers may sacrifice damage to attack extra targets. For every -2 penalty to damage, the controller may include 1 extra target as part of an attack.

Leader - Support specialist who excels at healing and buffing allies.

Features: 7 Healing Surges, +1 Str, +1 Mind, Any weapon/shield/armor, +3 bonus to the Communication skill.

Healing Word: The leader may spend a point of heroism to allow an ally to take a second wind, even if that ally has already taken one during the encounter. This does not cost the targeted ally any heroism.

Inspiring Aura: Allies adjacent to the leader, gain a +1 bonus to attacks, saves and skill checks.

POWER BUILDER

There are 4 power skeletons. 1 for each attack type. Each attack gains a power source keyword (Martial, Divine,...) and an accessory keyword (Weapon, Implement).

Melee

Standard Action, Melee Weapon

Target: One Creature

Attack: Primary Attribute Modifier (PAM) vs AC

Hit: 1W + PAM damage

Ranged

Standard Action, Ranged Weapon

Target: One Creature

Attack: Primary Attribute Modifier (PAM) vs AC

Hit: 1W + PAM damage

Close

Standard Action, Close Burst 1

Target: Each creature in burst

Attack: Primary Attribute Modifier (PAM) vs AC

Hit: 1W + PAM damage

Area

Standard Action, Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Primary Attribute Modifier (PAM) vs Reflex

Hit: 1d6 + PAM damage

2) Each power type has a different power modifier sum. Power modifiers may be taken more than once and the effects are cumulative.

At-will powers: 1

Encounter powers: 2 in heroic, 5 in paragon, 7 in epic

Daily power: 4 in heroic, 7 in paragon, 9 in epic

Sample Power Modifiers

-2: No PAM damage on Hit

-1: Add damage type (fire, necrotic, poison)

-1: Remove Weapon or Implement Keyword

0: Attack targets Fortitude or Will instead of Reflex

0: Ranged 5 instead of Ranged weapon

0: Hit deal 1d6 damage instead of 1W

0: Add damage type (cold, electric, thunder)

1: Blast or Wall instead of burst

1: Hit also pushes the target 1 square

1: Hit also knocks the target prone

1: Hit deals an additional 1W

1: Hit or Miss also causes minor ailment (dazed, slowed, grants combat advantage) until the end of your next turn

1: Hit or Miss causes ongoing damage 5

1: Hit or Miss grants target -2 penalty to one defense or attack rolls until end of your next turn

1: Hit or Miss grants target -SAM penalty to one defense or attack rolls until end of your next turn

1: Increase damage dice one size

1: Increase burst or area size by 2

1: Increase Range by 5 squares

1: Ailment lasts until save ends instead or end of turn

1: Hit deals Secondary Attribute damage

1: Add damage type (radiant, acid, psychic)

1: Attack is Reliable

1: +2 to the attack roll

1: Attack deal half damage on Miss

2: Attack targets Reflex instead of AC

2: Hit or Miss also causes major ailment (stunned, immobilized, blinded) until the end of your next turn

2: Additional 1W attack after primary attack

Micro Action Fantasy

by JDSorenson

CORE SYSTEM

This is the first and most important rule to remember is that anything a character wishes to accomplish can be ruled by rolling 1d20 + modifiers and comparing the result to a target number. If the result meets or exceeds this number, then the attempt is a success. If the result falls below the target number, then the attempt is a failure.

There are three different types of modifiers, each with a slightly different effect:

Static Bonuses: These usually come from constant sources such as Level, Class, Race, etc. Static Modifiers stack with each other, as well as Temporary Bonuses and Penalties.

Temporary Bonuses: These usually come from Powers and situational effects. Temporary modifiers stack with Static Modifiers, but not with each other. A larger Temporary bonus always supersedes a smaller one.

Penalties: These also typically come from Powers and situational effects, but they are subtracted from the character's total bonuses. Penalties do not stack with each other. A larger Penalty always supersedes a smaller one.

CHALLENGES

There are two basic types of challenges in the game, combat challenges wherein characters are in direct conflict with foes; and skill challenges wherein character's are at odds with NPC's and the environment.

Both are resolved by rolling D20 + modifiers vs. a target number, but the type of challenge determines the actual target number.

In combat challenges, combatants primarily roll against their opponents defenses, adding the appropriate combat stat, depending on the type of action being attempted. Combat challenges take place over a series of combat rounds (each of which lasting approximately 10 seconds of "in-game" time), and last until one side or the other is defeated (all combatants reduced to 0 Endurance Points) or until one side concedes to the other (surrendering or fleeing).

In skill challenges, characters are attempting to prevail against the environment, circumstances, or NPC's. These can be simple, requiring only 1 successful roll to determine success or failure; or they can be complex, requiring several rolls over the course of multiple narrative rounds (each of these lasts an amount of time that is appropriate to the context of the challenge) to determine success or failure.

Instead of combat stats, skill challenges use character's skills to modify the rolls, the target numbers of which are known as "Difficulty Class", which is determined by the relative difficulty of the action being attempted.

The basic outline of difficulty classes are as follows:

CHALLENGE : DIFFICULTY CLASS

| | |
|-----------------|----|
| Trivial | 5 |
| Easy | 10 |
| Challenging | 15 |
| Hard | 20 |
| Very Hard | 25 |
| Legendary | 30 |
| Nigh Impossible | 35 |

Generally speaking, character's should not have to roll to accomplish tasks for which there is virtually no chance for failure. As player characters increase in level, so do their skill values. This means that challenging (DC 15) tasks for a 1st level character will be trivial for a high level character.

ADVANCEMENT

Characters and challenges in Micro Action Fantasy have levels, which are abstract measures of power and influence in the game world.

As PC's overcome challenges, they gain experience points relative to the difficulty of the challenge. When a character gains experience equal to 20 + his/her current level, they gain a new level and all of the benefits that come with it.

Generally speaking, challenges that are roughly equal to the character's grant 2 experience points (XP), whereas those well below the character's level grant 1 XP and those above the character's level grant 3 XP. Challenges that are completely trivial to the character's grant 0 XP, and challenges that are significantly above the level of the PC's grant 4 XP.

Details on awarding experience will be further expanded upon in the GM's guide.

At each level up, characters receive additional hit points (According to the character's level)

At each even level, character's gain a +1 static bonus to attacks, defenses and skill checks.

At levels 3, 7, 13, 17, 23 and 27 characters gain new attack powers.

At levels 5, 9, 15, 19, 25 and 29 characters gain new support powers.

At levels 11 and 21 each of the character's base attributes increase by 1.

Character's receive a level dependent static bonus to attacks, defenses, and skill checks equal to their level/2 (rounded down).

BASE ATTRIBUTES

Each character has a set of base attributes that define his/her level of natural talent in certain areas. As the character gains levels, their natural talent eventually takes a back seat to the bonuses gain through experience and training, but at the start of the characters career, they must rely on their inborn gifts.

Might: This measures a character's overall level of strength, stamina and physical power. Might is important for melee attacks and damage, as well as spell-casting damage. Might also determines a character's base Fortitude defense.

Grace: This measures a character's overall level of agility, speed and precision. Grace is important for melee attacks, as well as ranged attacks and damage. Grace determines a character's base Reflex and Armor defenses.

Cunning: This measures a character's wits, as well as their perception and intellect. Cunning is important for ranged weapon attacks and damage, as well as spell-casting attacks. Cunning also determines a character's base Intuition defense.

Will: This measures a character's presence, charisma and resolve. Will is important for spell-casting attacks and damage. Will also determines a character's Willpower defense.

Player's generate their character's starting attributes by assigning numbers within a standard array (3, 2, 1, and 0) based on their character's priority. These values are further modified by the player's choice of class.

Example:

Dick decides that he wants to create a hulking berserker character called "Beefsteak the Barbarian". At character creation, he decides that Beefsteak will be amazingly strong, pretty obstinate, somewhat swift, and of average intelligence. He assigns his array as follows:

Beefsteak
Might 3
Grace 1
Cunning 0
Will 2

Dick chooses the Brute class, which grants a +2 bonus to Might, and +1 bonus to Will. Now, his starting stats look like:

Beefsteak
Might 5
Grace 1
Cunning 0
Will 3

Jane however, decides that she wants to create a powerful fire wizard called "Frites". She assigns Frite's scores as follows:

Frites
Might 0
Grace 1
Cunning 2

Will 3

Jane then chooses the controller class, which grants a +2 bonus to Cunning, and a +1 bonus to Will. Frites final scores look like:

Frites

Might 0

Grace 1

Cunning 4

Will 4

DERIVED STATS

Derived stats are character statistics which are determined, in part, by a character's base attributes.

Melee Attack Bonus = $\text{STAT (Might + Grace/2)} + \text{Weapon Bonus} + \text{Level/2}$

Melee Damage Bonus = $\text{STAT (Might + Will/2)} + \text{Weapon Bonus} + \text{Level/2}$

Ranged Attack Bonus = $\text{STAT (Grace + Cunning/2)} + \text{Weapon Bonus} + \text{Level/2}$

Ranged Damage Bonus = $\text{STAT (Grace + Might/2)} + \text{Weapon bonus} + \text{Level/2}$

Magic Attack Bonus = $\text{STAT (Cunning + Will/2)} + \text{Implement Bonus} + \text{Level/2}$

Magic Damage Bonus = $\text{STAT (Will + Might/2)} + \text{Implement Bonus} + \text{Level/2}$

Armor Defense (vs. Melee and Ranged weapon attacks) = $\text{Armor Type} + \text{STAT (Might + Grace; Light Armor only)} + \text{Shield} + \text{Level/2}$

Fortitude Defense (vs. Poison; Disease; Movement Effects, etc.) = $\text{Might} + \text{Level/2}$

Reflex Defense (vs. Elemental effects; Terrain; Trip Attacks, etc.) = $\text{Grace} + \text{Level/2}$

Intuition Defense (vs. Traps; Stealth Attacks; Illusions; etc.) = $\text{Cunning} + \text{Level/2}$

Willpower Defense (vs. Mind-control effects; Intimidation, etc.) = $\text{Will} + \text{Level/2}$

Speed: Character's have three modes of movement derived from their base speed value, which is determined primarily by Race and Size.

March (=Base Speed): Moving at this rate provokes Counterattacks when the character disengages from a foe.

Shift (=Base Speed/2): Moving at this rate does not provoke Counterattacks.

Sprint (=Base Speed x 2): Moving at this rate provokes Counterattacks when disengaging from a foe. Also, the character grants Combat Advantage to foes during a Sprint, and for 1 round after.

Size: A character's base attributes are actually relative to their size. A character's Size Category is determined by their choice of Race.

*Size category modifiers are relative to the size of a character's opponent they only apply to targets larger or

smaller than the acting character.

*Character's that are size Small and below can occupy the same square as another creature. When they are engaged in melee, they have Total Cover instead of Partial Cover.

Perception – This is determined primarily by a character's Race.

Normal Vision: -2 penalty in Dim Illumination/-4 penalty in Total Darkness

Low-Light Vision: No penalty in Dim Illumination/-2 penalty in Total Darkness

Darkvision: No penalties in Dim Illumination or Total Darkness

Initiative – Characters gain a static bonus to initiative equal to Cunning + Class Bonus + Level/2.

SKILLS

Skills represent a character's ability to overcome challenges that require more than mere force of arms. Skills are broken down into a short list of broad competencies, the effects of which change as different attributes are applied to them. Below is a short, and by no means comprehensive list of what different attributes + skills can accomplish:

Athletics: A character's ability to perform feats of physical prowess and other endure strenuous activity over a period of time.

Athletics + Might: Climbing, Swimming, Lifting, Jumping, etc.

Athletics + Grace: Balancing, Tumbling, Acrobatics, Contortionism, etc.

Athletics + Cunning: Giving chase; Sizing up competition, etc.

Athletics + Will: Endurance; Running

Communication: A character's ability to read and persuade others.

Communication + Might: Physical intimidation

Communication + Grace: Dancing

Communication + Cunning: Manipulation; Sense Motive

Communication + Will: Diplomacy, Persuasion; Inspiring others

Lore: A character's ability to retain and access academic knowledge and other information.

Lore + Might: Muscle memory

Lore + Grace: Picking locks; Disabling devices

Lore + Cunning: Science; History; Myths and Legends

Lore + Will: Inspiration and Epiphanies

Magic: A character's ability to understand and channel magical forces

Might + Magic: Endure long periods of channeling without ill effect

Grace + Magic: Engage in subtle uses of magic

Cunning + Magic: Reveal knowledge about monsters or the Planes

Will + Magic: Summoning and shaping raw magical forces

Subterfuge: A character's ability to engage in stealth and skullduggery.

Might + Subterfuge: Knocking a guard out, garroting an unsuspecting target.

Grace + Subterfuge: Hiding in shadows, moving silently

Cunning + Subterfuge: Picking locks or disabling traps; Shadowing a target

Will + Subterfuge: Bluffing; Gambling

Survival: A character's ability to navigate and survive in the wild.

Might + Survival: Rock climbing; Enduring harsh weather

Grace + Survival: Moving silently in the forest

Cunning + Survival: Tracking prey

Will + Survival: Taming animals

There may be some overlap wherein the same task can be covered by a number of different ATTRIBUTE + SKILL combinations, and that's okay. No problem has only a single solution. Player's should be encouraged to think of creative uses of their skills, as long as their proposed solutions have at least some sort of rationale behind them.

If a player proposes an attribute + skill combination that has absolutely nothing to do with the challenge at hand, then the GM should nix the idea and ask the player to come up with something else.

If a player proposes an attribute + skill combination that has only a tenuous association with the challenge at hand, then have them roll for a higher DC.

If a player proposes an attribute + skill combination that makes perfect sense within the context of the challenge, then the GM should allow it.

At character creation, each character can assign one skill at +3, two skills at +2, and three skills at +1. These initial values are further modified by Race. Characters also add Level/2 rounded down to their skill bonuses.

SKILL CHALLENGES

A simple skill challenge is just a d20 roll + STAT + SKILL vs. a Difficulty Class assigned by the GM to determine success or failure.

The DC for skill checks is usually based on the circumstances, environment and context of the challenge. Rolling against a monster or NPC is a matter of the subjects level:

| <u>NPC/MONSTER LEVEL</u> | <u>DC</u> |
|--------------------------|-----------|
| Heroic (1 - 10) | 15 |
| Elite Heroic (1 -10) | 20 |
| Paragon (11 - 20) | 20 |
| Elite Paragon (11 -20) | 25 |
| Epic (21 - 30) | 25 |

| | |
|----------------------|----|
| Elite Epic (21 - 30) | 30 |
| Epic + | 35 |

A complex skill challenge involves several skill rolls, by one or more characters, over the course of several narrative rounds. The goal in a complex skill challenge is to accumulate a number of skill rolls within a certain number of rounds, as determined by the challenges complexity.

| <u>COMPLEXITY LEVEL</u> | <u>SUCCESSSES NEEDED</u> | <u>WITHIN</u> |
|-------------------------|--------------------------|---------------|
| 1 | 1 Per Player | 6 Rounds |
| 2 | 2 Per Player | 5 Rounds |
| 3 | 3 Per Player | 4 Rounds |

Narrative rounds begin when the PC's are presented with a challenge and one character takes the initiative and makes a skill roll. The action then travels clockwise around the table and each character can propose an action and make a roll, or pass on to the next person.

A narrative round passes when all players have had a chance to act, and the action comes back around to the first player who had acted. Narrative rounds don't take place over a set amount of time like combat rounds, instead taking as much time as appropriate to the situation. So in one challenge, players could be scrambling to disable a complex trap that will kill them all within minutes, but in another players could be in separate parts of a city, each using their unique talents to track down an arcane bomb that will destroy an entire section of the city.

During a complex skill challenge, when a player makes a successful skill check, the DC for the next player's skill roll decreases by one step (so a Legendary DC of 30 becomes a Hard DC of 25 for the next player).

When a player rolls a skill check that does not succeed, the DC for the next player increases by one step (so that Legendary DC of 30 becomes a Nigh Impossible DC of 35). Also, the failing Skill + Stat combination cannot be used by the party for the duration of the challenge.

On the GM's turn during the complex skill challenge, he/she can make a Complication Roll. The GM rolls d20 + The level of the challenge. If this beats the DC that the last player had rolled against, then the GM negates one of the Player's successes and increases the next player's target DC by one step.

Rituals

Rituals are a special kind of complex skill challenge that take place when the PC's attempt to create big, complicated, powerful, world-altering effects through magic. These primarily involve use of the Magic Skill and any other skills that the GM deems appropriate to the nature of the intended effect.

For instance, travel based rituals could involve the Magic Skill, Lore, Athletics and Survival

Exploration based rituals could involve Magic, Subterfuge, Athletics or Lore

Divination Rituals could involve Magic, Subterfuge, Lore and Communication

Since the effects of Rituals are potentially limitless, the cost is greater to PC's. For every round that a PC attempts, they lose one point of Heroism that can't be regained until that character takes an Extended Rest.

Also, the GM should think of an appropriate complication to arise from a failed challenge. A teleportation ritual gone awry could leave the PC's leagues off course and stranded in a desert. Or a botched attempt to commune with a friendly extraplanar creature could instead summon an angry demon.

Otherwise, a ritual skill challenge follows the same rules as a complex skill challenge.

RACES

Elves: An ancient race of magical beings that are native to the Faerie Realm.

Size: Medium; Speed: 7

Faerie Blood: Elves gain a +2 static bonus to Magic skill rolls.

Ancient Will: Elves gain a +2 Static bonus to saves vs. mental effects

Faerie Step: Elves have the ability to walk between worlds, disappearing from the Prime Materia and walking through the Faerie Realm to reappear where enemies least suspect. You can spend a point of heroism and teleport up to your movement rate to any point to which you have Line of Sight. At the Paragon Tier; you can also take one adjacent ally along with you. At the Epic Tier, you can take all adjacent allies. This is a minor action.

Dwarves: Ancient race that dwell in great kingdoms built beneath the mountains. Dwarves are often the first line of defense against otherworldly terrors that nest beneath the earth.

Size: Medium; Speed 5

Stout: When a Dwarf is subjected to a forced movement effect, the number of squares the dwarf is moved decreases by 1.

Iron Hide: Dwarves suffer no penalty to movement or skills when wearing Heavy Armor.

Dwarven Resilience: Dwarves are remarkably durable and resilient. On your turn, you can spend a point of heroism to immediately gain 5 temporary Endurance Points. At the Paragon Tier, this ability grants 10 Temporary Endurance Points. At Epic, this ability grants 15 Temporary Endurance Points. This ability requires a minor action to activate and temp EP gained from Dwarven Resilience stack with temp EP from other sources.

Kobolds: Quick, cunning and mischievous creatures that tend to dwell with other races in large metropolitan areas.

Size: Small; Speed 5

Larcenous: Kobolds gain a +2 Static Bonus to all Subterfuge rolls.

Shifty: Whenever a Kobold is missed with an attack, they may shift up to their Shift Rate as an Immediate Reaction.

Uncanny Luck: Kobolds have a strange and uncanny ability to avoid danger. When you are hit with a successful attack roll, you may spend a point of Heroism to force the enemy to re-roll the attack as an Immediate Action.

The attacker must take the lower of the two rolls. At Level 11, the re-roll takes a -2 penalty. At Level 21, This roll takes a -4 penalty.

Beastmen: An offshoot of humanity that chose to stay in the wild untamed lands while the rest of humanity was building temples and cities.

Size: Medium; Speed: 7

Natural Affinity: Beastmen gain a +2 Static Bonus to all Survival Rolls.

Keen Senses: Beastmen gain a +2 Static Bonus to initiative and can act normally during any surprise round.

Wild Spirit: Due to their atavistic nature, Beastmen can tap into deep reserves of energy to overcome challenges. When you spend a point of heroism, you gain a +2 temporary modifier to attacks and skill checks. At 11th Level, this bonus becomes +4, and at 21st Level it becomes +6. Each the the bonus granted by this ability is applied to a roll, it decreases by 1, and lasts until the total becomes 0. Activating this ability requires a minor action.

Draconians: Dragon-like humanoids that were created by Dragonkind to tend their empire while they lay in long hibernation.

Size: Medium; Speed: 6

Lorekeepers: Draconians gain a +2 Static Bonus to all Lore checks

Death Before Dishonor: When a Draconian is injured, they gain a +1 Static Bonus to attack and damage rolls.

When they are Wounded, this bonus becomes +2.

Dragon Breath: Like their draconic cousins, Draconians have a natural ability to attack foes with their devastating breath weapons. Choose one damage type (Fire, Cold, Lightning, Thunder, Posion or Acid), You can spend a point of Heroism to make an area 3 attack at close range. This attack deals 1d6 damage of the specified type. At 11th level, this attack does 2d8 damage, and at 21st level this attack does 4d10 damage. This ability requires a minor action to activate.

Tieflings: Heirs to a long dead empire ruled by devils and fiends. Tieflings are humans of fiendish origins who rose against their masters and liberated themselves from slavery and oppression.

Size: Medium; Speed: 6

Hell Born: Tieflings gain resistance to fire damage equal to 5 + Level/2 (rounded down).

Tempter: Tieflings gain a +2 Static Bonus to all Communication rolls.

Hellfire Rebuke: When a Tiefling is hit with an attack, they can channel their anger into a retaliatory flash of fire and brimstone. You can spend a point of heroism to deal 1d6 fire and poison damage to an enemy who hits you with an attack as an immediate action. At 11th level, this attack deals 2d8fire and poison damage. At 21st level, this attack deals 4d10 fire and poison damage.

Orcs: Savage humanoids who revel in battle and brutality. Though some are civilized and live among other races, they are still brutish and quick to anger.

Size: Medium; Speed: 6

Fierce Competitor: Orcs gain a +2 Static Bonus to all Athletics Rolls.

Blood-Thirsty: Orcs gain a +2 Static Bonus to attack and damage rolls vs. Injured or Wounded targets.

Savage Blow: Orcs are adept at making brutal, decisive attacks against their enemies. You can spend a point of Heroism to deal an additional 1D to all attacks. This is a free action and the bonus lasts until you miss an enemy with an attack. At 11th level, this bonus becomes 2D, and at 21st level it becomes 3D.

Human: Humans are the most populous and industrious of all the races.

Size: Medium; Speed: 6

Industrious: +1 static bonus to all skill rolls

Perseverant: +1 static bonus to all saves

Heroic Destiny: Humans have no special powers inherent to their race, but still have great potential as heroes. They gain +2 points of heroism at character generation.

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).

Core Rules

Core Mechanic: Whenever the outcome of an action is uncertain, a player will roll a 20-sided die (d20) against a Difficulty Class (DC) or an opponent also rolling a d20. If the roll exceeds the DC or the opponent's roll, then the character's action succeeds.

Player Characters (PCs) start at **Level 1** with **3 Stats**, a **Skill Expertise**, a **Trait**, and **2 Keys**.

Setting-Steeped 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 4 aspects (Skill Expertise, Trait, 2 Keys) their Character gained as a result of their activities.

Stats include Strength (STR), Dexterity (DEX) and Mind (MIND). To determine, roll 2d4-4, assign to a Stat, and then repeat. (To convert from the Primary Fantasy SRD rules, use the relevant Ability Score's bonus. From older versions, Stat = (Relevant Ability Score - 10)/2.) Secondary Stats are Hit Points (HP = 10 + (STR + 3) x Level) and Armor Class (AC = 10 + DEX + Armor Bonus).

Skills are the basis for non-combat rolls and include Physical, Subterfuge, Knowledge, Communication, and Survival. Each PC starts with Expertise in one Skill, providing a +4 bonus.

- **Skill Rank** = 4 if Expert + Bonus from Leveling (see below)
- **Skill Roll** = d20 + Skill Rank + applicable Stat + situation mods
- **Saving Throws:** Skill Rolls replace "saving throws." Use Physical + STR or DEX for Fortitude and Reflex saves. Saving against magic (Will) is usually MIND + Level.

Setting Stakes has the GM and the player agree on possible outcomes *before* making any Skill Roll. Usually, the successful outcome is simply whatever the player is trying to do, but failure will require a little more thought and should always be interesting. For example, failing a roll to climb a wall could mean the Character takes damage from falling or loses her grappling hook, but still makes it to the top.

Traits include various bonuses and abilities. Characters each get a Trait.

- **Brute Force:** +1 to hit and damage; add +1 to either every other Level. Can use heavy armor. (Optional: Mark an opponent, who is at -1 to attacks against other foes.)
- **Sneak Attack** adds your Character's Subterfuge Skill Rank to the damage of her first attack, if she successfully Sneaks up on a foe (usually sub+DEX, but depends on situation). Impossible if wearing a shield or medium/heavy armor.
- **Dextrous Shot:** +1 to hit and damage with ranged weapons; only -1 using multiple weapons.

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 Bloodlust** garners 1 XP for every battle won and 2 XP for defeating someone of higher Level or Hit Dice (HD).
- **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.

Level Advancement occurs when the XP equals 20. Reset XP to 0 after advancing. With a new Level, gain (STR+3) HP. Every 3 Levels, a Character gains a Leveling Bonus, which allows them to add +1 to all Skills, +1 to a Stat, *or* gain Expertise (+4) in one Skill.

Optional Leveling Bonuses (Starting at 6th Level)

- **Rerolls:** Reroll up to three times per game session.
- **Heroic Surge:** Once per encounter, a Character can add his Level to any roll; once per day, he can add twice his Level.

Combat

For each round, each Character takes one action (move, attack, cast a spell, etc.) when it is her turn. Attack Bonus determines Initiative.

- **Melee** Attack Bonus = STR + Level; vs opponent's AC
- **Missile** Attack Bonus = DEX + Level; vs opponent's AC
- **Magic** Attack Bonus = MIND + Level; vs opponent's Will or AC

Multiple Attacks: 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.

Light Weapons: When unarmed or using light weapons, you may use DEX instead of STR and attack with 2 weapons (or unarmed) in a round with -2 penalty on all attack rolls. Rapiers are light weapons, but you cannot wield two at once.

Damage: Add STR to Melee damage, x2 for 2-handed weapons. Natural 20 on an Attack Roll does double damage. If HP reach 0, unconscious and near death. -(10 + STRx2) HP = death.

Healing: All characters recover HP lost due to wounds at a rate equal to 1/2 their level (round up) per night of rest.

Final Stand kicks in at the player's request when her Character reaches 0 HP. Upon regaining consciousness, her Character remains at 1 HP until a final, climactic encounter that the player chooses as her Character's "final stand." During this encounter, the Character instantly regains all HP and doubles all roll bonuses. At the end of the encounter, the player must retire the Character in whatever manner she sees fit.

Balancing Combat & Non-Combat

Optional rules for Skill Challenges and Simple Combat add complexity to non-combat situations and simplify combat, respectively.

Skill Challenges are used when the whole party works toward a common goal. Success requires that players accumulate (2 + 2 x Complexity) successful Skill Rolls before 3 failed rolls. GM selects Complexity (1 to 5). DC = EL + Base (5 - Easy, 10 - Medium, 15 - Hard). **The Key of Challenge** provides 1/2 XP per Complexity (round up).

Simple Combat: Players announce their Character's goals for the entire combat. By default their opponents will try to incapacitate the PCs, unless weakened to 1/4 HP (or total HD for groups), at which point they will surrender or flee. Then, each individual Character and group of

similar opponents make one Attack Roll (d20) that is extrapolated across the entire combat with bonuses based on the type of attack (see below). Damage in Simple Combat equals 1/2 the maximum die roll (rounded down) plus any bonuses. The GM describes the extrapolated outcome, which stands unless the players opt for the full, turn-based combat described previously. XP from Simple Combat is halved.

Base Fantasy Setting Module

The rules below provide a baseline for a fantasy game and are common to both the default Microlite20 setting and the World Beyond.

Magical Traits allow Characters to use magic and may be selected instead of a Combat Trait in magical settings. The DC for undoing or resisting any spell is 10 + Caster Level + MIND. *Doubling the duration of a spell costs an additional 2 HP, adding 50% to its damage costs another 4 HP, and doubling its area of effect costs 6 HP.*

Divine Magics (Trait) 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 is healed completely **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.

Classes are pre-determined combinations of Traits, Skill Expertises, and 30 gp of Equipment.

- **Fighter:** Brute Force, Physical; Vial of Holy Water, 5 gp
- **Rogue:** Sneak Attack, Subterfuge; Thieves Tools
- **Ranger:** Dextrous Shot, Survival; Healer's Kit, -20 gp
- **Cleric:** Divine Spells, Communication; Silver Holy Symbol, 5 gp

Equipment is selected by picking a Fast Pack Card and additional items from the Equipment list with 1d4 x 25 gold pieces. Characters can wear light/medium armor and use a shield. Armor bonuses: Light (Leather) +2 AC, Medium (Chain) +4 AC, Heavy (Plate) +6 AC, Shield +1 AC.

Fantasy Setting Module 1: The World Beyond

All PCs in the World Beyond must select a Race, Religion, and Nationality. Any combination is possible, but some are more common than others. Races besides Humans and 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 Hsaragg (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.

4x4 Magic is based on an alternative magic system from the Microlite20 website. All spells are cast by combining two Words of Power, one from the Four Actions and one from the Four Realms, and making a successful Magic Attack (Level+MIND) against a DC of the opponent's Will (Level+MIND) or AC + 5 per Spell Level. A willing target, the caster himself, and human-sized inanimate objects have a DC of 10, which can vary by size, mass, or other factor.

A spell's Level determines the extent of its effect and its impact on the caster. A 1st Level Spell has 1d6 (HP, 10', etc.) extent of impact, which doubles for every additional Spell Level. Making an effect permanent adds 25 to the DC. A spell causes (1 + 2 x Spell Level) HP damage to the caster, which is recovered only through 8 hours of rest.

The Four Actions

- **Enhance:** Strengthen, Heal, Enlarge, Repair, Sharpen, etc.
- **Diminish:** Weaken, Damage, Injure, Reduce, Break, etc.
- **Communicate with:** Sense, Read, Seek, Understand, etc.
- **Control:** Shape, Hold, Command, Form, Direct, Dictate, etc. All other Actions are pre-requisites for Control.

The Four Realms (Deity)

- **Life** (Hsaragg): Living body of humanoids, animals, plants; water.
- **Mind** (Hu-Babeh): That which normally inhabits/animates a body
- **Energy** (Mulrah): Fire, magic, (electricity, etc.), time.
- **Matter** (Dyn-Diyn): Solid material with no mind - stone, metal, wood, leather, paper, (plastic, etc.)

Pagan/Dark Magics (Trait) provide access to the 4x4 magic system, but cannot be used while wearing armor. Pagan priests are tolerated but looked down upon in most regions. They know their deity's Word of Power and one Action word at 1st Level. They can learn an additional Action word or gain a +5 bonus to a Word they already know at 3rd, 6th, and 10th Levels, at which point their progress stops, unless they become a Wizard of Grimshire. Practitioners of Dark Magic may learn a new Realm instead of a new Action, but are shunned or persecuted in nearly every society.

Alchemy (Trait) is a Goblin method of accessing Arcane Spells. With 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 20 to the DC. Each subsequent potion created in a day adds +2 to the DC.

Classes are optional in the World Beyond. Players may select a Class below or pick a different combination of a Trait, a Skill Expertise, and 30 gp of Equipment.

- **Alchemist:** Alchemy, Knowledge; Alchemist's Ingredients
- **Pagan Priest:** Pagan Magics, Communication; Holy Symbol, 5 gp
- **Witch/Warlock:** Dark Magics, Knowledge; Wand, staff, or similar.

Fantasy Setting Module 2: Microlite20 Expert

The default Microlite20 setting provides rules for Mages who use Arcane Magic and uses four Races (Humans, Dwarves, Elves, Halflings). The rules below include these options as well as those from the Expert Rules.

Magical Traits

- **Arcane Magic** works the same as Divine Magics but provides access to Arcane Spells and cannot be used while wearing armor.
- **Illusionist Magic** works the same as Arcane Magic, except for Illusionist Spells.
- **Druid Magic** provides use of Druid Spells but armor cannot have metal. Instead of the Turn Undead ability, Druid Magic provides its users with immunity to woodland fey, the ability to Pass Without Trace at 3rd Level, and shapeshifting to a small/medium animal up to 3 times per day at 7th Level. When shapeshifting back to original form, the user can heal 2 HP per level.
- **Bardic Song** provides use of Druid/Illusionist Spells to a Character reaching the 6th Level as if she were 1st Level. It also counters sound-based effects within a 30 ft. radius and Charm Person or Remove Fear 3 times per day.
- **Blessed Warrior:** Immunity to disease, +1 to all Saving Throws per 5 Levels, Detect Evil within 60 ft., heal 2 HP per Level per day.

Races: -1 Skill Rank in all Skills for Non-Humans, Elves +1 MIND, Dwarves +1 STR, Halflings +1 DEX; Gnomes +1 DEX or MIND; Half-Orcs +2 STR and -1 MIND; Half-Elves +1 DEX or +1 Skills; Lizard-Men +1 STR, +1 DEX, -1 MIND.

Classes are required in standard Microlite20.

- **Mage:** Arcane Magic, Knowledge
- **Paladin:** Blessed Warrior, Communication
- **Illusionist:** Illusionist Magic, Communication
- **Druid:** Druid Magic, Survival
- **Bard:** Bardic Song, Communication and Subterfuge/Knowledge

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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.
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- **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 Hsaragg (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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MULRAH: Microlite20 with Utilities Leveraging Role-playing Advancements Heuristically

MULRAH is a role-playing game that plugs indie-style rules into a modified Microlite20, fully compatible with the Primary Fantasy SRD rules (see license). Brackets [] indicate Notes.

The Basics

Apart from the optional rules (boxed text), most of this section is similar to Microlite20. Stats and Skill are a little different, and how Characters get Experience Points (XP) has a name (Keys) and can vary. With a couple adjustments, you could play MULRAH with these rules alone.

Core Mechanic: Whenever the outcome of a task is uncertain, a player will roll a 20-sided die (d20) plus modifiers (Stats, Skills) against a Difficulty Class (DC). Exceeding the DC indicates success.

Player Characters (PCs) start at **Level 1** with **3 Stats**, **Hit Points (HP)**, a **Skill Expertise**, and **2 Keys**.

Stats are **Strength (STR)**, **Dexterity (DEX)** and **Mind (MIND)**. Roll 2d4-4, assign to a Stat, and then repeat [1]. $HP = d8 + STR$ per Level. If HP reach 0, the Character falls unconscious and must roll lower than $10 + 2 \times STR$ every round to avoid death. HP lost due to wounds recovers at a rate equal to $1/2$ Character Level (round up) per night rest.

Skills [5] provide a +4 bonus to any related Task. 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]

| 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) |

Optional Rules for Skills

Improving Skills: 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, gains +1 in that Skill, and resets the tally.

Stakes: Failing at a Task leads to d6 loss to HP per increment of failure or a Minor Consequence (see below) *but not necessarily failure of the task itself*. 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 a common goal. Success requires that players complete $(2 + 2 \times \text{Complexity})$ Tasks successfully before failing 3 times. GM selects Complexity (1 to 5). $DC = EL + \text{Base}$ (5 - Easy, 10 - Medium, 15 - Hard).

Level Advancement occurs when XP equals 15 [4]. Reset XP to 0 after advancing. With a new Level, gain $(d8+STR)$ HP. Every 5 Levels, a Character gains a **Leveling Bonus**, which allows him to add +1 to a Stat or gain a new Aspect (see below). A Character can save her Leveling Bonuses and then use two of them (at 10th, 20th, etc. Level) to gain a new Ability (see below), essentially "multi-classing."

Keys are goals for which characters gain XP. By default, each Character has the **Key of Conquest**, which garners 1 XP per Hit Dice (HD) or Levels of opponent defeated plus 1 XP for each doubling of foes. Divide sum by Character's Level. Each Character may also pick an additional Key from the list of optional ones below. See Sweet20 for more.

- **The Key of Glittering Gold** gives 1 XP for every 100 gp the Character gains, divided by his Level.
- **Keys of Alignment** (Law vs. Chaos, Good vs. Evil) act like the Key of Conquest 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 (see below) 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.

Conflicts

Conflict is where many "indie" games diverge heavily from traditional RPGs, and MULRAH is no different. In Microlite20, Combat is the primary form of Conflict and has its own set of rules. In MULRAH, Combat is just one type of Conflict and is governed (mostly) by the same overarching rules that resolve other forms of Conflict.

Conflict Resolution: Conflicts begin whenever one Character attempts to avoid, influence, change, or harm another Character. The players and GM agree upon what the Conflict will decide; these are the Stakes. Conflicts are resolved with a single d20 roll for each side (*not* each character), plus the lead character's relevant Stat and Ability (see below) as well as situational modifiers. The side with the higher total wins; ties go against the instigator. One fourth the difference determines the number of **Minor Consequences** (see below) the losing side must take as a result of the Conflict.

Types of Conflict: Conflicts can happen in one of four levels.

1. **Stealth:** Notice, avoid, or otherwise minimize the risk of a Conflict before it begins; includes Disguise, Hide, Listen, Move Silently, Spot, Search, steal, etc.
2. **Communication:** Talk through a Conflict; includes Diplomacy, Intimidation, haggling, persuasion, taunting, etc.
3. **Brawling:** Physically fighting without the intent to incapacitate; includes shoving, wrestling, hitting sword hilts, etc.
4. **Combat:** Fighting with intent to incapacitate; includes stabbing with the blade of a sword, shooting a gun, etc. When setting Stakes for Combat, each Character must "ante up" HPs in order to participate in the Conflict. These HPs are added to the rolls and modifiers for each side. The losing side automatically loses all HPs wagered, while the winning side also loses wagered HPs, less the amount by which they won the Conflict.

Extending Conflicts may need to happen if the PCs aren't getting their way or feel a specific Conflict needs to go into more detail. There are two ways to do this:

1. **Escalation:** Any character can shift from one of four types of conflict to another (see above). All d20s are immediately rerolled, and this character becomes the instigator.
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 (**Attack**), modified as above but compared to a static target number of $10 +$ the opponent's relevant Stat and Abilities (**Defense**). Success costs the opponent a Consequence or, in the case of Combat, damage to HP as determined by the type of weapon less the victim's Armor Bonus.

Abilities provide bonuses during Conflicts and improve as a Character Levels. Players select two Abilities for each Character by combining a Conflict Type (above) with a Style (below). 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. **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.

Consequences result from Conflicts or can be taken (up to four at once) instead of any major hit to HP or SP. They can be either a -1 to a Stat of the player's choice or a temporary Aspect, if Aspects are being used.

- **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.

Other Optional Rules

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 (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.

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.

Setting-Based Character Creation has players build their Characters as the GM describes the recent history of the setting. During each of six historical periods the GM demarcates, players relate what their character was doing during that time and pick one trait (Skill Expertise, 2 Keys, 2 Abilities, or Aspect) their Character gained as a result.

The World Beyond

The World Beyond is a sample fantasy setting for MULRAH. Goblins and Reptile Men replace Elves and Dwarves, and Alchemy replaces Arcane Magic. 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. 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 Hsaragg (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.

Magic exists in the World Beyond in two forms.

- **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 2 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 creation; a potion with no expiration adds 25 to the DC. Each subsequent potion created in a day adds +2 to the DC.

Classes are simply pre-determined combinations of Skills and Abilities and are entirely optional in the World Beyond. They are noted here to demonstrate equivalencies between MULRAH and Microlite20.

- **Fighter:** Physical, Combat (Any 2)
- **Cleric:** Knowledge, Divine Magic, Communication
- **Rogue:** Subterfuge, Stealth, Combat (Specialist: Light Weapons)
- **Alchemist:** Knowledge, Alchemy, Stealth or Communication
- **Ranger:** Survival, Brawling, Combat (Specialist: Bows)
- **Paladin:** Physical, Divine Magic, Combat
- **Druid:** Survival, Divine Magic, Stealth
- **Bard:** Knowledge or Subterfuge, Communication (Any 2)

Notes

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.
5. As they stand, Skills are relatively unimportant, and story-oriented or "old school" groups may wish to ignore them altogether. The former group will want to focus instead on Conflicts while the latter will look for player skill (e.g., describing exactly how and where you are looking for traps rather than just rolling for it) to navigate these situations. They remain in the Core Rules because of the numerous optional modern rules that can make using them unique and fun.

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LITE20

FANTASY ROLE-PLAYING RULES PLAYER'S GUIDE

BASED UPON THE SYSTEM REFERENCE DOCUMENT

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Table of Contents

| | | | | | |
|------------------------|---|------------------------------|---|-------------------------------------|----|
| Lite20..... | 2 | Spell List..... | 5 | 0-Level Sorcerer Spells..... | 7 |
| Stats..... | 2 | Cleric Spells..... | 5 | 1st-Level Sorcerer Spells..... | 7 |
| Races..... | 2 | 0-Level Cleric Spells..... | 5 | 2nd-Level Sorcerer Spells..... | 8 |
| Classes..... | 2 | 1st-Level Cleric Spells..... | 5 | 3rd-Level Sorcerer Spells..... | 8 |
| Hit Points..... | 2 | 2nd-Level Cleric Spells..... | 5 | 4th-Level Sorcerer Spells..... | 9 |
| Darkvision..... | 2 | 3rd-Level Cleric Spells..... | 6 | 5th-Level Sorcerer Spells..... | 9 |
| Skills..... | 2 | 4th-Level Cleric Spells..... | 6 | 6th-Level Sorcerer Spells..... | 9 |
| Equipment..... | 3 | 5th-Level Cleric Spells..... | 6 | 7th-Level Sorcerer Spells..... | 10 |
| Level Advancement..... | 4 | 6th-Level Cleric Spells..... | 7 | 8th-Level Sorcerer Spells..... | 10 |
| Spells..... | 5 | 7th-Level Cleric Spells..... | 7 | 9th-Level Sorcerer Spells..... | 11 |
| Saving Throws..... | 5 | 8th-Level Cleric Spells..... | 7 | Open Game License Version 1.0a..... | 11 |
| Spell Attributes..... | 5 | 9th-Level Cleric Spells..... | 7 | | |

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 stonemasonry (+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 | — |
| Greataxe | 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 |
|-------|------|-------|
|-------|------|-------|

| | | |
|----------------------|----------|----|
| 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 |

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.

Entrhall: 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: Inscribe 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: Figment 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.
Ventiloquism: 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 Conjuration: Mimics conjuration 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, disenchant 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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MINI20

| | |
|----------------------------------|-----------|
| CHARACTER CREATION | 2 |
| STATS..... | 2 |
| RACES..... | 2 |
| CLASSES..... | 2 |
| SKILLS..... | 4 |
| WHEN IN DOUBT ...REMEMBER..... | 4 |
| FEATS..... | 5 |
| RESERVE..... | 8 |
| MAGIC | 9 |
| ARCANE SPELLS..... | 10 |
| DIVINE SPELLS..... | 11 |
| COMBAT | 13 |
| LEVEL ADVANCEMENT | 14 |
| SAMPLE CHARACTER..... | 14 |
| EQUIPMENT LIST | 15 |
| WEAPONS..... | 15 |
| ARMOUR & SHIELDS..... | 16 |
| ADVENTURING EQUIPMENT..... | 16 |
| FAST PACKS..... | 18 |
| GAME MASTER'S GUIDE | 19 |
| DISEASE..... | 19 |
| EXTREME HEAT & COLD..... | 19 |
| FALLING DAMAGE..... | 19 |
| POISON..... | 19 |
| TRAPS..... | 20 |
| MONSTER LIST | 21 |

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 than 1. Stat modifiers are based on stat value:

| Stat Value | Modifier |
|---------------|---------------|
| 1 | -5 |
| 2 | -4 |
| 4-3 | -3 |
| 6-5 | -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 to 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 designed 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 ½ 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 + 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, if 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 1 point 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 1less 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 +1 round/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; 1 secondary 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): Frees 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 Dispel 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. |
| <i>Basic Ranged Weapons</i> | | | |
| 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. |
| <i>Marksman</i> | | | |
| 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> | | |
| | Cost | AC Bonus |
| 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 |
| Caltraps | 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 |
| <i>Clothing</i> | |
| 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 |
| <i>Mounts and Related Gear</i> | |
| 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)

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
10 pieces of chalk Flint & Steel
10ft Pole
Mirror
Crowbar
Waterskin
Iron Rations (4 days)

Pack C (5-6)

Backpack
Belt Pouch
Bedroll
Tent
10 Torches
5 Oil Flasks
50ft Rope
Flint & Steel
Grappling Hook
10ft Pole
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 11for 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

Ankheg 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

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.”

| Table of Contents | | | |
|------------------------------|------|------------------|------|
| Section | Page | Section | Page |
| Creating Your Character | 2 | Magic | 8 |
| Stats | 2 | GM Info | 10 |
| Where are Character Classes? | 4 | Renown | 10 |
| Actions | 5 | Character Sheets | 11 |
| Combat | 6 | OGL | 12 |

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 of 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 | Journeyman |
| 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 $10 + \text{DEX bonus} + \text{Armor} + \text{Spell bonus (if any)}$. 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 $3 \text{ hits} + \text{STR bonus}$ 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, $1d20 + \text{MIND}$ 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 $1d20 + \text{MIND}$ roll. If the character casts a spell that affects 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 | | |
| | DEX | | | | |
| AC | MIND | Armor | | | |
| | | | | | |
| Notes: | | | | | |

| <i>Realms of Renown Character Sheet</i> | | | | | |
|---|-------------|---------------|-------------|---------|--|
| Name: | | Title: | | Renown: | |
| Description: | | | | | |
| Hits | STR | Weapon | Gear | | |
| | DEX | | | | |
| AC | MIND | Armor | | | |
| | | | | | |
| Notes: | | | | | |

| <i>Realms of Renown Character Sheet</i> | | | | | |
|---|-------------|---------------|-------------|---------|--|
| Name: | | Title: | | Renown: | |
| Description: | | | | | |
| Hits | STR | Weapon | Gear | | |
| | DEX | | | | |
| AC | MIND | Armor | | | |
| | | | | | |
| Notes: | | | | | |

| <i>Realms of Renown Character Sheet</i> | | | | | |
|---|-------------|---------------|-------------|---------|--|
| Name: | | Title: | | Renown: | |
| Description: | | | | | |
| Hits | STR | Weapon | Gear | | |
| | DEX | | | | |
| AC | MIND | Armor | | | |
| | | | | | |
| Notes: | | | | | |

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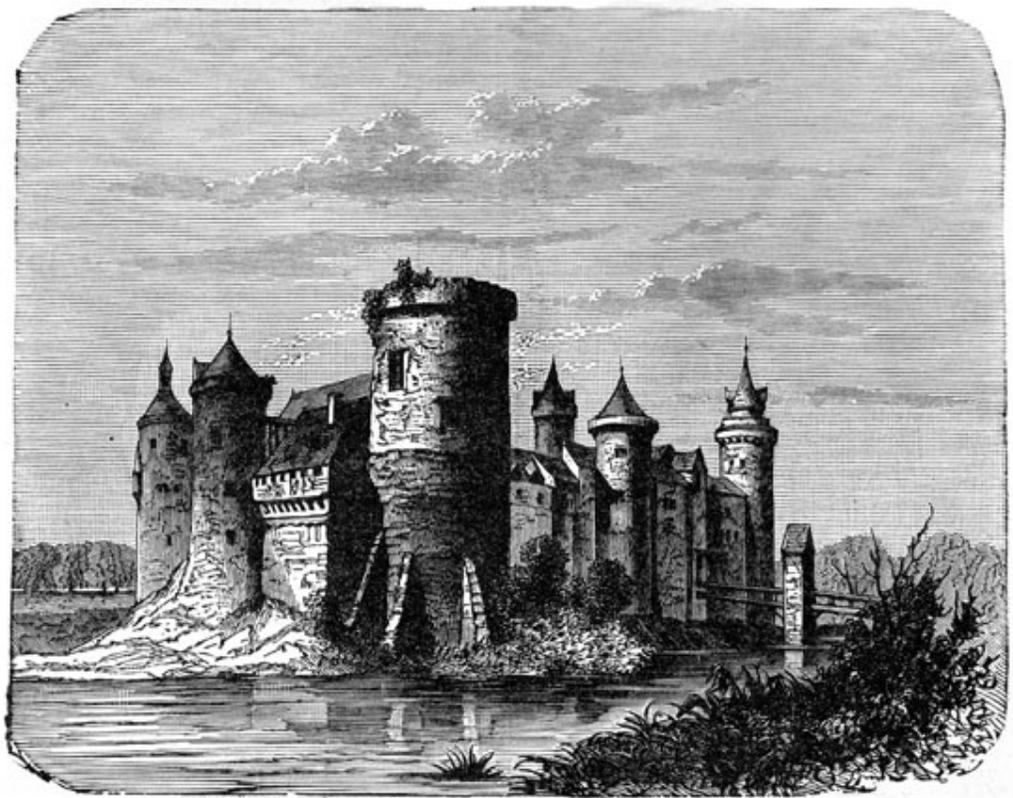
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Microlite74

Basic Edition

Version 3.0 (Condensed Type Edition)

OGL20 Rules for Tabletop Fantasy Roleplaying Campaigns with Old School (0e) Flare



Microlite74 Basic

Version 3.0 (October 1, 2011)

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*Microlite74 is dedicated to the memory of those who gave us the first roleplaying games
and campaigns:*

Dave Arneson, E. Gary Gygax, David Hargrave, Bob Bledsaw

Microlite74 Basic, 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* games, however, is to recreate the style and feel of that very first ("0e") fantasy roleplaying game published back in 1974.

The *Microlite74 Basic* rules are based on three little booklets found in the boxed set of the 1974 0e edition. The rules are not intended to be a clone of the 0e rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules. *Microlite74 Basic* is the third edition of the original *Microlite74* rules.

These rules assume a basic familiarity with tabletop role-playing games in general and with the basic principles of "D20" based rules. If you are completely new to tabletop role-playing games, you will want to start by playing with someone who is familiar with how they work.

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 armor 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, and Cleric. Characters normally begin at Level 1 (unless directed otherwise by the GM).

Fighters wear any kind of armor or weapon and may use shields. *Physical Combat Bonus* is level/2, round up. *Magical Combat Bonus* is level/4, 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. Class Saving Throw Bonus is +3.

Magic-Users wear no armor and can only use daggers or staves as weapons. *Physical Combat Bonus* is level/4, round up. *Magical Combat Bonus* is level/2, round up. Experience Base is 20. They cast arcane spells. Class Saving Throw Bonus is +1.

Clerics can wear light or medium armor and use shields, but cannot use edged weapons. *Physical Combat Bonus* is level/3, round up. *Magical Combat Bonus* is level/2, 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. Class Saving Throw Bonus is +2.

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, taking into account the characters' classes. If the GM decides a random success chance is truly needed he may resolve the situation with a roll of his choice or he may call for one of the following rolls:

Primary Skill Roll: 1d20 + Stat Bonus + Class Level if the character is attempting something directly related to their class.

Secondary Skill Roll: 1d20 + Stat Bonus + (Class Level/2, round up) if the character is attempting something only loosely related to their class.

Minor Skill Roll: 1d20 + Stat Bonus + (Class Level/3, round down) if the character is attempting something not really related to their class.

When the GM calls for a skill roll, he will declare the type of skill roll, which stat the skill roll falls under, and any situational modifiers and the player will make a skill roll. (The GM should make the roll in secret if seeing the result would give the player more information than his character should have.)

Roll higher than the GM assigned Difficulty Class to succeed. Unless the GM rules otherwise, a natural roll of 20 always succeeds for a Primary Skill Roll. Suggested Difficulty Classes: Easy - 8, Normal - 12, Difficult - 16, Hard - 20, Very Hard - 24, Legendary - 28, Unbelievable - 32.

Basic Adventuring Skills: Unless a player specifies otherwise about a character at character creation, all characters are assumed to have basic practical adventuring skills such as maintaining weapons and armor, riding a horse, setting up a camp, swimming, climbing, cooking, first aid, etc., and have a rough idea of the value of common coins, trade goods, gems, and jewels. Success should simply be assumed unless there are unusual conditions.

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

When subject to an unusual or magical attack, characters generally get a saving throw to avoid or reduce the effect. To make a saving throw, roll 1d20, add modifiers based on the type of saving throw (and any circumstantial modifiers set by the GM). A natural roll of 1 automatically fails. A natural roll of 20 automatically succeeds. Otherwise, the saving throw is successful if the total of the roll and modifiers is 20 or greater. Standard Modifiers are the total character's Class Saving Throw Bonus, the character's Level/2 (round down), and a Stat/Class bonus based on the type of saving throw.

Types of Saving Throws: There are three types of saving rolls: Fortitude (FORT), Reflex (REF), and Will (WIL). *Fortitude:* These saves measure ability to stand up to physical punishment or attacks against vitality and health. Add STR bonus to Fortitude saving throws. *Reflex:* These saves test ability to dodge area attacks. Add DEX bonus to Reflex saving throws. *Will:* These saves reflect resistance to mental influence and many magical effects. Add MIND bonus to Will saving throws.

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.

Spell Difficulty Class: For purposes of things like dispelling, the Difficulty Class (DC) for all spells is: 10 + Caster Level + Caster's MIND bonus

Signature Spells: 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.

Hit Points and Healing

Hit Points: 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.

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.

Combat

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. If attacking from an undetected ambush, the ambush victims are surprised on a roll of 1-4. A side cannot be surprised if it is aware of the other.

Initiative: Roll d20 + DEX bonus for initiative order each combat round. Use Hit Dice/2 instead of DEX for monsters. Characters and monsters act in Initiative order, from high to low. Spell casters casting a spell must declare the spell being cast and its target before initiative is rolled.

Actions: Combat is very abstract. Each combat round lasts a minute and includes a lot of jockeying for position, feints, etc. The "hit roll" determines if any damaging blows were delivered during the round. Everyone can do one thing each round: move, attack, cast a spell, etc. The GM may choose to allow some combined actions, like a charge attack, to be one thing. A 5-foot step/shift, drawing a weapon, speaking or similar activities are "free" and do not count as an action.

Opportunity Attacks: 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 – this attack is in addition to their normal attack for the round. If the attack is successful, the opponents takes damage and can move no further that round.

Attack Rolls: Add attack bonus to d20 roll. A natural roll of 1 always misses, otherwise if the result is higher than your opponent's Armor Class (AC), it's a hit. A natural 20 that would otherwise hit is automatically a critical hit doing maximum damage.

Melee attack bonus = STR bonus + Physical Combat Bonus
Missile attack bonus = DEX bonus + Physical Combat Bonus
Magic attack bonus = MIND bonus + Magical Combat Bonus

Armor Class (AC) = 10 + DEX bonus + Armor bonus. Basic Armor Bonuses: Light Armor (e.g. leather) +2, Medium Armor (e.g. Chainmail) +4, Heavy Armor (e.g. Plate) +6; a shield adds +1; a large shield adds +2.

All weapons do 1d6 damage, add STR bonus to Melee damage.

Fighting classes can use DEX bonus + Physical Combat Bonus as Melee attack bonus instead of wielding a light weapon. Fighting classes 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.

Range Penalties: If the target is relatively close, there is no penalty to hit for range. If it's mid-range for the weapon you're using, 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.

Combat Casting: In combat, if a character is hit and takes damage (or other effect that could interfere with spell casting like paralysis) before casting a spell, the spell fizzles. This costs the caster 1 HP per level of the spell he was attempting to cast and the caster loses his action for the round.

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.

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 armor 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 armor 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 = armor equivalent; pick special abilities as the level increases. Special attacks act like magic attacks against an appropriate defense. Intelligent monsters may have classes at the GM's option. If needed, assign stats to suit. Equip and add abilities as required.

Mooks (optional): Sometimes a GM may want to use a large number of monsters but not want to carefully track each one.

Mooks are "cannon fodder" monsters that have 1 hit point per hit die, never make a saving throw, and always run away or surrender if the battle is obviously going against them. Any hit from a Fighting Class character will likely kill a mook. Mooks cannot be told at a glance from non-mook monsters. Mooks make excellent minions for powerful leaders as they are very effective against normal people even if they cannot stand long against PCs and NPCs with class levels.

Other Hazards

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

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

Poison: FORT save to avoid or for half damage, depending on poison. Effect varies with poison type.

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

Starvation: Characters generally need 2 pounds of food per day. After 2 days without food, a character takes 1d6 damage per additional day without food and no longer heals lost HP.

Dehydration: Characters generally need 1 gallon of water per day. Each day after the first without water, a character loses 25% of his full HP in damage (and can no longer heal).

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 (round down) 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 |
| water skin | water skin | water skin |
| 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 armor (AC +4), a one handed weapon + shield, or a two handed weapon, and 5 gold pieces

Magic-User: Spellbook with all spells known, a dagger, and 5 gold pieces

Cleric: Silver holy symbol, light armor (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.

Background: Characters may select, with the approval of the GM, a one or two-word background that represents a broad base of skills and knowledge, e.g. Farmer, Merchant, Desert Nomad, Noble, Shaman, Templar, Thyatian Mercenary, Ritualist, etc. Backgrounds need not be related to the PCs class, e.g. a player who creates a deeply religious fighter skilled in the arts of vision interpretation, divination and oration might pick 'Prophet' as a background. Backgrounds may not duplicate a class.

The GM will consider the character's background just as he would the character's class when deciding if a character will succeed with an action. For example, a character with an "Engineer" background should have a much better chance of damming a creek or building a bridge over it than a character with a "Courtier" background.

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 armor and all magic weapons no matter which class they select.

Encumbrance: Characters can carry twelve (plus STR bonus) 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.

Group Initiative: Each side rolls a d20 (reroll ties). High roll wins initiative. The combat order changes to the following: 1) Side that lost initiative declares actions. 2) Side that won initiative declares actions. 3) Side that won initiative acts. 4) Side that lost initiative acts. 5) Any bookkeeping is done.

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.

Oe 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 equaled 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.

Descending Armor Class: Oe and other pre-SRD editions used a descending Armor Class system where an unarmored character was AC 9 (AC 10 in some editions) and better armor used lower numbers (e.g. AC 5 was Chain, AC 2 was plate). Magic armor could even have a negative armor class. Microlite74 uses the ascending Armor Class system used in the OGL SRD. If you have old adventures using the original descending AC system and wish to use them, it is easy to convert descending ACs to ascending ACs.

Unarmored AC is 9: If the adventure is for Oe (or other edition where the unarmored AC is 9), subtract the descending AC listed in the adventure from 19 to get the ascending AC used by Microlite74.

Unarmored AC is 10: If the adventure is for 1e or 2e (where the unarmored AC is 10), subtract the descending AC listed in the adventure from 20 to obtain the ascending AC used by Microlite74.

Dungeon Exploration Conventions

Light: Humans and many other races require a light source (or magical ability) to see in the dark. Torches, lanterns, etc. will produce limited areas of light (generally 20 feet of bright light and a further 10 feet of dim light), but they also make it easy for monsters to see the party coming, making surprise impossible. Torches can be blown out by strong gusts of wind (d6 roll: blown out on a 1 or 2). Most monsters living in a dungeon have infravision or some other means of seeing in the dark; however these methods do not work in the presence of a light source.

Seeing Monsters: Unless surprised, characters will see monsters when they are 2d4 x 10 feet apart. Surprise distance is 1d3 x 10 feet.

Wandering Monsters: The GM should roll 1d6 every 1d3 turns for wandering monsters (more often if the party is making a lot of noise or otherwise attracting attention). On a roll of 1, wandering monsters stumble across the party from a random direction and distance.

Avoiding Monsters: Unintelligent monsters normally automatically attack. Intelligent monsters may follow their orders, make a reaction check, automatically attack, etc. depending on circumstances. Unless surprised a party may try to flee to avoid a battle. Monsters will generally pursue if there is less than 120 feet between the two groups. Monsters will only pursue around a corner or through a door on roll of 1 or 2 on a d6 (1 if a secret door is used). Fire will deter many monsters. Food will distract many monsters: unintelligent monsters 90% of the time, semi-intelligent monsters 50% of the time, intelligent monsters 10% of the time. Treasure may also distract monsters: unintelligent monsters 10% of the time, semi-intelligent monsters 50% of the time, and intelligent monsters

90% of the time. All chances may be adjusted by the GM depending on circumstances.

Rest: One turn in six must be spent in rest or all characters suffer a -1 to all d20 rolls per rest missed. Time spent searching is not time spent resting.

Doors: Most dungeon doors must be forced open by strength; a character may make a FORT save to attempt to force a door open. Doors with locks must be picked or forced at a minus equal to the dungeon level. Most dungeon doors will automatically close unless held or spiked open (spikes slip 20% of the time). Dungeon doors usually open automatically for monsters unless held closed.

Characters may wish to listen at doors before opening them. Unless a character has special listening abilities, a roll of 1 on a d6 will allow the character to hear through the door – if there is anything to be heard.

Traps: A trap will usually spring on a d6 roll of 1 or 2 when a character passes over or by them or otherwise triggers them.

Secret Passages: Unless a character has racial abilities with secret passages, characters will detect secret doors/passages doors on a d20 + MIND bonus roll (normal DC 16). A 10 x 10 foot area may be searched in a turn by a single character.

Wilderness Exploration Conventions

Seeing Monsters: Unless surprised, characters will see monsters when they are 4d6 x 10 yards apart. Surprise distance is 1d3 x 10 yards.

Wandering Monsters: The GM should roll 1d6 every day of travel for wandering monsters. If the party is camping, an additional roll should be made at night. If a wandering monster is indicated (roll varies by terrain, see terrain table below), wandering monsters stumble across the party from a random direction and distance. At night, the GM should randomly determine which watch is on duty when the attack is made.

Avoiding Monsters: Unintelligent monsters normally automatically attack. Intelligent monsters may follow orders, make a reaction check, automatically attack, etc. depending on circumstances. Unless surprised a party may try to flee to avoid a battle. Monsters will generally pursue so long as the party can be detected, there is a 50% chance monsters faster than the party will catch it (30% chance for monsters about as fast as the party) in each hex traveled through. Woods or swamp reduce the chance of being caught by 25%. Monsters will pursue into another hex on the map 50% of the time. The chase continues until combat occurs or the monsters break off. The party must rest for one-half day for each hex travelled during a pursuit. All chances may be adjusted by the GM depending on circumstances.

Becoming Lost: A group travelling off a well-marked trail or road without an accurate map or a knowledgeable guide may become lost. The chance of becoming lost is rolled on a d6 and depends on the type of terrain the party is in (see table below). If lost, the party actually moves in a random direction but believes they have moved in the direction intended.

Terrain Chart

| Terrain Type | Chance Lost | Chance of Encounter |
|--------------|-------------|---------------------|
| Plains | 1 | 1 |
| Woods | 1-2 | 1-2 |
| Forest | 1-3 | 1-2 |
| River | 1 | 1-2 |
| Swamp | 1-3 | 1-3 |
| Hills | 1 | 1-2 |
| Mountains | 1-2 | 1-3 |
| Desert | 1-3 | 1-2 |

Donate to the RetroRoleplaying Cancer Fund and Get Some PDF Goodies

Many Microlite74 gamers know that Randall Stukey, the author of Microlite74 and other M20-based old school games 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.

Can You Help Pay the Cancer 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. Artwork is by Håkan Ackegård. This Special Edition incorporates the rules from the first supplement. The text has been reformatted into a single column in a large enough font to easily read.

To get access to these downloads and access to a private donor forum where you can get advance information on upcoming Microlite74 releases, 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:

<http://www.retroroleplaying.com/node/153>

Support Microlite74: Please donate if you can!

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 armor 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 as 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. long 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 one humanoid (but not self) into the form of 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: 10 minutes.

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 20x 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=Armor; 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 (FORT save).

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 coeurls.

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.

CATOBLEPAS: AC: 12 HD: 6d6 AT: tail +6 (1d3 + stun) S: death gaze (FORT save).

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 defense 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).

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 paralyzes, 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 paralyzes, 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 magic.

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/damaged by rock to mud, immune to most magic.

GORGON: AC: 17 HD: 8d6 AT: gore +8 (2d6) 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 armor 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) S: 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, WEREBOAR: 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 (FORT save), 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 CONSTRICTOR: 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.
 WAR DOG: 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 Armor: 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, Lightning 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, Efrete Bottle, Djinn Lamp, Mirror of Life Trapping, etc. Cursed items are possible as well.

Notes on "Old School" Play

While Microlite74 is designed using tried and true "D20" systems filtered through the Microlite20 rules, 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. This section will give a brief overview of "old school" play.

What is "Old School" Play?

There are two major styles of roleplaying games. The first (and older) style says "Here is the situation. Pretend you are there as your character, what do you want to do?" This style has been superseded over the years with a style that says "Here is the situation. Based on your character's stats, abilities, skills, etc. as listed on his character sheet and your knowledge of the many detailed rules of the game, what is the best way to use your character's skills and abilities and the rules to solve the situation?" Old school play strongly favors the first style and frowns on too much of the second.

Here are some major points where old school play is different:

Heroic, not Superheroic: Old school 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 four-color comic book superhero proud – and at first level yet. Just like in the real world, the more a character improves his abilities, the harder it is to improve them further, while new characters may advance rapidly, the higher their level the more effort and time (and XP) it takes to advance to the next level.

Achievement, not Advancement. Many modern games are often all about what special feats, extra classes and special game mechanics the players wish to obtain for their characters as they increase in level. In old school games, a character's abilities are generally predetermined by his character class, so old school games focus on the things that the characters wish to accomplish in the game world rather than on what game mechanics they want to acquire. Level advancement is often much slower than in modern fantasy RPGs which makes in campaign achievements even more important as a measure of

character success.

No Skills: Unlike in 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. Note that you are assumed to be competent with all common activities associated with your class and background. If you need to keep a door open or shut, you might 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.

Limited Magic Items: Modern fantasy RPGs often assume that magic items are easy to buy and/or to create. In most old school campaigns, magic items are relatively rare and hard to create. Only potions and scrolls are generally relatively easy to create or purchase. Other magic items are seldom found for sale (and are very high priced when they are found for sale) and are usually very expensive in money and time to try to create – often requiring rare ingredients that the characters must quest to find. Therefore characters are usually limited to the magic items they find in treasures or take from defeated enemies on adventures.

No Assumption of "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. Don't assume that you can beat every monster that you encounter, running away from monsters too tough to handle can mean the difference between character survival and character death. You can also get creative in how you defeat monsters. Perhaps those goblins you bypassed could be talked into (or tricked into) attacking that giant you know you can't beat, perhaps killing it for you or at least softening it up so your party has a chance of defeating it and living to tell the tale. Also remember that treasure can be turned into XP, even if you can't kill the monsters, perhaps you can still acquire some of their treasure. Part of the skill of playing "old school" style is coming up with creative solutions when a direct attack is likely to fail.

It's Not All About Combat: Many modern fantasy RPGs have made combat the star of the system, combats in these systems are time-consuming and very crunchy with rules for everything. Microlite20 avoids this by having a fast-playing abstract combat system. Microlite74 takes this one step further, combat isn't intended to be the main source of fun in the game. The game is as much about exploration and treasuring finding as it is about combat. Sure, you are going to have to fight things to explore and find treasure, but always remember that combat may not be the best or safest way to handle every situation. Think before you rush into combat. After all, it's not the only way to earn a good pile of experience – and monsters don't have to be killed to be defeated (and get XP for them).

Reality/Common Sense Trumps Rules: Old-school games use loose and simple rules that cover average cases and the GM and players are supposed to apply common sense and their knowledge of how reality works to cover the unusual and edge cases. "Reality/Common Sense" as interpreted by the GM always trumps the written rules if they conflict. For example, a character has a magic weapon and the rules for that weapon say it always causes its target to fall prone if hit. The character hits a gelatinous cube moving down the corridor toward them with the weapon. The rules say that the target should fall and be in a prone position. Reality, however, says otherwise. Gelatinous

cubes don't have a top and bottom (so prone penalties make no sense) and a 10 foot cube can't fall when it is moving through a 10 foot corridor. In some modern games, the rules would be applied anyway and the cube would suffer the effects of falling prone no matter how little sense that makes. In an old school game, the GM ignores the rule because it makes no sense in the specific situation.

Forget "Rules Mastery": As some of the above differences have hinted, player skill in "old school" style games isn't about mastering the game rules so you can solve any problem by knowing the right combination of rules from 20 different rule books. Microlite20 is designed to be rules light and Microlite74 tries to stress this even more by encouraging GMs to make rulings on the spot taking into account specific circumstances instead of trying to hunt up special cases in the SRD or a stack of optional rule books. This is faster and helps players immerse themselves in their character and the game world instead of in rule books. GM rulings will be based on specific circumstances and common sense, not just on the written rules and prior rulings. Just because it requires a certain roll to jump one 10 foot pit does not mean all 10 foot wide pits will require the same roll. After all, all sorts of variables can affect the roll (terrain, weather, lighting, pressure to jump quickly, etc.). Players need to remember that these rules are merely a tool for the GM. They are just guidelines for the GM, not something written in stone that the GM must obey. If something herein does not work right in your campaign (or the GM just does not like a rule), the GM is well within his right to change it. Microlite74 is not a game for rules lawyers or for those who believe that the game designer always knows what is best.

No Script Immunity: In most old school games, player characters do not have any form of script immunity. Player characters can die, lose equipment, suffer strange magical effects and other often unpleasant consequences if they are not careful or are just very unlucky. On the other hand, there are no rules limiting their success. If they take on an adult red dragon as first level characters and miraculously manage to win, there are no rules about level appropriate wealth or level appropriate magic items to interfere with their becoming rich and probably flush with magic items from the dragon's hoard.

Not Mentioned does not mean Prohibited: Many people seem to read RPG rules and come away with the idea that anything not specifically mentioned in the rules as allowed is prohibited. While this really doesn't make much sense given that no set of rules could ever cover everything that characters might attempt to do in an adventure, it seems to be a very common way to view RPG rules. In an old school game like Microlite74, this is specifically not true: the millions of possible activities not mentioned in the rules are not prohibited, they are up to the GM to allow or disallow based on his knowledge of how reality works and how his specific campaign world differs from reality. Unless the rules specifically prohibit some action, players should ask their GM instead of simply assuming it is prohibited because the rules do not mention it.

Styles of "Old School" Play

If you read some "old school" blogs, forums, and web sites, you might get the impression that there is only one "old school" style of play: a style with expendable player characters who spend all their time in dungeons designed in the style of the old "Tomb of Horrors" module where an adventuring party is only one slipup away from death. This style of play is often shown in early modules.

What most people forget is that these early modules were designed for tournament play where the party that lasted longest and made it deepest into the dungeon was the winner. While a few gaming groups did run their regular campaigns like this and enjoy it, most people did not enjoy such games and the GMs who ran them were often referred to as "Killer GMs" (who often found themselves without players). Instead most home campaigns were a mixture of the following four styles – some campaigns stressing one or two styles over the others.

Power-Gaming: Many players start out playing in this style. Most soon get bored with it and add more and more of other

styles. A power-gaming campaign is all about character power. Characters are known by their class, level, special items, and amazing powers and deeds. ("I killed the Demon King with my 15th Level Fighter/Magic-User/Druid. It only took two hits from Thor's Hammer to knock him out. Then I cut off his head with my vorpal blade.") There is often a lot of player competition for the most powerful character in campaigns that stress power-gaming. A lot of people look down on this style, but it can be a lot of fun to play a pure power-game in a group of players who all like the style.

Wargaming: This is probably the style old school rules were originally written for. The wargaming style of play is a competition between the player group and the GM. The GM sets up tactical battles, puzzles, and the like and the players solve them for treasure and experience. Fudging die rolls and ignoring rules (either for or against the players) is frowned upon as it detracts from the challenge and fun of the adventure. Characters in pure wargaming campaigns often were expendable and had little personality or goals (beyond staying live and getting rich) as a character with such might be tempted to do things dysfunctional to survival. Published tournament dungeons like Tomb of Horrors could be considered examples of extreme forms of this style. Once the RPG hobby became known outside of the minis and board wargaming community, pure forms of the wargaming style quickly became uncommon.

Role-Playing: A pure role-playing campaign is almost the opposite of a pure wargaming campaign. Player skill, tactics, and rules aren't really important. What is important is the player's character and that character's life in the game. In a pure role-playing campaign, players create the personality of their characters in great detail and players generally have a large emotional investment in them and do not consider their characters expendable. Players tend to have their characters act within their personalities and within the beliefs they're supposed to hold – even when doing so is not the best thing to do at the time within the game. The object is to live your character's life in the campaign world. You "win" by having your character achieve his goals, goals which may or may not have anything to do with the game's goals of exploring and accumulating treasure and experience points. The modern computer game *The Sims* is an example of this style of play.

Story-Telling: While all campaigns tell a story after-the-fact (that is, you can tell a story based on the characters actions in the game), in a story-telling campaign, the GM has worked out a story in advance and the player characters are the protagonists. The campaign world usually has a detailed background and back story behind it. Knowing this background may be more important than knowing the rules. Some pure story telling campaigns are little more than single-line railroads where the characters play their almost pre-scripted parts in the story. In other cases, things are more free-form with story flow and events created by interactions between the GM's basic outline of story events and the actions of individual characters during the campaign. Some people consider the more pure forms of story-telling campaigns boring straight-jackets while others love the idea of being a major part of a real story.

These four major styles of play appeared early in the history of role-playing games. They were first mentioned in a general circulation publication in Glenn Blacow's article "Aspects of Adventure Gaming" in *Different Worlds* #10 (the October 1980 issue).

The important thing to take from this section isn't the four styles or their labels (as there are other systems for describing this with their own labels), but the idea that there were many different styles of "old school" play back in the "old school" days – not just the single style stressed in some "old school" blogs, forums, and web sites. Don't let those sites make you believe that you aren't playing old school right if your campaign isn't strongly in the wargaming camp. Most successful campaigns back in "old school" days were a mixture of all four major styles – and a heaping helping of minor styles.

Advice for the New Old School Game Master

If you are comfortable running a rules-light game like standard

Microlite20, you'll probably have no trouble running Microlite74 as you have already learned to run a game without having hundreds of pages of rules detailing how to handle every situation that might possibly arise in the game. You've learned to just make a ruling that you think fits the situation and keep the game moving.

Running a Game Without Skills

The greatest change between Microlite20 and Microlite75 is the removal of all character skills. If you are used to just allowing players to just say "I'm searching the room. What do I find?" and make search skill roll or just say "I'll try to persuade the baron to loan us a catapult." and make a persuade skill roll, running without skill rolls is going to require as much change to your thinking as it will to your players' thinking.

First, you need to get your players to tell you what their characters are actually doing in the campaign world, instead of talking in terms of what skill they are using. Then you need to learn to listen to what they say and decide if there description of what they are doing a) would most likely solve the problem, b) wouldn't have a chance of solving the problem, c) might not immediately solve the problem but would provide more info that would help solve the problem, or d) would not definitely solve the problem but has a fair chance of doing so. Only option d would require a die roll.

Let's take checking a chest for traps as an example. Get the players to describe in general terms how they are going to check the chest for traps. Note general terms are enough, the idea is to see what the characters are doing, not to require them to describe every single muscle and eye movement they make. Having to "click on one exact pixel on the screen" to succeed is boring and frustrating in a computer game, the verbal equivalent of it is even more frustrating in a tabletop game. Don't fall into the trap of doing it as it turns players off fast.

Let's say a player says "I'll look the chest quickly over for obvious traps, paying special to the keyhole, clasp, and anything that looks out of the ordinary. I'm not touching it yet."

If the chest had a poison needle near the clasp or some holes for poison gas or needles to shoot out of, this should be enough for the character to notice it without a roll, even if he isn't a Rogue or the like. However, if the chest is set to explode (or shoot daggers out of the opening when opened, such a search is not going to discover the trap – again no matter what the character's class or background as such a trap isn't visible from the outside. If you are feeling generous, you might have a Rogue make roll and if she makes it tell her player that while she doesn't see a trap, something still doesn't seem right about the chest.

If the character had said he was then poking the chest with a pole instead of rushing to open it, he might hear something strange if the chest had the above-mentioned dagger trap. Of course, unless he is a Rogue or has some strange background, chances are he would not associate the noise with a trap, but rather just that there was something loose in the chest. Again, you might give a Rogue a roll, especially an experienced Rogue.

As this example shows, it really isn't hard – unless you choose to make it hard. It's just different. After a few sessions both you and your players will find that it really isn't as hard as it looks.

Some players, however, really want die rolls. Because of previous bad experiences with poor GMs, they just can't trust the GM enough to handle some decisions being made without die rolls. If your players are like this, you can use "skill" rolls as a safety net. The players will still have to describe what their character does to solve the problem just as above. Once the player describes what his character is doing, the GM calls for a class/background based "skill" roll as described in the skills section of these rules. The results are determined by your opinion as GM of the action described and the skill roll. There are basically two situations:

In the first case, you feel that the player has a good plan that should likely succeed. Therefore it will succeed regardless of the result of the roll, but how well it succeeds is determined by the skill roll. A failed skill roll is a minimal success; the character succeeds, but just barely. A successful skill roll means the character's plan succeeds without any major hitches.

In the second case, either the player obviously knows less than his character does about the situation or just comes up with a bad idea that you feel is unlikely to work. You let the skill roll decide the result. A failed roll means the plan fails, while a successful roll means the plan somehow worked after all, but probably not perfectly.

Players who refuse to even try to come up with some type of rational statement about what their character is actually doing but just want to let the skill roll decide automatically fail.

Guidelines Not Rules

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.

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. Most retro-clones have free PDF versions and most have nicely bound printed copies available for a very reasonable price. Retro-clones allow play of an older, out-of-print game system without the trouble and expense of tracking down a copy of an out-of-print game. While no retro-clone is an exact copy of an earlier game, they generally are close to identical in play.

0e and Retro-Clones

0e: The Original Game

<http://www.retroroleplaying.com/book/original-dd>

The original 0e booklets and supplements can be found at auction on eBay or RPG Marketplace or at specialists like Noble Knight Games, but they are generally very expensive collectibles. Some excellent third party 0e 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 0e retro-clone – and converted for use with any other early edition/retro-clone with only a little effort.

Original Edition Characters (for Labyrinth Lord)

<http://www.goblinoidgames.com/labyrinthlord.html>

Original Edition Characters is a supplement for *Labyrinth Lord* (see the B/X and Retro-clones section below). It modifies the *Labyrinth Lord* rules to emulate the 0e game.

Microlite74

<http://www.retroroleplaying.com/content/microlite74>

Microlite74 is a restatement of 0e using a very light version of the 3.x rules (Microlite20) as a base. You are holding the Basic Version in your hands. *Microlite74 Basic* covers the original 0e boxed set. *Microlite74 Standard* covers the original 0e boxed set and supplements. *Microlite74 Extended* adds a number of house rules and other material the author was using in the late 1970s to overs the original 0e boxed set and supplements. *Microlite74 Companion* volumes add optional rules, detailed spell, monster,

and treasure information, and other material which can generally be used with any version of Microlite74.

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 three versions of this game. One uses just the material from the three LBB and the other two also use selected material from the 0e supplements.

B/X and Retro-Clones

B/X: The Original Game

<http://www.retroroleplaying.com/book/classical-dd>

The original B/X boxed sets and the revised version of this edition, the five box BECMI edition, can be found at auction on eBay or RPG Marketplace or at specialists like Noble Knight Games, as can 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 armor class and separation of races and classes.

Dark Dungeons

<http://darkdungeonsblog.wordpress.com/>

Dark Dungeons is based on the single volume RC version of the BECMI edition from the early 1990s. The rules are fairly close to the original but some changes have been made, especially where setting specific material is concerned.

Labyrinth Lord

<http://www.goblinoidgames.com/labyrinthlord.html>

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.

B/X Companion

<http://bxblackrazor.blogspot.com/2010/07/what-hell-is-bx-companion.html>

The *B/X Companion* is intended to be the mythical 3rd volume designed to complete the work begun with Tom Moldvay's Basic Rules and continued in the Dave Cook/Steve Marsh Expert Rules, both published in 1981. Both promised a "Companion" volume that would conclude the series. This is an attempt at producing the promised *B/X Companion*. (No free PDF version.)

Companion Expansion

<http://www.lulu.com/product/paperback/companion-expansion/6130494>

This is another attempt at producing the never published "third book" of the B/X version. "Presenting additional creatures and magical items for fantasy roleplaying games for basic- and expert-level players and gamemasters!"

1e and Retro-Clones

1e: The Original Game

<http://www.retroroleplaying.com/book/add-first-edition>

The original 1e rulebooks and adventures can be found at auction on eBay or RPG Marketplace or at specialists like Noble Knight Games -- often at good prices if you do not need collectible condition. Also, some excellent third party 1e adventures are available in PDF format. 1e adventures and campaign settings could be converted for use with Microlite74 or

any other early edition/retro-clone without much work.

Advanced Edition Companion (for Labyrinth Lord)

<http://www.goblinoidgames.com/labyrinthlord.html>

The *Advanced Edition Companion* is a supplement for *Labyrinth Lord* (see the B/X and Retro-clones section above). It modifies the *Labyrinth Lord* rules to emulate the 1e game -- or at least those parts of it that most players actually used.

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.

2e and Retro-Clones

2e: The Original Game

<http://www.retroroleplaying.com/book/add-2nd-edition>

The original 2e rulebooks and adventures can be found at auction on eBay or RPG Marketplace or at specialists like Noble Knight Games -- often at very good prices if you do not need collectible condition. Also, some excellent third party 2e adventures are available in PDF format. 2e adventures and campaign settings could be converted for use with Microlite74 or any other early edition/retro-clone without much work.

For Gold & Glory

http://feysquare.com/?page_id=3

For Gold & Glory is an attempt to create a close adaption of the 2e rules, or at least those in the three 2e core rulebooks.

Myth & Magic

http://www.newhavengames.com/?page_id=23

Myth & Magic is built from the core 2e rules. It retains the essence of classic fantasy role playing, while advancing the mechanics and providing more options, classes, spells, monsters, and more.

Other Fantasy Games

Adventurer Conqueror King System

<http://www.autarch.co/>

Adventurer Conqueror King takes the end game (ruling a domain) assuming in early editions of the world's most popular fantasy RPG and rebuilds the entire game around it, with special attention to a simple but functional economic system.

Adventures Dark and Deep

<http://www.adventuresdarkanddeep.com/>

This game is not a retro-clone, strictly speaking. Instead, it is an attempt to create an alternate universe version of 2e. 2e as it might have been if it had been written by the author of 0e and 1e.

Age of Shadows

<http://old.enworld.org/CrookedStaffProductions/page24.html>

A free old-school fantasy RPG based on the Openquest (D100 system) rules.

Barbarians of Lemuria

<http://www.1km1kt.net/rpg/barbarians-of-lemuria>

Non-traditional but still old school rules for fantasy games set on the lost continent of Lemuria -- loosely based on Lin Carter's novels. This is link to the free version. There is also a *Legendary Edition* from Beyond Belief Games.

The Big Brown Book

http://feysquare.com/?page_id=84

The Big Brown Book takes the rules of 0e and gives them a new spin -- What would the world's most popular fantasy role playing game look like had it continued its wargame roots?

Castles & Crusades

<http://www.trolllord.com/cnc/index.html>

Castles & Crusades is 1e reimaged using 3e rules. It's fairly compatible with adventures from all editions of the world's most popular fantasy RPG through 3.5.

Dangers and Dweomers

<http://artikid.altervista.org/?id=Games&detail=Dangers%20and%20dweomers>

Dangers and Dweomers is the designer's personal take on early editions: "As much as possible I streamlined the S&W system, filling what I found as gaps with material from the BFRPG and the SRD."

Dark Passages

<http://www3.telus.net/public/uncouths/Passages.pdf>

Dark Passages is a modernized and re-organized take on the 0e/1e era of rules.

Dragons at Dawn

<http://stores.lulu.com/boggswood>

This game is an attempt to recreate the rules of the original Blackmoor campaign from the early 1970s. "Dragons at Dawn is a retro tribute to the very first fantasy gaming system pioneered by Dave Arneson, the man who later went on to co-author the world's most popular roleplaying game. The result of years of careful historical research, Dragons at Dawn is entirely consistent with Arneson's original, largely forgotten methods of play developed roughly in the period 1970-1973." (No Free PDF version.)

Epées & Sorcellerie

<http://www.lulu.com/product/file-download/ep%C3%A9es-sorcellerie-%28english-translation%29/16178887>

Epées & Sorcellerie is a French RPG strongly inspired by 0e. An English translation is available.

Errant

<http://errantgame.blogspot.com/p/errant-rpg.html>

Errant RPG is a retro-clone that captures the basic play style of the classic game while introducing a variety of modern innovations to improve play.

Fire & Sword

<http://basicroleplaying.com/downloads.php?do=cat&id=12>

Fire & Sword was created by Raymond Turney, a co-creator of *RuneQuest*, and *Fire and Sword* is his evolution of the system. It thus has much in common with *BRP*, but contains many new interesting mechanisms.

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.)

Lamentations of the Flame Princess

<http://loftp.blogspot.com/>

Lamentations of the Flame Princess is a 0e-like rules system with a stress on "weird fantasy." (Free PDF version of the "Grindhouse" rules available.)

Legends of the Ancient World

<http://www.darkcitygames.com/display.php?series=law>

Legends of the Ancient World is a rules-light clone of Megagaming's *The Fantasy Trip* -- complete in seven pages. The game is a free PDF, but the publisher sells solitaire adventures for it similar to the ones Megagaming produced for TFT.

Mazes & Minotaurs

<http://mazesandminotaurs.free.fr/>

Mazes & Minotaurs answers the question of what might 0e and 1e look like if their designers had been interested in classical

Greek fantasy rather than medieval fantasy. There are two versions of the game available: Original and Revised.

Old School Hack

<http://www.oldschoolhack.net/>

Sort of the old Red Box version reimaged through a somewhat new school lens. It's not really an old school game but it not really not an old school game either.

Pars Fortuna

<http://matt-landofnod.blogspot.com/p/pars-fortuna.html>

What if you took the *Swords and Wizardry* rules and threw out all the standard races, classes, spells, monsters and magic items and replace them with ones generated randomly via sites like Chaotic Shiny, Seventh Sanctum or Abulafia? You get *Pars Fortuna*. (No free PDF version, although a free basic version is available.)

Siege Perilous

<http://oldquyrrpg.blogspot.com/2009/09/siege-perilous-ultima-rpg-playtest.html>

Siege Perilous is a 0e variant designed to emulate the first three games of a very popular computer roleplaying game from the early 1980s.

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, although a free basic version PDF is available.)

Tombs & Terrors

<http://beyondbeliefgames.files.wordpress.com/2010/12/cq-tt1.pdf>

Tombs & Terrors is an unashamedly familiar role playing game of delving into subterranean crypts and looting the treasure -- compatible with sourcebooks and supplements that you already have.

ZeFRS

<http://www.midcoast.com/~ricekrwc/ze/frs/>

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 jeweled kingdoms of your own world beneath your sandals!

Other Games

Mutant Future

<http://www.goblinoidgames.com/mutantfuture.html>

Mutant Future is a nuclear post-apocalyptic science fantasy game. It is created in the style of similar RPGs from the late 70s, but built around the core *Labyrinth Lord* rules so that these two games are fully compatible.

Stars Without Number

http://rpg.drivethrustuff.com/product_info.php?products_id=86467

Stars Without Number is a retro science fiction role playing game influenced by the Old School Renaissance and partially inspired by the great fantasy role-playing game editions written by Tom Moldvay and Frank Mentzer.

Weird West

http://rpg.drivethrustuff.com/product_info.php?products_id=91122&affiliate_id=163285

Weird West is a fast playing adventure roleplaying game with a very small set of rules for weird western worlds of cowboys, kung-fu, magic and otherworldly malevolence.

Adventures and Settings

There are a large number of adventures and campaign settings available for TSR editions of the world's most popular fantasy

RPG. Playing copies of most of original adventures from TSR can be found on eBay for very low prices. TSR era adventures can be used with any pre-WOTC edition or retroclone with only very minor conversion.

There are also a large number of free and low cost adventures available in PDF format on the web. A good place to start looking for free adventures is on the Dragonsfoot forum web site (see the link under Old School Internet Resources below).

The best settings and adventures, however, are those you create yourself for your campaign. They don't need to be nearly as elaborate as those produced for use by others, let alone as fancy as those written for professional publication. Many Oe GM adventure location keys (including those of the game's original designers) were nothing but room/location numbers with something like "8 hobgoblins, leader has 20gp, trapdoor in floor hides skeleton with silver dagger (animates if dagger touched)" or "Small village, 27 families, 10 orc slaves, Headman: Mongar the Brown (Ftr 4th lvl, +1 sword) Mongar's wife, Rose is a 3rd lvl Cleric of Odin)." You can do that.

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/forum/>

Blog: <http://blog.retroroleplaying.com/>

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 Oe and 1e.

<http://knights-n-knaves.com/phpbb/>

Original D&D Discussion

Mainly discussions of Oe. 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>

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Microlite74 Basic
Version 3.0 (October 1, 2011)

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Microlite74 is dedicated to the memory of those who gave us the first roleplaying games and campaigns:

Dave Arneson, E. Gary Gygax, David Hargrave, Bob Bledsaw

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Microlite74 Basic

Microlite74 games are trimmed-down miniature versions of the Primary Fantasy SRD rules designed to be quick and easy to play, especially when compared to modern incarnations of the game. The goal of *Microlite74* games is to recreate the style and feel of that very first (“0e”) fantasy roleplaying game published back in 1974 without giving up all of the clearer mechanics of modern D20-based versions.

The *Microlite74 Basic* rules are based on three little booklets found in the boxed set of the 1974 original edition of the world’s most popular tabletop fantasy roleplaying game. The rules are not intended to be a clone of the 0e rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules. *Microlite74 Basic* is the third edition of the original *Microlite74* rules.

Although the *Microlite74 Basic* rules are complete, they are fairly basic. There are only three classes (Fighters, Magic-Users, and Clerics). Spells are limited and levels top out at 12 to 14. *Microlite74 Standard* includes many more classes and spells – all over those included in the original edition and its supplements. *Microlite74 Extended* includes all the material in the standard version extended with a number of house rules the author used in his 0e campaigns starting in the late 1970s. *Microlite74 Companion* volumes add even more options to the game.

These rules assume that the GM understands the basic concepts of roleplaying games, but provides information for both the GM and the players on the various “old school” styles of play. *Microlite74* games can easily use adventures and material from early editions of the world’s most popular tabletop fantasy roleplaying game or modern clones.

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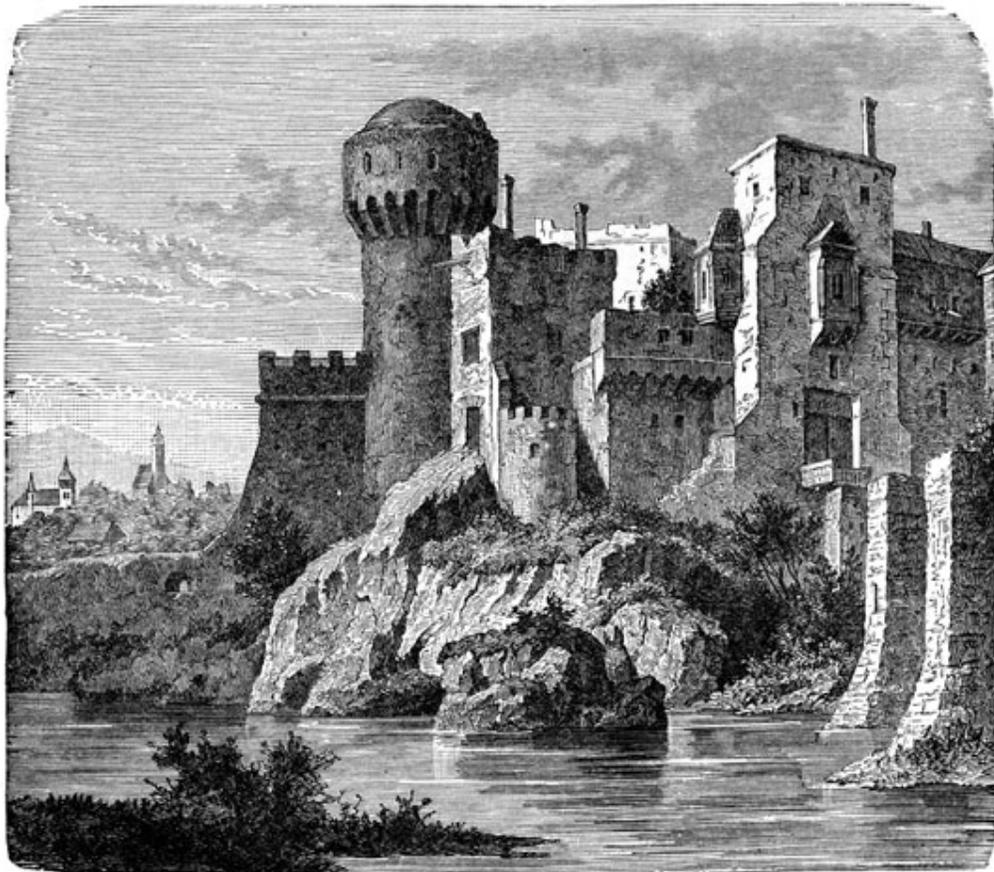
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Microlite74

Standard Edition

Version 3.0 (Condensed Type Edition)

OGL20 Rules for Tabletop Fantasy Roleplaying Campaigns with Old School (0e) Flare



Microlite74 Standard

Version 3.0 (October 1, 2011)

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*Microlite74 is dedicated to the memory of those who gave us the first roleplaying games and
campaigns:*

Dave Arneson, E. Gary Gygax, David Hargrave, Bob Bledsaw

Microlite74 Standard, 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* games, however, is to recreate the style and feel of that very first ("0e") fantasy roleplaying game published back in 1974.

The *Microlite74 Standard* rules are based on three little booklets found in the boxed set of the 1974 0e edition, the four 0e supplements and material of the publisher's official magazine. The rules are not intended to be a clone of the 0e rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules. *Microlite74 Standard* is the third edition of the original *Microlite74* rules and includes the material originally in *Supplement 2: Wary's Grimoire*.

These rules assume a basic familiarity with tabletop role-playing games in general and with the basic principles of "D20" based rules. If you are completely new to tabletop role-playing games, you will want to start by playing with someone who is familiar with how they work.

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 18-20).

Dwarves can be Fighters (max level 8) or Thieves (max level as humans, 18-20).

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 Bards, Fighters, Illusionists, Magic-Users (max level 10) or Thieves (max level as humans, 18-20).

Special Abilities: Can switch between classes between adventures and can use magic armor 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 8) or Thieves (max level as humans, 18-20).

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).

Half-Elves can be Bards, Fighters, Rangers, Illusionists, Magic-Users (max level 12) or Thieves (suggested max level as humans, 18-20).

Special Abilities: Can use elf-made magic armor and magic weapons even as a magic-user/illusionist; 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.

Classes

Classes are divided into three groups: Fighting Classes (those who have a lot of training in combat), Arcane Classes (those who focus most of their training in magic), and Specialist Classes (whose training is focused on things other than combat or magic). Characters normally begin at Level 1 (unless directed otherwise by the GM).

Standard Classes

The standard classes are Fighter, Ranger, Paladin, Magic-User, Illusionist, Cleric, Druid, and Thief. They are common to most campaigns and may be used unless your GM says otherwise.

Fighters (Fighting Class) wear any kind of armor or weapon and may use shields. *Physical Combat Bonus* is level/2, round up. *Magical Combat Bonus* is level/4, round up. Experience Base is 20. Class Saving Throw Bonus is +4. They add +2 to FORT saves. They add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels thereafter. After a fighter kills an opponent in melee combat, he may immediately make another attack against any still-standing foe in range. The maximum number of attacks he can make in one round is equal to his level.

Rangers (Fighting Class) can wear light or medium armor, may use shields, and can use any weapon. *Physical Combat Bonus* is level/2, round up. *Magical Combat Bonus* is level/4, round up. Experience Base is 25. They add +1 to FORT and REF saves. They add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels thereafter. They are expert at wilderness tracking and survival and good at moving quietly and hiding in cover in the wilderness.

Paladins (Fighting Class) can wear any armor, may use shields, and can use any weapon. *Physical Combat Bonus* is level/2, round up. *Magical Combat Bonus* is level/4, round up. Experience Base is 25. They add +1 to FORT and WIL saves. They add +1 to all attack, damage and saving rolls. This increases by +1 at 5th level and every five levels thereafter. Paladins are immune to disease, detect evil within 60 feet by concentrating, and heal 2 HP per level per day by laying on hands. Paladins must be true to the tenets of the religion or philosophy they follow to gain experience.

Magic-Users (Arcane Class) wear no armor and can only use daggers or staves as weapons. *Physical Combat Bonus* is level/4, round up. *Magical Combat Bonus* is level/2, round up. Experience Base is 30. Class Saving Throw Bonus is +1. They add +2 to WIL saves. They cast arcane spells.

Illusionists (Arcane Class) wear no armor and can only use daggers, slings or staves as weapons. *Physical Combat Bonus* is level/4, round up. *Magical Combat Bonus* is level/2, round up. Experience Base is 30. Class Saving Throw Bonus is +1. They add +1 to REF and WIL saves. They cast illusionist spells.

Clerics (Specialist Class) can wear light or medium armor and use shields, but cannot use edged weapons. *Physical Combat Bonus* is level/3, round up. *Magical Combat Bonus* is level/2, round up. Experience Base is 20. Class Saving Throw Bonus is +2. They add +1 to FORT and WIL saves. 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.

Druids (Specialist Class) can wear light or medium armor and use shield and can use any light weapon. *Physical Combat Bonus* is level/3, round up. *Magical Combat Bonus* is level/2, round up. Experience Base is 25. Class Saving Throw Bonus is +1. They add +1 to FORT and WIL saves. Druids can cast druid spells, have immunity to woodland fey, the ability to Pass Without Trace at 3rd Level, and can shapeshift to a small/medium animal up to 3 times per day at 7th Level. When shapeshifting back to their original form, the Druid can heal 2 HP per level of damage. They are good at wilderness survival.

Thieves (Specialist Class) can wear light armor, use shields, and use any light or medium weapon. *Physical Combat Bonus* is level/3, round up. *Magical Combat Bonus* is level/3, round up. Experience Base is 20. Class Saving Throw Bonus is +3. They add +2 to REF saves. They have the Sneak Attack special ability which adds the Thief's class level to the damage of his first attack, if he successfully sneaks up on a foe. They can use a spell from an arcane scroll successfully on a roll of 1d20 + MIND bonus + level/2 versus a DC of 10 + (2 x spell level). Spell

fades as if used on failure and backfires on a natural roll of the spell level or less. Thieves are experts at urban survival as well as picking pockets, hiding, sneaking, and other tasks associated with theft.

Optional Classes

The following classes are optional as they will not fit well in many campaigns. They may only be used with GM approval.

Assassins (Specialist Class) can wear light armor, use shields, and use any light or medium weapon. *Physical Combat Bonus* is level/3, round up. *Magical Combat Bonus* is level/4, rounded up. Experience Base is 20. Class Saving Throw Bonus is +2. They add +1 to FORT and REF saves. Assassins are experts at disguise, hiding, sneaking, and spying. Assassins automatically hit (and add their class level to the damage of that hit) with their first attack when attacking from a prearranged (and unsuspected) ambush.

Bards (Specialist Class) can wear light armor, use shields, and use any light or medium weapon. *Physical Combat Bonus* is level/3, round up. *Magical Combat Bonus* is level/2, rounded up. Experience Base is 30. Class Saving Throw Bonus is +1. They add +1 to REF and WIL saves. A Bard's musical abilities allow him to play songs with the effect of Druid or Illusionist spells (starting at 6th level as if he were 5 levels lower in the chosen class -- which cannot be changed once chosen), can counter sound-based effects within a 30 foot radius, and Charm Person or Remove Fear once per day (plus one additional time per day at 5th level and every five levels thereafter).

Monks (Fighting Class, also known as **Martial Artists**) cannot wear armor or use shields. While they can use light weapons, they are most effective with their bare hands and feet. *Physical Combat Bonus* is level/2, round up. *Magical Combat Bonus* is level/4, round up. Experience Base is 25. Class Saving Throw Bonus is +2. They add +2 to REF saves. They add +1 to all attack and damage rolls in unarmed combat. This increases by +1 at 4th level and every four levels thereafter. They cause 1d8 + STR bonus + class level/2 (round up) damage in unarmed combat. So long as they are able to move at all their armor class is 11 + class level/2 (round up) + one per point DEX is over 14. They are good at moving quietly and hiding in cover.

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, taking into account the characters' classes. If the GM decides a random success chance is truly needed he may resolve the situation with a roll of his choice or he may call for one of the following rolls:

- Primary Skill Roll:* 1d20 + Stat Bonus + Class Level if the character is attempting something directly related to their class.
- Secondary Skill Roll:* 1d20 + Stat Bonus + (Class Level/2, round up) if the character is attempting something only loosely related to their class.
- Minor Skill Roll:* 1d20 + Stat Bonus + (Class Level/3, round down) if the character is attempting something not really related to their class.

When the GM calls for a skill roll, he will declare the type of skill roll, which stat the skill roll falls under, and any situational modifiers and the player will make a skill roll. (The GM should make the roll in secret if seeing the result would give the player more information than his character should have.)

Roll higher than the GM assigned Difficulty Class to succeed. Unless the GM rules otherwise, a natural roll of 20 always succeeds for a Primary Skill Roll. Suggested Difficulty Classes: Easy - 8, Normal - 12, Difficult - 16, Hard - 20, Very Hard - 24, Legendary - 28, Unbelievable - 32.

Certain classes (Thieves and Rangers, for example) have abilities that members of those classes are good at -- or even expert at. The GM must be sure to take such strong abilities into consideration when deciding success or failure of a related action. If a roll is made, a "good at" is worth +2 and an "expert at" is worth +4.

Basic Adventuring Skills: Unless a player specifies otherwise about a character at character creation, all characters are assumed to have basic practical adventuring skills such as maintaining weapons and armor, riding a horse, setting up a camp, swimming, climbing, cooking, first aid, etc., and have a rough idea of the value of common coins, trade goods, gems, and jewels. Success should simply be assumed unless there are unusual conditions.

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

When subject to an unusual or magical attack, characters generally get a saving throw to avoid or reduce the effect. To make a saving throw, roll 1d20, add modifiers based on the type of saving throw (and any circumstantial modifiers set by the GM). A natural roll of 1 automatically fails. A natural roll of 20 automatically succeeds. Otherwise, the saving throw is successful if the total of the roll and modifiers is 20 or greater. Standard Modifiers are the total character's Class Saving Throw Bonus, the character's Level/2 (round down), and a Stat/Class bonus based on the type of saving throw.

Types of Saving Throws: There are three types of saving rolls: Fortitude (FORT), Reflex (REF), and Will (WIL). *Fortitude:* These saves measure ability to stand up to physical punishment or attacks against vitality and health. Add STR bonus to Fortitude saving throws. *Reflex:* These saves test ability to dodge area attacks. Add DEX bonus to Reflex saving throws. *Will:* These saves reflect resistance to mental influence and many magical effects. Add MIND bonus to Will saving throws.

Magic

Magic-Users can cast any arcane spell from the Microlite74 list, Clerics any divine spell from the Microlite74 list, Illusionists can cast any spell from the Illusionist spell list and Druids can cast any spell from the Druid spell list, as long as the spell level is 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. Like a Magic-User, an Illusionist starts with three first level spells in his spell book. Clerics and Druids 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 Cost: Direct 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 | 7 | 8 | 9 |
| HP Cost | 3 | 5 | 7 | 9 | 11 | 13 | 15 | 17 | 19 |

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.

Spell Difficulty Class: For purposes of things like dispelling, the Difficulty Class (DC) for all spells is: 10 + Caster Level + Caster's MIND bonus

Signature Spells: 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.

Hit Points and Healing

Hit Points (HP): Hit Points for Fighting Classes equal 8 + 1d8 per Level. Hit Points for other classes equal 6 + 1d6 per 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.

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.

Combat

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. If attacking from an undetected ambush, the ambush victims are surprised on a roll of 1-4. A side cannot be surprised if it is aware of the other.

Initiative: Roll d20 + DEX bonus for initiative order each combat round. Use Hit Dice/2 instead of DEX for monsters. Characters and monsters act in Initiative order, from high to low. Spell casters casting a spell must declare the spell being cast and its target before initiative is rolled.

Actions: Combat is very abstract. Each combat round lasts a minute and includes a lot of jockeying for position, feints, etc. The "hit roll" determines if any damaging blows were delivered during the round. Everyone can do one thing each round; move, attack, cast a spell, etc. The GM may choose to allow some combined actions, like a charge attack, to be one thing. A 5-foot step/shift, drawing a weapon, speaking or similar activities are "free" and do not count as an action.

Attack Rolls: Add attack bonus to d20 roll. A natural roll equal to or less the target's Natural Defense (which is 1 unless otherwise stated) always misses, otherwise if the result is higher than your opponent's Armor Class (AC), it's a hit. A natural 20 that would otherwise hit is automatically a critical hit doing maximum damage.

Melee attack bonus = STR bonus + Physical Combat Bonus
Missile attack bonus = DEX bonus + Physical Combat Bonus
Magic attack bonus = MIND bonus + Magical Combat Bonus

Armor Class (AC) = 10 + DEX bonus + Armor bonus. Basic Armor Bonuses: Light Armor (e.g. leather) +2, Medium Armor (e.g. Chainmail) +4, Heavy Armor (e.g. Plate) +6; a shield adds +1; a large shield adds +2.

Fighting classes can use DEX bonus + Physical Combat Bonus as Melee attack bonus instead if wielding a light weapon. Fighting classes 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.

Range Penalties: If the target is relatively close, there is no penalty to hit for range. If it's mid-range for the weapon you're using, 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.

Cover: Characters behind an object gain +2 to +10 to their AC against ranged attacks, depending on the extent of the cover (light cover = +2 to nearly complete = +10). In some situations, the GM may allow half this AC bonus to apply to saves.

Weapon Damage: Light weapons do 1d4 damage. Medium weapons do 1d6 damage. Heavy weapons do 1d8 damage. Add STR bonus and any class damage bonus to Melee damage (x2 for two-handed weapons).

Shield Special: A character with a shield may choose to have it completely absorb all the damage from any attack (including a critical hit). A non-magical shield shatters when it does so. A magical shield permanently loses one point of its magical AC bonus when it does so, becoming a non-magical shield if its magical AC bonus is reduced to zero.

Special Combat Situations:

Opportunity Attacks: 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 – this attack

is in addition to their normal attack for the round. If the attack is successful, the opponents takes damage and can move no further that round.

Ranged Attack into Melee: Shooting or throwing into a crowded melee is not a good idea: there is a 50% chance you'll hit a friend instead of an opponent. Fighting classes may take -4 to hit to avoid hitting a friend.

Dodge: A character who is not making an Active or Full Attack may forgo his next attack at any time and dodge out of the way. Roll 1d20 + DEX bonus + Physical Combat Bonus (PCB). The total is the character's effective AC until his next attack. If it's lower than his real AC, well, the character zipped when he should've zagged. The GM may modify the roll by +2 or -2 (or more) to reflect the terrain and cover of the area.

Aid Another: A character who can make a melee attack on an opponent engaging an ally in melee combat can help that character attack or defend by distracting or interfering with an opponent. Make an attack roll against AC 10. If successful, the ally gains either a +2 (Fighter Bonus +1 for fighting classes) bonus on his next attack roll against that opponent or a +2 (Fighter Bonus +1 for fighting classes) bonus to AC against that opponent's next attack (aiding character's choice), as long as that attack comes before the beginning of the aiding character's next turn. Multiple characters can aid the same ally.

Grapple: A character can make a grapple attack on an adjacent target. A successful attack roll means they are then grappled with their target. When grappled, both the attacker and the defender's AC becomes 10 and neither can make move actions. When grappled, the defender can't make normal actions and must make opposed rolls (1d20 + PCB) against the attacker to attempt to break free. As long as the defender is grappled the attacker can make automatic unarmed attacks on the defender.

Knockout Blow: A character can attempt an armed melee attack against an adjacent creature to stun them. On a successful hit the target is stunned one minute for every point the attacker rolled higher than their defense. Rogues add their level in minutes to this time.

Combat Tricks/Stunts: Declare what the trick/stunt attack is going to do. It could be anything from knocking a weapon from your opponent's hand to blowing his hat off or extinguishing a lantern. Other possibilities could be stapling the target to the wall through his clothing with a thrown weapon, tying him up with a bola, tripping him and so on.

The attack roll is made at -8 (-6 for fighting classes). If the roll is successful and the target is alive and aware of the attack, the target makes a defense roll (a normal attack roll) against a DC equal to the adjusted attack roll (with the to hit penalty). If the defense roll fails, the target suffers the exact effect described. If the defense roll succeeds, then the attack is treated as a normal attack against the target's AC (with the penalty), which may result in normal damage. **Option:** The defense roll is automatically failed if the target has a combat stance of Active Attack or Full Attack.

Against an inanimate object, if the attack roll (with the penalty) is successful, the stunt works. No defense roll is needed.

Combat Casting: In combat, if a character is hit and takes damage (or other effect that could interfere with spell casting like paralysis) before casting a spell, the spell fizzles. This costs the caster 1 HP per level of the spell he was attempting to cast and the caster loses his action for the round.

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. Monsters are assigned a Morale Rating (from 2 to 12, with 2 being a complete coward and 12 being totally

fearless) to help the GM make these decisions. If the GM wishes, he may simply roll 2d6 and have the monsters break off combat if the number rolled is greater than the monster's Morale Rating.

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 armor 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 armor 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 d8 for hit dice if needed). To create new monsters quickly: Pick a name, assign a level, hit dice = level, hit points = 1d8 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 = armor equivalent; pick special abilities as the level increases. Special attacks act like magic attacks against an appropriate defense. Intelligent monsters may have classes at the GM's option. If needed, assign stats to suit. Equip and add abilities as required.

Monster Reactions: Some monsters (like skeletons guarding a tomb) may always attack. In cases where the reaction of the monsters to the party is not obvious, the GM may opt to make a reaction roll for the monsters by rolling 2d6 and adding the MIND bonus (and any other appropriate modifiers) to the roll and consulting this table.

| Adjusted Reaction Roll | Result |
|------------------------|-------------------|
| 2 or less | Very Unfavorable |
| 3-6 | Unfavorable |
| 7 | Neutral/Uncertain |
| 8-11 | Favorable |
| 12 or more | Very Favorable |

Interpretation of the results is left to the GM, however, these general principles may prove helpful. Very Unfavorable means the monsters will most likely attack unless the odds are overwhelmingly against them. They will not help the characters. Unfavorable means the monsters are hostile and might attack unless they are given a good reason not to. They will not help the characters. Neutral means the monsters are unsure of the party. They are not likely to attack immediately, but are not friendly or helpful. Favorable means the monsters are willing to listen and are open to negotiation. They might be willing to be slightly helpful. Very Favorable means the monsters like the characters and are willing to be somewhat helpful and are open to working with the party to mutual advantage.

Mooks (optional): Sometimes a GM may want to use a large number of monsters but not want to carefully track each one. Mooks are "cannon fodder" monsters that have 1 hit point per hit die, never make a saving throw, and always run away or surrender if the battle is obviously going against them. Any hit from a Fighting Class character will likely kill a mook. Mooks cannot be told at a glance from non-mook monsters. Mooks make excellent minions for powerful leaders as they are very effective against normal people even if they cannot stand long against pcs and npcs with class levels.

Other Hazards

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

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

Poison: FORT save to avoid or for half damage, depending on poison. Effect varies with poison type.

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

Starvation: Characters generally need 2 pounds of food per day. After 2 days without food, a character takes 1d6 damage per additional day without food and no longer heals lost HP.

Dehydration: Characters generally need 1 gallon of water per day. Each day after the first without water, a character loses 25% of his full HP in damage (and can no longer heal).

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 (+1d8 for Fighting Classes) to Hit Points and the character's Physical and Magical Combat Bonuses are recalculated. (Note that the above are already included in the physical and magic attack and hit point formulas given in the rules.) Individual classes may also have abilities that change as a member of that class increases in level. When an arcane caster 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 |
| water skin | water skin | water skin |
| iron rations for four days | iron rations for four days | iron rations for four days |

Finally, add the following, based on your Class:

Fighter/Ranger/Paladin: Vial of holy water, medium armor (AC +4), a one handed weapon + shield, or a two handed weapon, and 5 gold pieces

Monk: Vial of holy water, two light weapons and 10 gold pieces.

Magic-User/Illusionist: Spellbook with all spells known, a dagger, and 5 gold pieces

Cleric/Druid: Silver holy symbol, light armor (AC +2), a one handed weapon + shield, and 5 gold pieces

Thief: lock picking tools, light armor (AC +2), light weapon, and 5 gold pieces.

Bard: musical instrument, light armor (AC +2), light weapon, and 5 gold pieces.

Optional Rules

The following rules are optional. The GM decides if they will be used.

Background: Characters may select, with the approval of the GM, a one or two-word background that represents a broad base of skills and knowledge, e.g. Farmer, Merchant, Desert Nomad, Noble, Shaman, Templar, Thyatian Mercenary, Ritualist, etc. Backgrounds need not be related to the PCs class, e.g. a player who creates a deeply religious fighter skilled in the arts of vision interpretation, divination and oration might pick 'Prophet' as a background. Backgrounds may not duplicate a class.

The GM will consider the character's background just as he would the character's class when deciding if a character will succeed with an action. For example, a character with an "Engineer" background should have a much better chance of damming a creek or building a bridge over it than a character with a "Courtier" background.

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 (and Half-Elves) have a +7. Elves can no longer switch between Magic-User and Fighter classes, but retain the ability to use magic armor and all magic weapons no matter which class they select.

Encumbrance: Characters can carry twelve (plus STR bonus) 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.

Group Initiative: Each side rolls a d20 (reroll ties). High roll wins initiative. The combat order changes to the following: 1) Side that lost initiative declares actions. 2) Side that won initiative declares actions. 3) Side that won initiative acts. 4) Side that lost initiative acts. 5) Any bookkeeping is done.

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.

Oe 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 equaled 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.

Descending Armor Class: Oe and other pre SRD editions used a descending Armor Class system where an unarmored character was AC 9 (AC 10 in some editions) and better armor used lower numbers (e.g. AC 5 was Chain, AC 2 was plate). Magic armor could even have a negative armor class. Microlite74 uses the ascending Armor Class system used in the OGL SRD. If you have old adventures using the original descending AC system and wish to use them, it is easy to convert descending ACs to ascending ACs.

Unarmored AC is 9: If the adventure is for Oe (or other edition where the unarmored AC is 9), subtract the descending AC listed in the adventure from 19 to get the ascending AC used by Microlite74.

Unarmored AC is 10: If the adventure is for 1e or 2e (where the unarmored AC is 10), subtract the descending AC listed in the adventure from 20 to obtain the ascending AC used by Microlite74.

Dungeon Exploration Conventions

Light: Humans and many other races require a light source (or magical ability) to see in the dark. Torches, lanterns, etc. will produce limited areas of light (generally 20 feet or bright light and a further 10 feet of dim light), but they also make it easy for monsters to see the party coming, making surprise impossible. Torches can be blown out by strong gusts of wind (d6 roll: blown out on a 1 or 2). Most monsters living in a dungeon have infravision or some other means of seeing in the dark, however these methods do not work in the presence of a light source.

Seeing Monsters: Unless surprised, characters will see monsters when they are 2d4 x 10 feet apart. Surprise distance is 1d3 x 10 feet.

Wandering Monsters: The GM should roll 1d6 every 1d3 turns for wandering monsters (more often if the party is making a lot of noise or otherwise attracting attention). On a roll of 1, wandering monsters stumble across the party from a random direction and distance.

Avoiding Monsters: Unintelligent monsters normally automatically attack. Intelligent monsters may follow their orders, make a reaction check, automatically attack, etc. depending on circumstances. Unless surprised a party may try to flee to avoid a battle. Monsters will generally pursue if there is less than 120 feet between the two groups. Monsters will only pursue around a corner or through a door on roll of 1 or 2 on a d6 (1 if a secret door is used). Fire will deter many monsters. Food will distract many monsters: unintelligent monsters 90% of the time, semi-intelligent monsters 50% of the time, intelligent monsters 10% of the time. Treasure may also distract monsters: unintelligent monsters 10% of the time, semi-intelligent monsters 50% of the time, and intelligent monsters 90% of the time. All chances may be adjusted by the GM depending on circumstances.

Rest: One Turn in six must be sent in rest or all characters

suffer a -1 to all d20 rolls per rest missed. Time spent searching is not time spent resting.

Doors: Most dungeon doors must be forced open by strength; a character may make a FORT save to attempt to force a door open. Doors with locks must be picked or forced at a minus equal to the dungeon level. Most dungeon doors will automatically close unless held or spiked open (spikes slip 20% of the time). Dungeon doors usually open automatically for monsters unless held closed.

Characters may wish to listen at doors before opening them. Unless a character has special listening abilities, a roll of 1 on a d6 will allow the character to hear through the door – if there is anything to be heard.

Traps: A trap will usually spring on a d6 roll of 1 or 2 when a character passes over or by them or otherwise triggers them

Secret Passages: Unless a character has racial abilities with secret passages, characters will detect secret doors/passages doors on a d20 + MIND bonus roll (normal DC 16). A 10 x 10 foot area may be searched in a turn by a single character.

Wilderness Exploration Conventions

Seeing Monsters: Unless surprised, characters will see monsters when they are 4d6 x 10 yards apart. Surprise distance is 1d3 x 10 yards.

Wandering Monsters: The GM should roll 1d6 every day of travel for wandering monsters. If the party is camping, an additional roll should be made night. If a wandering monster is indicated (roll varies by terrain, see terrain table below), wandering monsters stumble across the party from a random direction and distance. At night, the GM should randomly determine which watch is on duty when the attack is made.

Avoiding Monsters: Unintelligent monsters normally automatically attack. Intelligent monsters may follow orders, make a reaction check, automatically attack, etc. depending on circumstances. Unless surprised a party may try to flee to avoid a battle. Monsters will generally pursue so long as the party can be detected, there is a 50% chance monsters faster than the party will catch it (30% chance for monsters about as fast as the party) in each hex traveled through. Woods or swamp reduce the chance of being caught by 25%. Monsters will pursue into another hex on the map 50% of the time. The chase continues until combat occurs or the monsters break off. The party must rest for one-half day for each hex travelled during a pursuit. All chances may be adjusted by the GM depending on circumstances.

Becoming Lost: A group travelling off a well-marked trail or road without an accurate map or a knowledgeable guide may become lost. The chance of becoming lost is rolled on a d6 and depends on the type of terrain the party is in (see table below). If lost, the party actually moves in a random direction but believes they have moved in the direction intended.

Terrain Chart

| Terrain Type | Chance Lost | Chance of Encounter |
|--------------|-------------|---------------------|
| Plains | 1 | 1 |
| Woods | 1-2 | 1-2 |
| Forest | 1-3 | 1-2 |
| River | 1 | 1-2 |
| Swamp | 1-3 | 1-3 |
| Hills | 1 | 1-2 |
| Mountains | 1-2 | 1-3 |
| Desert | 1-3 | 1-2 |

Donate to the RetroRoleplaying Cancer Fund and Get Some PDF Goodies

Many Microlite74 gamers know that Randall Stukeby, the author of Microlite74 and other M20-based old school games 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.

Can You Help Pay the Cancer 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. Artwork is by Håkan Ackegård. This Special Edition incorporates the rules from the first supplement. The text has been reformatted into a single column in a large enough font to easily read.

To get access to these downloads and access to a private donor forum where you can get advance information on upcoming Microlite74 releases, 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:

<http://www.retroroleplaying.com/node/153>

Support Microlite74: Please donate if you can!

Microlite74 Spell Lists

Arcane (Magic-User) Spells

For expanded spell descriptions see 0e or a 0e 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 armor 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 as 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 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 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. long 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). R: 30 feet. D: until dispelled, the target makes his save (a new saving throw is allowed every caster level day), or the 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 legendry 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 gargoyles, 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.

7th Level

Cacodemon: Summons a demon or other fiend (such as a devil) from the lower planes of existence. The spell provides no protection against the summoned creature, so the magic user should use other spells or items of protection. As the summoned creature is not forced to aid or obey the caster, that is a matter of negotiations and threats between the caster and the fiend. This spell may only be cast as a ritual. R: 10 feet. D: variable.

Charm Plants: Charms the equivalent of: 1 large oak, 6 medium sized bushes, 12 small shrubs, or 24 little plants. These charmed plants will do anything the caster demands as long as it is within their ability to comply. R: 120 feet. D: until dispelled.

Delayed Blast Fireball: 1d6/caster level fire damage, 20 foot burst. The actual blast can be delayed for up to 10 minutes as set by the caster. R: 240 feet. D: instant.

Limited Wish: An extremely weak version of the "wish" spell. It is not even powerful enough to create or bring treasure to the caster, and under some circumstances only a part of the wish might actually be fulfilled. The spell does have the power to reach for a limited period of time into the past or future as well as the present. R: variable. D: variable.

Mass Invisibility: Up to 6 dragon-sized objects or 300 men and horses are invisible until spell broken by caster, some outside force, or until one attacks. R: 240 feet

Monster Summoning V: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1 Cockatrice, 2: 1 Manticore, 3: 1 Minotaur, 4: 1 Ogre Mage, 5: 1 Salamander, 6: 1 Troll. D: 6 minutes.

Phase Door: Creates an invisible door that can only be opened by the caster. Similar to a Passwall but invisible and only the caster can open the door. R: 10 feet. D: 7 uses

Power Word Stun: A single powerful word that stuns those hearing it for 2d6 10-minute turns if the creature has up to 35 hit points or for 1d6 10-minute turns if the creature has between 36 and 70 hit points. The word has no effect on creatures who are currently over 70 hit points. R: 120 feet.

Reverse Gravity: Within a 30 foot cube gravity reverses itself. Those within the area fall upwards with the force of a normal fall, and then fall again when the spell expires. R: 90 feet. D: 1 minute.

Simulacrum: Creates a duplicate of himself or some other person. The basic form is created from snow and ice, and must then be animated (Animate Dead will work). A Limited Wish (along with the actual simulacrum spell) is then used to imbue the animated form with intelligence and knowledge of the person being simulated. The simulacrum gains 1d4+2 times 10% of the simulated creature's knowledge and experience. The simulacrum follows its creator's orders. A simulacrum is not a perfect copy of the original. Side by side, the differences are obvious, and the simulacrum is detectable with a Detect Magic spell. If the original of the simulacrum dies, the simulacrum begins to gain the knowledge and experience of the dead individual at a rate of 1% per week (to a maximum of 90%).

8th Level

Clone: This spell allows a piece of flesh, taken from a living person, to grow into an exact duplicate of the person at the time the flesh was removed. If a clone is created while its parent-creature still lives, the clone will seek to kill its original. If it fails to achieve this goal, both the clone and the original will become insane. A full Wish will prevent this for 1 year.

Mass Charm: A Charm Person/Monster which affects up to 30 levels, i.e. 30 level 1 creatures, 15 level 2 creatures, 10 level 3 creatures, etc. in any combination. Saving throws are made -2. R: 120 feet. D: until dispelled.

Mind Blank: Makes the target immune to any form of detection by magic or psionics including ESP, Clairvoyance, Clairaudience, Crystal Ball gazing or any other form of scrying), Wishing, Commune, Contact Higher Plane, etc. R: 10 feet. D: 1 day.

Monster Summoning VI: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1 Black Dragon, 2: 1 Chimera, 3: 1 Efreet, 4: 1 Flesh Golem, 5: 1 Frost Giant, 6: 1 Mummy. D: 6 minutes.

Permanency: This spell makes the effect of another spell permanent -- unless a Magic-user of twice the caster's level dispels it. No more than one permanency is ordinarily possible on any one object, and no more than two upon a creature. GM discretion required: many spells should not be subject to being made permanent. R: 10 feet.

Polymorph Object: Spell allows any object to be turned into another object, animal, vegetable, or mineral. The degree of change will affect the spell's duration. Animal-to-animal changes, vegetable-to-vegetable changes, and mineral-to-mineral changes are all likely to remain permanent until dispelled. Thus, turning a human into an orc, or turning a wall into a pile of sand, would both result in a permanent change. On the other hand, turning a shrub into a thinking human being would last only a small number of turns. R: 240 feet. D: GM decides.

Power Word Blind: A single powerful word that blinds those hearing it for 2d4 days if the creature has up to 40 hit points or for 1d4 days if the creature has between 41 and 80 hit points. The word has no effect on creatures who are currently over 80 hit points. R: 120 feet.

Symbol: Creates a magical trap in the shape of an arcane rune. The rune's magic is activated when any person or creature hostile to the caster reads it, or passes over, under, or past it. Various different runes are known, and others may be possible:

- Symbol of Death: Deals 80 hit points of damage
- Symbol of Discord: Causes all creatures in the hostile group to begin arguing, and possibly fighting amongst themselves with lethal intent.
- Symbol of Fear: Casts a Fear spell.
- Symbol of Insanity: Up to 100 HD of creatures are driven insane by a curse.
- Symbol of Sleep: Casts a Sleep spell affecting double the normal number of creatures and with double the normal duration.
- Symbol of Stunning: 150 hit dice (HD) of creatures are affected as by a Power Word, Stun.

9th Level

Astral Spell: The caster projects his astral form into other places; the astral form is invisible to all creatures but those also on the astral plane. If the caster's physical body is moved beyond the range of the spell from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond. The spell range has no other effect. The astral form is capable of casting spells, but there is a 5% chance per spell level that the spell will fail. Additionally, there is a 2% chance per spell level of the attempted spell that the astral spell itself will falter as a result of the spell casting, and the astral form will return to the physical body. When astral traveling above the ground, the astral form may travel as fast as 100 miles per hour per level above 18th. If the form is traveling underground, its top speed is 120 feet/10-minute turn. With special study, this spell can also be used to travel to other planes.

Gate: Creates an opening to another plane of existence that can either be used to travel through or can be used to summon a specified, tremendously powerful being from the other plane, including gods and demi-gods. The caster must know the name of the creature he is attempting to summon, or the spell will fail. There is a 5% chance that the wrong being may be summoned, and (regardless whether the summoned being is the right one or not) there is a 5% chance that it will lack interest in the situation and return through the gate. The summoned being is not necessarily friendly to the caster, and may be extremely

annoyed. R: 20 feet. D: 10 minutes.

Maze: This spell puts its victim in an extra-dimensional maze. After the determined time has elapsed the creature will reappear at the spot where it disappeared. Creatures with Mind of 12 or better will require 1d4 10 minute turns to escape, those with Mind under 6 will require from 1d4+8 10 minute turns to escape, others require 1d4+4 10 minute turns to escape. R: 60 feet.

Meteor Swarm: Either a group of four Fire Balls each doing 6D10 points of damage or a group of eight Fire Balls of one-half normal diameter and 5d6 points damage may be thrown. They may be thrown in whatever pattern the caster desires. R: 240 feet.

Monster Summoning VII: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1 Hydra (9 heads), 2: 1 Iron Golem, 3: 1 Lich, 4: 1 Purple Worm, 5: 1 Red Dragon, 6: 1 Storm Giant. D: 6 minutes.

Power Word Kill: A single powerful word that kills those creatures hearing it. The word has no effect on creatures who are currently over 50 hit points. R: 120 feet.

Prismatic Sphere: A sphere of seven colors whirls about the caster with a radius of ten feet. The glowing colors form a layered spectrum; to destroy the sphere, each layer must be destroyed in turn from Red to Orange, to Yellow, to Blue, to Indigo, and then to the innermost Violet layer. Any creature of 7 or fewer hit dice that looks upon the sphere will be blinded for 1d6 turns. Anything attempting to cross into the sphere suffers the effects of each color that has not been negated.

Red: Causes 12 points of damage to the touch. Stops any magic arrows or missiles (including the spell Magic Missile).

Negated by Ice Storm or other cold-based attack.

Orange: Causes 24 points of damage to the touch. Stops arrows and any other non-magical missile. Negated by Lightning Bolt or other electrical attack.

Yellow: Causes 48 points of damage to the touch. Blocks all breath weapons. Negated by Magic Missile spell or a magical arrow.

Green: Causes death (saving throw allowed) to the touch.

Blocks any scrying and detection-type spells from seeing within. Negated by Passwall spell or other earth-moving magic.

Blue: Turns flesh to stone when touched (saving throw allowed). Blocks all divine (Clerical/Druid) magic from passing through. Negated by Disintegrate spell/effect.

Indigo: Causes death and destroys the soul utterly when touched (saving throw allowed). Negated by Dispel Magic.

Violet: Causes permanent insanity when touched. Blocks all arcane (Magic-user) spells. Negated by Continual Light.

R: caster D: 1 hour.

Shape Change: Change self into the form of another being. Change is complete and includes gaining special abilities of the creature, but the caster retains his own intelligence and ability to cast magic. The caster may change form at will while the spell lasts. R: caster. D: (1d6 + 10 + caster's level) 10 minute turns

Time Stop: This spell freezes time in a 30 feet cubic area surrounding the caster. The user may move freely, but any other creatures within the area, or which subsequently enter it, will be stopped in time with respect to the caster. D: 1d4+1 minutes (GM rolls)

Wish: This spell grants a wish of limited scope (although much more powerful than a Limited Wish). The Referee's discretion will rule what sort of wishes are within the spell's power. After casting a wish spell, the Magic-user is too mentally drained to cast spells for a period of 1d4 days.

Arcane (Illusionist) Spells

For expanded spell descriptions see 0e or a 0e retro-clone. R: is range. D: is duration.

1st Level

Change Self: Illusion makes the caster appear to be a different creature. The illusionary guise must share the same general size and shape as the illusionist. R: caster. D: 10 x (1d6 + 10 + level) minutes.

Color Spray: A sheet of bright conflicting colors affecting 1-6 levels/hit dice of creatures (plus 1 level/hit dice for every 5 levels of the caster), rendering them unconscious (for 1

minute/caster level) through confusion. Targets selected randomly. No saving throw if fully affected. Creatures not fully affected get a save with +1 per level/die after the first not affected. Creatures over 6th level not affected. R: 240 feet.

Darkness: Magical darkness which even blocks infravision and darkvision within a circle with 30 ft. radius. R: 120 feet. D: 1 hour+10 min/caster level.

Detect Illusion: Detects any illusion for what it is. R: 60 feet. D: 30 minutes.

Detect Invisible: Detect invisible items and beings within 10 feet per caster level. D: 1 hour.

Gaze Reflection: A spell that simply acts as a perfect mirror, reflecting the gaze of a creature such as a Basilisk or Medusa as if a mirror was in front of their eyes. R: 80 ft. D: 10 minutes.

Hypnotism: Acts like a Charm person spell with a +2 chance of success, it is necessary for the subject to look the Illusionist in the eyes. R: 80 ft.

Light: Object lights circle with 30 ft. radius, not full daylight. R: 120 feet. D: 1 hour+10 min/caster level.

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 as the caster concentrates. Damage caused is real if the target believes illusion. R: 240 feet.

Read Magic: Read scrolls, spellbooks, other magical writing. R: Caster Only. D: one reading (two scrolls or equivalent).

Ventriloquism: allows caster to "throw his voice" absolutely convincingly. R: 90 feet. D: 50 minutes.

Wall of Fog: Creates an opaque wall of rolling, boiling fog with no other effect than blocking vision. Wall lasts as long as caster concentrates on it. R: 160 feet.

2nd Level

Blindness: Causes the target to become blind (if save failed). R: 120 feet. D: until cancelled by caster or dispelled.

Blur: Caster's appearance is blurred, making -2 on being hit, and +2 on saves vs. magic. R: self. D: 10 times 1d4+4 minutes.

Deafness: Causes the target to become deaf (if save failed). R: 120 feet. D: until cancelled by caster or 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.

Dispel Illusion: Automatically dispels any illusion caused by a non-Illusionist. Versus those created by Illusionists, it functions like Dispel Magic. R: 120 feet.

Fog: A cloud of opaque fog that acts like a Cloudkill except that it has no effect but to obstruct vision. 30 feet in diameter, moves with wind or 6 feet per minute. D: 1 hour.

Hypnotic Pattern: A pattern that the Illusionist projects in front of him that will hold anyone looking at the pattern motionless. It can catch 4d6 1st level types, 3d6 2nd level types, 2d6 3rd or 4th level types, 1d6 5th or 6th level types. R: 120 feet. D: as long as caster concentrates plus 1d6+3 turns afterwards.

Improved Phantasmal Forces: As regular Phantasmal Forces but the caster can move while employing the spell and the illusion will last up to 30 minutes after the caster has stopped concentrating. R: 360 feet.

Invisibility: Subject is invisible until spell broken by caster, some outside force, or until subject attacks. R: 240 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.

Misdirection: cause a detect spell (Detect Good, Evil, Magic, etc.) to malfunction. (Magic Attack vs. Spell's DC for success) R: 120 feet. D: instant but effects permanent.

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/caster level.

3rd Level

Continual Darkness: Magical darkness which even blocks infravision and darkvision within a circle with 120 ft. radius until dispelled. R: 120 feet.

Continual Light: Object lights circle with 120 ft. radius until dispelled, full daylight. R: 120 feet.

Dispel Exhaustion: This spell temporarily gives its recipient the

illusion of being well rested and healthy, restoring the target to full hit points, but the target will be totally exhausted and unable to do anything for 8 hours when the spell expires. If the target has taken body damage, the target immediately suffers an additional 1d2 points of body damage. D: 4 hours

Fear: Causes creatures who fail their saving throw to flee fear. Affect 4d10 1st level types, 3d10 second level types, 2d10 3rd level types, 1d10 4th level types, 1d6 5th level types, 1d4 6th level types. R: 180 feet. D: 10 times 1d6+level minutes.

Hallucinatory Terrain: Makes one type of terrain appear like another type until dispelled or area entered by an opponent. R: 240 feet

Illusionary Script: Allows the caster to write in a script which can only be read by whom the caster sets it to be read by (like Magic Mouth), any others who attempt to read it must save vs. magic or be confused for 6d10 minutes. One spell is suitable for a full page per level of the caster of writing.

Invisibility 10' Range: Subject and those within 10 feet of him are invisible until spell broken by caster, some outside force, or until one attacks.

Non-Detection: Prevents Detection spells from working against the target using it and acts like an Amulet vs. ESP and Crystal Balls. R: touch. D: 20 minutes/caster level.

Paralyzation: Paralyzes twice as many hit dice as the caster's level. R: 180 feet. D: until dispelled or caster removes it.

Phantasmal Killer: Creates an illusionary horrible beast formed from the target's own fears whose touch causes death. The beast is visible only to the target and is immune from all attacks and barriers as it exists only in the target's mind. Target must save vs. magic twice. If the target fails one save, he is unconscious for 1d6 hours. If both saves fail, the target is dead. Range: 60 feet.

Spectral Forces: As Improved Phantasmal Forces, but includes sound, smell and temperature illusions. Spectral Forces are not destroyed by touch and they last up to 50 minutes after the caster has stopped concentrating. R: 360 feet.

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.

4th Level

Arcane Magic: Learning this spell allows the Illusionist to learn and use all 1st level magic-user spells. He must seek these spells in the same manner as a magic-user. They are considered 4th level spells for casting cost purposes.

Confusion: Subjects (up to 2d6 hit dice, only 4+ HD get save) behave oddly/cannot act effectively. R: 120 feet. D: 2 hours.

Emotions: Projects a selected emotion. The emotions that can be projected are: Fear (as the spell), Battle Lust (makes men fight as Berserkers, can be countered by Fear; if Fear is thrown first, Battle Lust does not counter it), Deprivation (lowers morale by 75%), Bravado (give immunity from Fear, Bravado which can counter Deprivation), Hate (interpretation by the subject is variable, roll d20: 1-4: hate any enemy around; 5-8: hate each other; 9-14: hate both enemy/each other; 15-16: hate selves, 17-20: hate caster. A person under the influence of a hate will attack whoever the die roll indicates). R: 180 feet. D: concentration.

Improved Invisibility: Subject and those within 10 feet of him are invisible until spell broken by caster, some outside force, or until 1d4+caster level minutes after the first attack is made by one under this spell.

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.

Minor Creation: Allows the caster to create materials up to a hardness comparable to wood (much like a Djinn). The total amount of weight an illusionist may create in a day equals 5 pounds times the caster's level. R: touch. D: 4 + level days (longer for softer materials).

Shadow Magic: This spell allows the illusionist to cast semi-real offensive spells which mimic the following real offensive spells: Lightning Bolt/Fire Ball (1d6 damage per 4 caster levels) or Death Spell (Affects 1d8 creatures of 1 HD). R: as original spell D: instant but effects permanent.

Shadow Monsters: This spell allows the caster to conjure semi-

real monsters. Monsters summoned have 20% the number of HD of the original (Original HP X 0.2. Any score of less than .4 is rounded down, and any fraction of .4 or greater is rounded up to 1 hit point). Shadow monsters have an AC of 9 [10], and do not possess any of the original monster's special abilities (unless the victim believes the shadow monster is real). A number of monsters whose combined original HD are equal to the caster's level may be created. Shadow Monsters take double damage from silver weapons. R: 30 feet. D: 1 minute/caster level.

5th Level

Advanced Arcane Magic: Learning this spell allows the illusionist to learn and use all 2nd level magic-user spells. He must seek these spells in the same manner as a magic-user. They are considered 5th level spells for casting cost purposes.

Chaos: This spell affects a 30 foot x 30 foot area. All those caught within the affected area will become confused until they leave the area. Fighters and Illusionists over the caster's level are not affected by this spell. R: 120 feet. D: concentration.

Create Spectre: This spell creates a spectre from a target deceased person. The spectre has Hit Dice equal to 1/2 the deceased character's level (rounded up). The deceased character must have been at least 2nd level in order to be raised as a spectre. The spectre is raised with both its mind and memory intact (and does not automatically become evil). The spectre retains its independence. The deceased must be raised within 24 + 6 times the caster's level turns from the target creature's death. R: 10 feet. D: Permanent.

Major Creation: Allows the caster to create materials up to a hardness comparable to iron (much like a Djinn). The total amount of weight an illusionist may create in a day equals 15 pounds times the caster's level. R: touch. D: 4 + level days (for wood hardness, longer for softer materials, shorter for harder materials).

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.

Shadow Magic II: This spell allows the illusionist to cast semi-real offensive spells which mimic the following real offensive spells: Lightning Bolt/Fire Ball (1d6 damage per 2 illusionist levels) or Death Spell (Affects 1d8 creatures of up to 2 HD).

Shadow Monsters II: This spell allows the caster to conjure semi-real monsters. Monsters summoned have 40% the number of HD of the original (Original HP X 0.4. Any score of less than .4 is rounded down, and any fraction of .4 or greater is rounded up to 1 hit point). Shadow monsters have an AC of 11, and do not possess any of the original monster's special abilities (unless the victim believes the shadow monster is real). A number of monsters whose combined original HD are equal to 1.5 times the caster's level may be created. Shadow Monsters take double damage from silver weapons. R: 30 feet. D: 1 minute per level.

Summon Shadows: Similar to an Invisible Stalker spell, but summons Shadows instead. The number of Shadows summoned is equal to 1 + 1 per level over 5. D: until mission completed.

6th Level

Conjure Animals: Conjures 1 large animal (elephant, hippo, rhino, etc.), 3 medium sized animals (lions, tigers, bears, etc.) or six small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the caster. R: 30 feet. D: 100 minutes.

Mass Suggestion: Area version of the suggestion spell, affecting 1d8 creatures or 1 creature at -4 saving throw. The same suggestion must be made to all on whom it is cast. R: 30 feet. D: 1 week.

Permanent Illusion: As Spectral Forces, but lasts until dispelled. R: 360 feet. D: Until dispelled.

Programmed Illusion: As Spectral Forces, but illusion performs pre-set instructions without the caster's concentration. For example, a dragon flies to the camp, circles it for 30 minutes, roars every other pass, then flies off while the Illusionist escapes. R: 720 feet. D: 120 minutes.

Shadow Monsters III: This spell allows the caster to conjure semi-real monsters. Monsters summoned have 20% the number of HD of the original (Original HP X 0.6. Any score of less than .4 is rounded down, and any fraction of .4 or greater is rounded up to 1 hit point). Shadow monsters have an AC of 12, and do not possess any of the original monster's special abilities (unless the

victim believes the shadow monster is real). A number of monsters whose combined original HD are equal to 2 times the caster's level may be created. Shadow Monsters take double damage from silver weapons. R: 30 feet. D: 1 minute per level

True Sight: Spell increases target's sight. A polymorphed creature or object will appear as it really is, superimposed with its present form. When looking at a person one may tell his class, level, and general intentions. One may also see invisible, displaced, ethereal and astral objects. R: touch. D: (level - 10) + 1d6 10 minute turns.

7th Level

Alter Reality: Works like the Magic-User spell Limited Wish, but the caster must first cast an illusion of what is being wished for, then cast the Alter Reality spell on the illusion to turn it into reality. R: variable. D: variable.

Astral Spell: The caster projects his astral form into other places; the astral form is invisible to all creatures but those also on the astral plane. If the caster's physical body is moved beyond the range of the spell from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond. The spell range has no other effect. The astral form is capable of casting spells, but there is a 5% chance per spell level that the spell will fail. Additionally, there is a 2% chance per spell level of the attempted spell that the astral spell itself will falter as a result of the spell casting, and the astral form will return to the physical body. When astral traveling above the ground, the astral form may travel as fast as 100 miles per hour per level above 18th. If the form is traveling underground, its top speed is 120 feet per 10-minute turn. With special study, this spell can also be used to travel to other planes.

Maze: This spell puts its victim in an extra-dimensional maze. After the determined time has elapsed the creature will reappear at the spot where it disappeared. Creatures with intelligence of 12 or better will require 1d4 10 minute turns to escape, those with intelligence under 6 will require from 1d4+8 10 minute turns to escape, others require 1d4+4 10 minute turns to escape. R: 60 feet.

Prismatic Spray: Creates a stream of rainbow colored energy, 90 feet long, 10 feet wide. Roll 1d8 for each being/object hit by it. On a roll of 1 to 7, the effects are as if the being/object passed through the corresponding layer in a prismatic wall. A roll of 8 means the being/object has been hit by two colors, roll again twice, ignoring 8s. R: 90 feet. D: instant but effects permanent.

Prismatic Wall: As the Magic-User spell Prismatic Sphere, but in the form of a wall. R: 60 feet. D: 1 hour.

Vision: If an Illusionist wishes guidance from those above, he formulates his question, then casts this spell. Random reaction dice are rolled, and +2 are added to the result. On a negative reaction, the Illusionist is quested to do some task; on a neutral reaction, the caster gets useful information, but not what he asked for; on a positive reaction, the caster's question is answered in great detail. R: caster. D: 1 question.

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 of 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 20x 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.

6th Level

Animate Object: "Brings to life" inanimate objects such as statues, chairs, carpets, and tables. The objects follow the caster's commands, attacking his foes or performing other actions on his behalf. GM determines the combat attributes of the objects, such as armor class, speed, hit dice, and hit bonuses as needed as no the object animated. A stone statue would be considerably more sturdy and dangerous than wooden furniture, for example. R: 60 feet. D: 1 hour.

Blade Barrier: Creates a barrier of whirling blades up to 30 feet in diameter which do from 7d10 points of damage upon anyone or anything which attempts to pass through it. R: 60 feet. D: 120 minutes.

Conjure Animals: Conjures 1 large animal (elephant, hippo, rhino, etc.), 3 medium sized animals (lions, tigers, bears, etc.) or six small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the Cleric.

R: 30 feet. D: 100 minutes.

Find the Path: This spell shows the caster the fastest and safest way out of a trap maze, wilderness, underworld, etc. It will, for example, allow the caster to free himself from a Maze spell in a single turn after casting the spell. D: Indoors: 1 hour + 10 minutes/caster level; Outdoors: 1 day.

Speak with Monsters: Allows the target to speak with and understand any monster. R: 10 feet. D: 3d4 questions.

Word of Recall: The cleric teleports without error back to his previous prepared sanctuary. R: infinite. D: instant.

7th Level

Aerial Servant: Summons a servant from the elemental plane of air to fetch and return one thing (or creature) to the caster. Only a creature with a Strength of 18 can fight its way from the servant's grasp, and even then the chance is not likely to be greater than 50%. The servant can carry up to 500 pounds in weight. An aerial servant has the following attributes: HD 16, AC 3 [16], Atk Bonus +17, Atk 1 (4d4), Move 240 ft. If the servant is frustrated in its efforts to bring the desired object to the caster, it will become insane, returning and attacking him. D: until task completed or insanity.

Astral Spell: The caster projects his astral form into other places; the astral form is invisible to all creatures but those also on the astral plane. If the caster's physical body is moved beyond the range of the spell from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond. The spell range has no other effect. The astral form is capable of casting spells, but there is a 2% chance per spell level that the spell will fail. Additionally, there is a 1% chance per spell level of the attempted spell that the astral spell itself will falter as a result of the spell casting, and the astral form will return to the physical body. When astral traveling above the ground, the astral form may travel as fast as 100 miles per hour per level above 18th. If the form is traveling underground, its top speed is 120 feet per 10-minute turn. With special study, this spell can also be used to travel to other planes.

Control Weather: Caster can adjust weather. D: GM decision.

Earthquake: Causes a powerful earthquake in an area 60 feet x 60 feet plus an additional 10 feet (in both length and width) per three levels above 17th. The quake topples walls, causes rock-slides, and opens gaping fissures in the earth. Any creature caught in the quake has a 1 in 6 chance of falling into the depths of the earth and being killed. No effect beyond the spell's area of effect. R: GM discretion. D: instant but effects permanent.

Holy Word: Speaking of a holy word affects all those within the range as follows: creatures of less than 5 hit dice are slain, creatures of 5 to 8 hit dice are stunned for 2d10 turns, and creatures with 9-12 hit dice are deafened for 1d6 turns. Creatures with 13+ hit dice are unaffected. R: 40 feet.

Part Water: Creates a gap through water, to a depth of 20 feet lasting for 2 hours. At 18th and every level thereafter, the cleric adds 10 feet to the depth of water parted, and 1 additional hour to the spell's duration. R: 240 feet. D: see above.

Restoration (Reversible): Restores one level lost to an energy drain attack or restores one limb destroyed or maimed. The reverse drains one energy level. R: touch. D: instant but effects permanent.

Resurrection (Reversible): Restores life to subject who died as long as 4 days (plus 4 days per caster level over 8) ago. The subject is fully healed and restored with no side-effects, no rest required. The reverse causes death, no saving throw allowed. R: touch. D: instant but effects permanent.

Symbol: Creates a magical trap in the shape of a holy rune. The rune's magic is activated when any person or creature hostile to the caster reads it, or passes over, under, or past it. Various different runes are known, and others may be possible but none may cause permanent harm to the target.

Symbol of Discord: Causes all creatures in the hostile group to begin arguing, and possibly fighting amongst themselves with lethal intent.

Symbol of Fear: Casts a Fear spell.

Symbol of Sleep: Casts a Sleep spell affecting double the normal number of creatures and with double the normal duration.

Symbol of Stunning: 150 hit dice (HD) of creatures are

affected as by a Power Word, Stun.
Wind Walk: Allows the caster and one other person in contact with him become incorporeal and mist-like, able to travel through walls and other obstacles, traveling at 48 ft. per minute indoors (or in subterranean settings) and much faster outdoors. R: touch. D: 1 day or until dispelled.

Divine (Druid) Spells

For expanded spell descriptions see 0e or a 0e retro-clone. R: is range. D: is duration.

1st Level

Detect Magic: Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.
Detect Snares/Pits: This spell allows the caster to discover snares, pits, and other outdoor traps. R: 10 feet/caster level. D: caster level + 1 hours.
Locate Animals: Senses direction toward an animal (specific or type) R: 60 +10/caster level feet. D: 1 minute/caster level.
Predict Weather: Forecast the weather in the caster's location with 95% accuracy. D: instant.
Purify Water: Purifies water for up to 12 people. R: 10 feet. D: instant but effects permanent.

2nd 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 Light Wounds: Cure 1d6+1 hit points of wounds. R: touch. D: instant but effects permanent.
Detect Poison: Detects whether a creature, object, or area (5 foot cube) has been poisoned or is poisonous. R: 30 feet. D: Instant.
Heat Metal: Spell makes 1 metal item (weighing up to 0.5 pounds per level of the caster) extremely warm. Creatures take damage if holding or wearing equipment that is targeted by this spell. Take 1d2 damage on the first round and 1d2+1 additional damage on the second round. 50% chance per round that a target object being held in the hand is dropped. R: 30 feet. D: 2 combat rounds.
Locate Plants: Senses direction toward a plant (specific or type) R: 60 +10/caster level feet. D: 1 minute/caster level.
Obscurement: A misty vapor arises near the druid. It is stationary once created. The vapor obscures all sight beyond 5 feet. The cloud covers 100 cubic feet per druid level. R: 20 feet. D: 10 minutes/caster level.
Produce Flame: Produces a small flame in the palm of Druid's hand which illuminates as a small lantern. The flame may be hurled and causes inflammables to combust. R: caster. D: 20 minutes/caster level.
Speak with Animals: Can understand and speak with animals. R: caster. D: 1 hour.
Warp Wood: Causes straight wooden shafts to bend. The spell effects an amount of wood equal to 1 spear shaft (or 6 arrows) per 2 druid levels. R: 30 feet. D: instant but effects permanent.

3rd Level

Call Lightning: Call down one lightning bolt (8d6 + level damage) per turn. The caster may target anyone within the spell's range. This spell is only usable outdoors within 360' of stormy weather. R: 360 ft. D: 1 turn/caster level.
Cure Disease: Cures person of any diseases, including magical diseases. R: touch D: instant but effects permanent.
Hold Animal: Paralyzes 1-4 animals. Cast at single target, save at -2 and double duration. R: 120 feet. D: 1 hour plus 10 minutes/caster level.
Neutralize Poison: Immunizes subject against poison (10 minute duration) OR detoxifies venom in or on subject (instant but effects permanent). R: touch.
Plant Growth: Plants in an area up to 30x30 yards become overgrown and nearly impassable. Lasts until dispelled or plants killed. R: 240 feet.
Protection/Fire: Cast upon a non-druid, this spell renders the target invulnerable to normal fire. Cast upon a druid, this spell also protects from magical fire, but such magical flames will immediately cancel the spell on the next turn. R: touch. D: 30 + 10/caster level minutes.
Pyrotechnics: Caster creates either fireworks or blinding smoke

from a normal fire. R: 240 feet. D: 1 hour.
Water Breathing: Subject can breathe water. R: 30 feet. D: 2 hours.

4th Level

Animal Summoning I: Conjures 1 large animal (elephant, hippo, rhino, etc.), 3 medium sized animals (lions, tigers, bears, etc.) or six small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the druid. R: 30 feet. D: 1 hour.
Control Temperature, 10'radius: Allows the druid to vary the temperature in a given area (10' radius) by +/- 50 degrees. Mistletoe is required to cast this spell. R: 60 feet. D: 30 + 10/caster level minutes.
Cure Serious Wounds: Cures 3d6+3 hit points of wounds. R: touch. D: instant but effects permanent.
Dispel Magic: Cancels magic effects and spells. (Magic Attack vs. Spell's DC for success) R: 120 feet. D: instant but effects permanent for spells or 10 minutes for items.
Hallucinatory Forest: This spell creates an illusionary forest covering an area of 30' x 30' per level. Creatures within this area will absolutely believe they are in a forest, acting and reacting appropriately to their surroundings. Other druids, magical woodland creatures, and treants are never fooled by this spell. R: 60 feet to forest edge. D: until dispelled.
Insect Plague: Insect swarms (20 x 20x 20 feet) attack creatures. Creatures under 2 HD flee in terror. Can only be cast outdoors. R: 480 feet. D: 1 day.
Plant Door: Allows the druid to pass through thick/dense vegetation. This 3' X 6' "door" is usable only by the caster, but another druid or a dryad may follow. This spell may also be used to pass through solid tree trunks. The druid may decide to stay within the trunk for up to the duration of the spell to hide from others. R: caster. D: 30 + 10/caster level minutes.
Produce Fire: Creates normal fire covering an area of 10' X 10'. This spell may be reversed to extinguish fires covering the same area. R: 30 feet. D: 10 minutes.
Protection from Lightning: This spell negates the effects of electrical attacks upon the target. The spell ceases after such an attack. R: touch D: 1 hour + 10/caster level minutes.
Speak with Plants: Can understand and speak with plants. R: 30 feet. D: 1 hour.

5th Level

Animal Growth: 1d6 normal animals grow to giant size. R: 120 feet. D: 2 hours.
Animal Summoning II: Conjures 2 large animal (elephant, hippo, rhino, etc.), 6 medium sized animals (lions, tigers, bears, etc.) or 12 small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the druid. R: 30 feet. D: 1 hour.
Anti-Plant Shell: Similar to the magic-user spell Anti-Magic Shell but instead of protecting from spells, it protects against attacks from plants and living vegetables. R: caster. D: 2 hours.
Commune with Nature: Same as the cleric spell Commune but must be performed outdoors and the answers received will only pertain to Nature. R: caster. D: 3 questions.
Control Winds: A druid may employ this spell to increase the force of, or calm, winds within 120' of the druid. The center-point of the spell's effect is the druid and follows the druid's movements. Such affected winds may influence flying creatures and sailing ships (forcing them out of the air or halting their maritime travel). A Control Winds spell cast upon an existing Control Winds spell will negate it. The spell's range is increased to 320 at 11th level, 400 at 12th level, and 480 at 12th druid level. R: 120 feet. D: 1 hour + 10/caster level minutes.
Hold Plant: Similar to the magic-user spell Hold Monster but affects living, magical or animated plants. This spell affects both treants and fungoid life forms. R: 30 feet + 10 feet/caster level. D: 1 hour + 10/caster level minutes.
Pass Plant: Allows the druid to enter one tree and emerge from another of the same species. The base distance travelled this way is 480 yards + modifier based on the tree type (Oak +120 yards. Ash, yew, linden, and elm -120 yards. Other deciduous trees -180 yards. Coniferous trees -240 yards). The tree's girth must be large enough to engulf the druid. Travel must be from one living tree to another. If no such tree exists within the range of the spell, then the spell fails and the druid re-emerges from

the starting tree. R: see above. D: 10 minutes.

Rock-Mud: Transforms rock to mud or vice-versa, up a 300x300 foot area. R: 120 feet. D: 3d6 days.

Sticks to Snakes: Turns up to 2d8 sticks into serpents. 50% chance each serpent will be venomous. R: 120 feet. D: 1 hour.

Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/caster level. Wall lasts as long as caster concentrates on it. R: 60 feet.

6th Level

Animal Summoning III: Conjures 4 large animal (elephant, hippo, rhino, etc.), 12 medium sized animals (lions, tigers, bears, etc.) or 24 small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the druid. R: 30 feet. D: 60 minutes.

Anti-Animal Shell: Same as the Anti-Plant Shell spell, but focuses on natural or giant animals. While affected by this spell, those inside the shell are protected from all animal attacks (excluding fantastic or magical creatures), but are unable to attack, be it by normal or magical means. R: 20 foot hemisphere. D: 30 + 10/caster level minutes.

Conjure Fire Elemental: Similar to the magic-user's Conjure Elemental spell but is limited to summoning a 16 HD fire elemental. On a roll of 1-2 on d20 the caster may choose to summon 1d3 salamanders instead, and on a roll of 1 on d20, the druid may choose to summon a 20 HD fire elemental. The elemental will not turn upon the druid but will regard him as a friend of sorts. R: 30 feet. D: 1 hour.

Feeblemind: Subject's MIND drops to 1. R: 240 feet. D: until dispelled.

Finger of Death: Target must save or die. Will only work if druid's life in dire peril. R: 120 feet. D: instant but effects permanent.

Transport via Plant: Allows the druid to pass from one plant to any other plant of similar species anywhere, as long as the druid has seen the plant at one time. Should the emergence fail, the druid will instead emerge from another plant which may be miles away. A druid may choose to remain inside a plant instead of transporting from it, and may remain so for up to 24 hours. While within a plant in this manner, the druid is completely aware of his surroundings. D: instant or up to 24 hours.

Turn Wood: Creates a wall of force which moves away from the druid. Any wooden objects in the wall's path (weapon hafts, spear shafts, arrows, etc.) are pushed back, dragging back any creature holding such items. The length of the wall runs 60' to either side of the druid, and moves at a rate of 40' per turn. R: 20 x level feet. D: 10 + 10/caster level minutes.

7th Level

Animate Rock: Similar to a cleric's Animate Object spell, but only affects stone. Up to approximately 2 x level cubic feet of stone can be animated. The rock will move at 2-4" per turn, the faster speeds for rock-masses which are basically of an ambulatory shape such as statues. R: 60 feet. D: 1 hour.

Confusion: Subjects (up to 2d6 hit dice, only 4+ HD get save) behave oddly/cannot act effectively. R: 120 feet. D: 2 hours.

Conjure Earth Elemental: Similar to the magic-user's Conjure Elemental spell but is limited to summoning a 16 HD earth elemental. The elemental will not turn upon the druid but will regard him as a friend of sorts. R: 30 feet. D: 1 hour.

Control Weather: Caster can adjust weather. D: GM decision.

Creeping Doom: Summons a horde of 1D10 times 1000 small and deadly insects and arachnids. They appear within 1 to 3 minutes. They then move forward to attack whatever they are commanded to, provided it is within 60 feet at the time of the command. They will pursue until the prey is beyond a 240 foot range (or until it or they are otherwise destroyed). Can be used indoors or outdoors. R: 60 feet. D: see above.

Fire Storm: Creates a fire of intensity equal to a "wall of fire" in a large area. This magical conflagration lasts only 10 minutes, but all combustible material within the area affected will continue to burn thereafter. The spell can be reversed to extinguish normal fires in an area twice that of the maximum possible area of the druid's fire storm. There is a 5% chance per caster level of the reversed version extinguishing magical fires of up to the normal area. Area: 30 x 30 foot square area per caster level (must be contiguous). R: 60 feet.

Metal-Wood: Cast upon any metal (up to 5 pounds per level of

the caster) it will permanently change it into some type of wood (caster's choice). R: 60 feet. D: instant but effects permanent.

Reincarnate: Restores dead person to life in a random (usually animal or nature-oriented humanoid) form. R: touch. D: instant.

Monsters

AC=Armor; HD=Hit Dice; AT=Attacks; MR=Morale Rating;

S=Special Abilities

Undead Immunities=Immune to sleep, charm, fear, paralysis

ANT, GIANT: AC: 16 HD: 3d8 AT: bite +3 (1d6) MR: 12 S: acid (2d6).

ANHKHEG: AC: 16 HD: 5d8 AT: bite +5 (1d10) MR: 8 S: Squirt acid (3d6).

BADGER, GIANT: AC: 15 HD: 3d8 AT: 2 claws +3 (1d6), bite+3 (1d6) MR: 8

BANSHEE: AC: 20 HD: 7d8 AT: claw +7 (1d8) MR: 12 S: Magic or silver to hit; magic resistance 50%; shriek of death; Immune to enchantments.

BASILISK: AC: 15 HD: 6d8 AT: bite +6 (1d10) MR: 9 S: petrifies onlookers.

BAT, GREATER: AC: 12 HD: 4d8 AT: bite +4 (1d10) MR: 8 S: Human-sized.

BAT, MONSTER: AC: 13 HD: 8d8 AT: bite +8 (2d8), claws +8 (1d6) MR: 8 S: Twice the size of a human.

BEETLE, GIANT FIRE: AC: 15 HD: 1d8 AT: bite +1 (2d6) MR: 7 S: Light glands glow for 1d6 days after death.

BLACK PUDDING: AC: 13 HD: 10d8 AT: slam +10 (3d8) MR: 12 S: immune to everything but fire, divides when hit, corrodes metal.

BLINK DOG: AC: 15 HD: 4d8 AT: bite +6 (1d6) MR: 6 S: teleports, hate coeurls.

BOAR,WILD: AC: 12 HD: 3d8 AT: gore +3 (3d4) MR: 9 S: attacks for 2 rounds after death.

BRAIN EATER: AC: 14 HD: 8d8 AT: mouth tentacles +8 (1d6, special) or weapon +8 MR: 7 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: 8d8 AT: 2 claws (2d6) or bite +8 (2d4) MR: 9 S: burrows through rock, eyes cause confusion.

BUGBEAR: AC: 14 HD: 3d8 AT: bite +3 (2d4) or weapon +3 MR: 9 S: surprise foes on a 1-3.

CATOBLEPAS: AC: 12 HD: 6d8 AT: tail +6 (1d3 + stun) MR: 8 S: gaze (save vs. death).

CARCASS CREEPER: AC: 16 HD: 3d8 AT: 8 tentacles +3 (paralysis) MR: 8 S: walk on walls and ceilings.

CENTAUR: AC: 15 HD: 4d8 AT: 2 kick +4 (1d6) or weapon +4 MR: 8

CENTIPEDE, GIANT: AC: 14 HD: 4d8 AT: bite +4 (1d6) MR: 7 S: poison (1d6 DEX).

CHIMERA: AC: 15 HD: 9d8 AT: 2 claws +9 (1d3), goat gore +9 (1d4), lion bite +9 (2d4), dragon bite +9 (3d4) MR: 9 S: breathes fire (3d6), flies.

COCKATRICE: AC: 13 HD: 5d8 AT: bite +5 (1d3) MR: 7 S: petrifying bite.

COEURL: AC: 15 HD: 6d8 AT: tentacles +6 (2d6) MR: 9 S: appear 3 feet from actual position (+2 to defense and saves), hate blink dogs.

DEMON, BAAL-ROG: AC: 17 HD: 9d8 AT: sword or flaming whip+9 (2d6) MR: 9 S: flies, flaming (3d8 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: 3d8 AT: claws (1d6) MR: 7 S: regenerate 1 HP/minute.

DEMON, SUCCUBUS: AC: 10 HD: 6d8 AT: 2 claws (1d6) or kiss (drain 1 energy level) MR: 9 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: 7d8 AT: fist or weapon +7 MR: 12 S: flies, whirlwind, creation of things, create illusions, invisibility,

immune to mundane weapons.

DOPPELGANGER: AC: 14 HD: 4d8 AT: claw +4 (1d12) MR: 8 S: imitate humanoids, immune to sleep and charm. +5 on magic saves.

DRAGON, BLACK: AC: 17 HD: 7d8 AT: 2 claws +7 (1d6), bite +7 (3d6) MR: 9 S: flies, breathes line of acid (7d8).

DRAGON, BLUE: AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (3d8) MR: 9 S: flies, breathes line of lightning (9d8).

DRAGON, BRASS: AC: 17 HD: 7d8 AT: 2 claws +7 (1d6), bite +7 (4d4) MR: 9 S: flies, breathes cloud of sleep or fear gas.

DRAGON, BRONZE: AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (3d8) MR: 9 S: flies, breathes lightning (9d8) or repulsion.

DRAGON, COPPER: AC: 17 HD: 8d8 AT: 2 claws +8 (1d6), bite +8 (5d4) MR: 9 S: flies, breathes acid cloud (8d8) or slow.

DRAGON, GREEN: AC: 17 HD: 8d8 AT: 2 claws +8 (1d6), bite +8 (2d10) MR: 9 S: flies, breathes cloud of chlorine gas (8d6).

DRAGON, GOLD: AC: 19 HD: 11d8 AT: 2 claws +11 (1d6), bite +11 (3d12) MR: 10 S: flies, breathes cloud of poisonous gas or cone of fire (11d8), uses magic as MU of level 1 to 8 (by age), assume human form.

DRAGON, RED: AC: 17 HD: 10d8 AT: 2 claws +10 (1d6), bite +10 (3d10) MR: 9 S: flies, breathes cone of fire (10d8), uses magic as MU of level 1 to 6 (by age -2).

DRAGON, SILVER: AC: 18 HD: 10d8 AT: 2 claws +10 (1d6), bite +10 (3d10) MR: 9 S: flies: breathes cloud of poisonous gas or cone of cold (10d8), uses magic as MU of level 1 to 8 (by age), assume human form.

DRAGON, WHITE: AC: 17 HD: 6d8 AT: 2 claws +6 (1d6), bite +6 (2d8) MR: 9 S: flies, breathes cone of cold (6d8).

DRAGON TURTLE: AC: 21 HD: 20d8 AT: 2 claws +15 (1d8), bite +15 (10d6) MR: 10 S: swims well, slow on land, breathes steam cloud (20d8) only when in water.

DRYAD: AC: 14 HD: 2d8 AT: weapon +2 MR: 6 S: charm.

DWARF: AC: 15 HD: 1d6+1 AT: warhammer +1 (1d8) MR: 10 S: standard dwarf abilities.

EFREET: AC: 16 HD: 10d8 AT: slam +10 (2d8) MR: 12 S: flies, wall of fire, creation of things, create illusions, invisibility, immune to mundane weapons.

ELEMENTAL, AIR: AC: 19 HD: 12d8 AT: slam +12 (2d8) MR: 10 S: whirlwind, extra damage against foes in the air.

ELEMENTAL, EARTH: AC: 19 HD: 12d8 AT: slam +12 (4d8) MR: 10 S: tear down stone, extra damage against foes standing on the ground (1d8).

ELEMENTAL, FIRE: AC: 19 HD: 12d8 AT: slam +12 (3d8) MR: 10 S: ignite materials.

ELEMENTAL, WATER: AC: 19 HD: 12d8 AT: slam +12 (3d10) MR: 10 S: overturn boats, extra damage against swimming foes (1d6).

ELEPHANT: AC: 14 HD: 9d8 AT: 2 Tusks +9 (2d4) or Trample +9 (4d8) MR: 8 S: can make charge attack

ELF: AC: 14 HD: 1d8 AT: sword or longbow (1d6) MR: 8 S: standard elf abilities.

EYE GLOBE: AC: 17 (Eye Stalks: 15) HD: Body 40 HP, Eye Stalk 10 HP each AT: 1d4 eyes MR: 8 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: 4d8 AT: 2 claws +4 (1d3) or bite +4 (1d6), horns +4 (1d4) MR: 11 S: fly.

GELATINOUS CUBE: AC: 11 HD: 4d8 AT: slam +4 (2d4) MR: 12 S: touch paralyzes, immune to lightning and cold, surprise foes on a 1-4.

GHAST: AC: 13 HD: 3d8 AT: 2 claws +2 (1d3) or bite +2 (1d4) MR: 9 S: undead immunities touch paralyzes, humans slain by ghouls rise again as ghouls in 24 hours. Regenerate 1 HP/minute until slain.

GHOUL: AC: 13 HD: 2d8 AT: 2 claws +2 (1d3) or bite +2 (1d4) MR: 9 S: undead immunities touch paralyzes, humans slain by ghouls rise again as ghouls in 24 hours.

GIANT, CLOUD: AC: 17 HD: 13d8 AT: weapon +13 (6d6) or hurl

rocks +13 (3d6) MR: 10 S: only surprised on a 1.

GIANT, FIRE: AC: 16 HD: 12d8 AT: weapon +12 (5d6) or hurl rocks +12 (3d6) MR: 9 S: immune to fire.

GIANT, FROST: AC: 15 HD: 11d8 AT: weapon +11 (4d6) or hurl rocks/ice +11 (3d6) MR: 9 S: immune to cold.

GIANT, HILL: AC: 15 HD: 8d8 AT: weapon +8 (2d6) or hurl rocks +8 (3d6) MR: 8

GIANT, STONE: AC: 20 HD: 9d8 AT: stone club +9 (3d6) or hurl rocks +9 (3d6) MR: 9

GIANT, STORM: AC: 18 HD: 16d8 AT: weapon +16 (8d6) or hurl rocks +16 (3d6) MR: 10 S: control weather.

GNOLL: AC: 14 HD: 2d8 AT: weapon +2 MR: 8

GNOME: AC: 14 HD: 1d8 AT: weapon +1 MR: 8

GOBLIN: AC: 12 HD: 1d6-1 AT: weapon +1 MR: 7 S: -1 to hit in sunlight.

GOLEM, FLESH: AC: 10 HD: 12d8 AT: 2 fists +12 (2d8) MR: 11 S: Healed by lightning, hit only by magic weapons, slowed by fire and cold, immune to most spells.

GOLEM, IRON: AC: 16 HD: 13d8 AT: fists or weapon +13 (4d10) MR: 11 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: 16d8 AT: fist +15 (4d8) MR: 11 S: Unaffected by +2 or lesser weapons, slowed by fire, healed/damages by rock to mud, immune to most magic.

GORGON: AC: 17 HD: 8d8 AT: gore +8 (2d6) MR: 8 S: breathes petrifying gas.

GREEN SLIME: AC: n/a HD: n/a AT: organics and metal turn to green slime if touched MR: n/a S: killed by cold or fire. Cure Disease stops transformation to green slime.

GREMLIN: AC: 12 HD: 1d8 AT: weapon +1 MR: 12 S: chaos aura causes physical actions with 10 feet to fail 50% of the time in a chaotic manner.

GREY OOZE: AC: 12 HD: 3d8 AT: strike +3 (1d6) MR: 12 S: acid. destroys armor in one round, deals automatic damage after the first hit, immune to blunt/crushing attacks, spells, fire and cold.

GRIFFON: AC: 16 HD: 7d8 AT: 2 claws +7 (1d4), bite +7 (2d8) MR: 8 S: flies.

HALFLING: AC: 12 HD: 1d6 AT: weapon+1 (1d6) MR: 8 S: nearly invisible in outdoor cover.

HARPY: AC: 12 HD: 3d8 AT: 2 talons +3 (1d4) or weapon +3 MR: 7 S: flies, siren-song (Charm person).

HELL HOUND: AC: 15 HD: 5d8 AT: bite +5 (1d6) MR: 9 S: breathe fire (10 HP damage)

HIPPOGRIFF: AC: 14 HD: 3d8 AT: 2 claws +3 (1d6), bite +3 (1d10) MR: 8 S: flies.

HOBGOBLIN: AC: 14 HD: 1d8+1 AT: weapon +1 MR: 8

HORSE, RIDING: AC: 12 HD: 2d8 AT: bite +2 or kick +2 (1d4) MR: 7

HORSE, WAR: AC: 12 HD: 3d8 AT: bite +3 (1d6) or kick +3 (2d6) MR: 9

HUMAN, BANDIT/SOLDIER: AC: 12 HD: 1d8 AT: weapon +1 MR: 8

HUMAN, BERSERKER: AC: 12 HD: 1d6+2 AT: weapon +1 MR: 12 S: Berserking (+2 to hit)

HUMAN, COMMON MAN: AC: 10 HD: 1d8-2 AT: weapon +0 MR: 6

HUMAN, SERGEANT-AT-ARMS: AC: 14 HD: 3d8 AT: weapon +3 MR: 8

HYDRA: AC: 14 HD: 5-12d6 AT: 5-12 bites +HD (1d6) MR: 11 S: 1 HP per head, 20% chance fire-breathing or regenerating.

INVISIBLE STALKER: AC: 16 HD: 8d8 AT: 1 bash +8 (4d4) MR: 12 S: flies, invisible.

KOBOLD: AC: 13 HD: 1d4 AT: weapon +0 (1d6) MR: 9

LEPRECHAUN: AC: 11 HD: 1d4 AT: theft, magic MR: 7 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 (1d10) or weapon +HD MR: 10 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: 2d8 AT: claws +2 (1d6) or weapon +2 MR: 11 S: breathe underwater.

LURKER RAY: AC: 13 HD: 10d8 AT: wing smother +10 (1d8) MR: 9 S: those hit take 1d8 damage/turn and smother in 1d6 turns.

LYCANTHROPE, WEREBEAR: AC: 17 HD: 7d8 AT: 2 claws +7 (2d4), bite +7 (1d8) MR: 10 S: lycanthropy, extra 2d6 damage if both claws hit.

LYCANTHROPE, WEREBOAR: AC: 15 HD: 4d8 AT: tusks +6 (2d6) MR: 9 S: lycanthropy, attack +6 instead of +4 because of rage.

LYCANTHROPE, WERERAT: AC: 13 HD: 3d8 AT: bite (1d4) or weapon +3 MR: 8 S: lycanthropy, surprise foes on a 1-4.

LYCANTHROPE, WERETIGER: AC: 16 HD: 5d8 AT: 2 claws +5 (1d6), bite +5 (2d6) S: lycanthropy, surprise foes on a 1-4.

LYCANTHROPE, WEREWOLF: AC: 14 HD: 4d8 AT: 2 claws +4 (1d4) bite +4 (2d4) MR: 8 S: lycanthropy.

MANTICORE: AC: 15 HD: 6d8 AT: claws +6 (1d4) or bite +6 (2d4) MR: 9 S: flies, six tail spikes +6 (1d6) per round, 24 spikes in total.

MEDUSA: AC: 14 HD: 6d8 AT: weapon +6 MR: 8 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: 1d8 AT: weapon +1 MR: 8 S: breathe water, swim.

MINOTAUR: AC: 13 HD: 6d8 AT: weapon +6 or bite +6 (1d6) or Head gore +6 (1d6) MR: 12 S: never lost in mazes.

MULE: AC: 12 HD: 2d8 AT: Kick +2 (1d4) MR: 8

MUMMY: AC: 16 HD: 6d8 AT: touch +6 (2d6) MR: 12 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: 12d8 AT: bite +12 (1d4 + poison), spit +12 (30 range, poison), constrict +12 (1d8/rd until freed) MR: 9 S: spells as 6th level Cleric.

NAGA, SPIRIT: AC: 14 HD: 10d8 AT: bite +10 (1d4 + poison) MR: 8 S: spells as 6th level Cleric and 7th level Magic-User, gaze (permanent charm).

NAGA, WATER: AC: 14 HD: 8d8 AT: bite +10 (1d3 + poison) MR: 7 S: spells as 5th level Magic-User (no fire or lightning).

NIXIE: AC: 12 HD: 1d8 AT: weapon +1 (1d6) MR: 6 S: swims, charm.

OCHRE JELLY: AC: 11 HD: 6d8 AT: acid strike +6 (2d6) MR: 6 S: a hit destroys organic material, lightning divides jelly into three jellies, each doing +2 (1d6) damage.

OGRE: AC: 14 HD: 4d8 AT: weapon +4 (2d6) MR: 10

OGRE MAGE: AC: 15 HD: 5d8 AT: weapon +5 (2d6) MR: 9 S: flies, magic use (turn invisible, darkness 10' radius, sleep, charm person, cone of frost).

ORC: AC: 13 HD: 1d8 AT: weapon +1 MR: 8

OWLBEAR: AC: 14 HD: 5d8 AT: 2 claws or bite +5 (1d8) MR: 9 S: hug for additional 2d6 if both claws hit.

PEGASUS: AC: 13 HD: 4d8 AT: 2 hooves +4 (1d6) MR: 8 S: flies.

PHOENIX: AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (2d6) MR: 10 S: +3 or better weapon to hit, immune to charm/hold/fire attacks, 3d6 fire damage to all within 10 feet.

PIXIE: AC: 12 HD: 1d8 AT: weapon +1 (1d4) MR: 7 S: flies, charm, naturally invisible.

PURPLE WORM: AC: 13 HD: 15d8 AT: bite +15 (2d8) or sting +15 (1d8) MR: 10 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: 1d8 AT: bite +1 (1d3) MR: 8 S: 1 in 20 chance of disease from bite.

RAT, MONSTROUS: AC: 13 HD: 3d8 AT: bite or claws +3 (1d6) MR: 7 S: 1 in 20 chance of disease from bite.

ROC: AC: 15 HD: 12d8 AT: 2 claws +12 (1d8) or bite +12 (2d10) MR: 9 S: flies

RAKSHASA: AC: 23 HD: 7d8 AT: claws, bite +7 (1d8) or weapon +7 MR: 8 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: 5d8 AT: touch +5 (special) MR: 7 S: touch of (or touching) the rust monster causes metal items to turn to rust.

SALAMANDER: AC: 15 HD: 7d8 AT: bite +8 (1d6) or constrict +8 (1d8) S: heat does 1d8 to nearby creatures, immune to fire.

SCORPION, GIANT: AC: 17 HD: 4d8 AT: 2 claws +4 (1d10), sting +4 (1d4, poison) MR: 11 S: poison causes paralysis and loss of 1d4 hp per minute.

SCORPIONMAN: AC: 17 HD: 8d8 AT: weapon +8 (1d10), sting +4 (1d4, poison) MR: 9 S: poison causes paralysis and loss of 1d4 hp per minute.

SEA SERPENT: AC: 17 HD: 30d6 AT: bite +15 (4d6) MR: 9 S: swallows whole on roll 4 higher than needed to hit, swallowed creatures take 1d6 automatic damage every turn.

SHADOW: AC: 12 HD: 3d8 AT: touch +3 (1d4, special) MR: 12 S: drains 1 STR per hit, hit only by magical weapons, surprise foes on a 1-5, creatures reduced to 0 STR will rise 24 hours later as a shadow. Not undead.

SHARK: AC: 15 HD: 4d8 AT: bite +4 (2d6) MR: 7

SHARK, GIANT: AC: 16 HD: 10d8 AT: bite +10 (3d10) MR: 7

SHRIEKER: AC: 11 HD: 3d8 AT: none MR: 12 S: large toadstool, if disturbed (light 60 feet/movement 30 feet) emits loud shriek for 1d3 minutes which stuns small (tat-sized) creatures.

SKELETON: AC: 12 HD: 1d8 AT: weapon +1 MR: 12 S: undead immunities.

SLUG, GIANT: AC: 11 HD: 12d8 AT: bite +12 (2d6) MR: 10 S: spits acid (2d6).

SNAKE, CONSTRICTOR: AC: 14 HD: 2d6, AT: constriction (1d3) MR: 7 S: On successful attack, automatic 1d3 damage thereafter until dead.

SNAKE, GIANT CONSTRICTOR: AC: 14 HD: 6 AT: constriction +4 (1d6) M&: 7 S: On successful attack, automatic 1d6 damage thereafter until dead.

SNAKE, GIANT VIPER: AC: 14 HD: 4d8 AT: bite +4 (1d3 + poison) MR: 7 S: Poison bite does 2d4 hp per minute.

SNAKE, VIPER: AC: 14 HD: 1d8 AT: bite +1 (1hp + poison) MR: 7 S: Poison bite does 1d4 hp per minute.

SPECTRE: AC: 17 HD: 7d8 AT: touch +7 (1d6) MR: 11 S: undead immunities, drains 2 levels per hit, creatures reduced to 0 levels will rise 24 hours later as a spectre.

SPHINX: AC: 19 HD: 12d8 AT: 2 claws +12 (3d6), bite +12 (2d8) MR: 10 S: Males are level 12 magic-users. Females are level 12 clerics. Roar (2/day) save or flee in terror

SPIDER, GIANT: AC: 13 HD: 2d6+2 AT: bite +2 (1d6) MR: 8 S: bite causes paralysis via poison, surprise on 1-5.

SPRITE: AC: 14 HD: 1d4 AT: none MR: 7 S: can curse (effects funny rather than dangerous, wears off after 1d20 hours)

STIRGE: AC: 12 HD: 1d8 AT: sting +1 (1d4) MR: 9 S: attaches on a hit and will deal 1d4 automatically damage every round.

TREANT: AC: 17 HD: 10d8 AT: branches +10 (3d6) MR: 9 S: Control trees and can make them move and attack.

TICK, GIANT: AC: 15 HD: 3d8 AT: bite+3 (1d6) MR: 7 S: attaches on a hit and will deal 1d6 damage automatically every round.

TITAN: AC: 22 HD: 16d8 AT: weapon+15 (5d6) S: Spells.

TOAD, GIANT: AC: 12 HD: 2d8 AT: bite +2 (1d6) MR: 6 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 pulls victims in to bite making bite attack like pole arms.

TROLL: AC 15 HD: 6d8 AT: 2 claws +6 (1d6), bite +6 (1d10) MR: 10 S: regenerate 3 hp per round (except acid or fire damage).

UNICORN: AC: 17 HD: 5d8 AT: 2 hoofs +5 (1d8) or horn +5 (1d8) MR: 7 S: double damage for charge, 25% magic resistance, teleport, horn can cure damage or disease.

VAMPIRE: AC: 17 HD: 9d8 AT: bite +9 (1d6) or weapon +9 MR: 11 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.
 WAR DOG: AC: 12 HD: 2d8 AT: bite +2 (1d6) MR: 9
 WIGHT: AC: 14 HD: 3d8 AT: claw +3 (1d6) MR: 12 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: 9d8 AT: shock +9 (1d6+4) MR: 10 S: flies.
 WOLF: AC: 12 HD: 2d8 AT: bite +2 (1d6) MR: 8

WORG: AC: 13 HD: 4d8 AT: bite +4 (2d6) MR: 8
 WRAITH: AC: 16 HD: 4d8 AT: touch +4 (1d6) MR: 11 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: 8d8 AT: bite +8 (2d8) or sting +8 (1d6) MR: 9 S: poison sting (1d6 STR), flies.
 YELLOW MOLD: AC: n/a HD: n/a AT: 1d6 if touched MR: n/a S: if struck, 50% releases spore cloud (choke to dead in 6 rounds unless cure disease), destroyed by fire.
 ZOMBIE: AC: 11 HD: 2d8 AT: weapon +2 or claws +2 (1d8) MR: 12 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 Armor: 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, Lightning 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, Efrete Bottle, Djinn Lamp, Mirror of Life Trapping, etc. Cursed items are possible as well.

Notes on "Old School" Play

While Microlite74 is designed using tried and true "D20" systems filtered through the Microlite20 rules, 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. This section will give a brief overview of "old school" play.

What is "Old School" Play?

There are two major styles of roleplaying games. The first (and older) style says "Here is the situation. Pretend you are there as your character, what do you want to do?" This style has been superseded over the years with a style that says "Here is the situation. Based on your character's stats, abilities, skills, etc. as listed on his character sheet and your knowledge of the many detailed rules of the game, what is the best way to use your character's skills and abilities and the rules to solve the situation?" Old school play strongly favors the first style and frowns on too much of the second.

Here are some major points where old school play is different:

Heroic, not Superheroic: Old school 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 four-color comic book superhero proud – and at first level yet. Just like in the real world, the more a character improves his abilities, the harder it is to improve them further, while new characters may advance rapidly, the higher their level the more effort and time (and XP) it takes to advance to the next level.

Achievement, not Advancement. Many modern games are often all about what special feats, extra classes and special game mechanics the players wish to obtain for their characters as they increase in level. In old school games, a character's abilities are generally predetermined by his character class, so old school games focus on the things that the characters wish to accomplish in the game world rather than on what game mechanics they want to acquire. Level advancement is often much slower than in modern fantasy RPGs which makes in campaign achievements even more important as a measure of character success.

No Skills: Unlike in 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. Note that you are assumed to be competent with all common activities associated with your class and background. If you need to keep a door open or shut, you might 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.

Limited Magic Items: Modern fantasy RPGs often assume that magic items are easy to buy and/or to create. In most old school campaigns, magic items are relatively rare and hard to create. Only potions and scrolls are generally relatively easy to create or purchase. Other magic items are seldom found for sale (and are very high priced when they are found for sale) and are usually very expensive in money and time to try to create – often requiring rare ingredients that the characters must quest to find. Therefore characters are generally limited to the magic items they find in treasures or take from defeated enemies on adventures.

No Assumption of "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. Don't assume that you can beat every monster that you encounter, running away from monsters too tough to handle can mean the difference between character survival and character death. You can also get creative in how you defeat monsters. Perhaps those goblins you bypassed could be talked into (or tricked into) attacking that giant you know you can't beat, perhaps killing it for you or at least softening it up so your party has a chance of defeating it and living to tell the tale. Also remember that treasure can be turned into XP, even if you can't kill the monsters, perhaps you can still acquire some of their treasure. Part of the skill of playing "old school" style is coming up with creative solutions when a direct attack is likely to fail.

It's Not All About Combat: Many modern fantasy RPGs have made combat the star of the system, combats in these systems are time-consuming and very crunchy with rules for everything. Microlite20 avoids this by having a fast-playing abstract combat system. Microlite74 takes this one step further, combat isn't intended to be the main source of fun in the game. The game is as much about exploration and treasuring finding as it is about combat. Sure, you are going to have to fight things to explore and find treasure, but always remember that combat may not be the best or safest way to handle every situation. Think before you rush into combat. After all, it's not the only way to earn a good pile of experience – and monsters don't have to be killed to be defeated (and get XP for them).

Reality/Common Sense Trumps Rules: Old-school games use loose and simple rules that cover average cases and the GM and players are supposed to apply common sense and their knowledge of how reality works to cover the unusual and edge cases. "Reality/Common Sense" as interpreted by the GM always trumps the written rules if they conflict. For example, a character has a magic weapon and the rules for that weapon say it always causes its target to fall prone if hit. The character hits a gelatinous cube moving down the corridor toward them with the weapon. The rules say that the target should fall and be in a prone position. Reality, however, says otherwise. Gelatinous cubes don't have a top and bottom (so prone penalties make no sense) and a 10 foot cube can't fall when it is moving through a 10 foot corridor. In some modern games, the rules would be applied anyway and the cube would suffer the effects of falling prone no matter how little sense that makes. In an old school game, the GM ignores the rule because it makes no sense in the specific situation.

Forget "Rules Mastery": As some of the above differences have hinted, player skill in "old school" style games isn't about mastering the game rules so you can solve any problem by knowing the right combination of rules from 20 different rule books. Microlite20 is designed to be rules light and Microlite74 tries to stress this even more by encouraging GMs to make rulings on the spot taking into account specific circumstances instead of trying to hunt up special cases in the SRD or a stack of optional rule books. This is faster and helps players immerse themselves in their character and the game world instead of in rule books. GM rulings will be based on specific circumstances and common sense, not just on the written rules and prior rulings. Just because it requires a certain roll to jump one 10 foot pit does not mean all 10 foot wide pits will require the same roll. After all, all sorts of variables can affect the roll (terrain, weather, lighting, pressure to jump quickly, etc.). Players need to remember that these rules are merely a tool for the GM. They are just guidelines for the GM, not something written in stone that the GM must obey. If something herein does not work right in your campaign (or the GM just does not like a rule), the GM is well within his right to change it. Microlite74 is not a game for rules lawyers or for those who believe that the game designer always knows what is best.

No Script Immunity: In most old school games, player characters do not have any form of script immunity. Player characters can die, lose equipment, suffer strange magical effects and other often unpleasant consequences if they are not

careful or are just very unlucky. On the other hand, there are no rules limiting their success. If they take on an adult red dragon as first level characters and miraculously manage to win, there are no rules about level appropriate wealth or level appropriate magic items to interfere with their becoming rich and probably flush with magic items from the dragon's hoard.

Not Mentioned does not mean Prohibited: Many people seem to read RPG rules and come away with the idea that anything not specifically mentioned in the rules as allowed is prohibited. While this really doesn't make much sense given that no set of rules could ever cover everything that characters might attempt to do in an adventure, it seems to be a very common way to view RPG rules. In an old school game like Microlite74, this is specifically not true: the millions of possible activities not mentioned in the rules are not prohibited, they are up to the GM to allow or disallow based on his knowledge of how reality works and how his specific campaign world differs from reality. Unless the rules specifically prohibit some action, players should ask their GM instead of simply assuming it is prohibited because the rules do not mention it.

Styles of "Old School" Play

If you read some "old school" blogs, forums, and web sites, you might get the impression that there is only one "old school" style of play: a style with expendable player characters who spend all their time in dungeons designed in the style of the old "Tomb of Horrors" module where an adventuring party is only one slipup away from death. This style of play is often shown in early modules.

What most people forget is that these early modules were designed for tournament play where the party that lasted longest and made it deepest into the dungeon was the winner. While a few gaming groups did run their regular campaigns like this and enjoy it, most people did not enjoy such games and the GMs who ran them were often referred to as "Killer GMs" (who often found themselves without players). Instead most home campaigns were a mixture of the following four styles – some campaigns stressing one or two styles over the others.

Power-Gaming: Many players start out playing in this style. Most soon get bored with it and add more and more of other styles. A power-gaming campaign is all about character power. Characters are known by their class, level, special items, and amazing powers and deeds. ("I killed the Demon King with my 15th Level Fighter/Magic-User/Druid. It only took two hits from Thor's Hammer to knock him out. Then I cut off his head with my vorpal blade.") There is often a lot of player competition for the most powerful character in campaigns that stress power-gaming. A lot of people look down on this style, but it can be a lot of fun to play a pure power-game in a group of players who all like the style.

Wargaming: This is probably the style old school rules were originally written for. The wargaming style of play is a competition between the player group and the GM. The GM sets up tactical battles, puzzles, and the like and the players solve them for treasure and experience. Fudging die rolls and ignoring rules (either for or against the players) is frowned upon as it detracts from the challenge and fun of the adventure. Characters in pure wargaming campaigns often were expendable and had little personality or goals (beyond staying live and getting rich) as a character with such might be tempted to do things dysfunctional to survival. Published tournament dungeons like Tomb of Horrors could be considered examples of extreme forms of this style. Once the RPG hobby became known outside of the minis and board wargaming community, pure forms of the wargaming style quickly became uncommon.

Role-Playing: A pure role-playing campaign is almost the opposite of a pure wargaming campaign. Player skill, tactics, and rules aren't really important. What is important is the player's character and that character's life in the game. In a pure role-playing campaign, players create the personality of their characters in great detail and players generally have a large emotional investments made in them and do not consider their characters expendable. Players tend to have their characters act within their personalities and within the beliefs

they're supposed to hold – even when doing so is not the best thing to do at the time within the game. The object is to live your character's life in the campaign world. You "win" be having your character achieve his goals, goals which may or may not have anything to do with the game's goals of exploring and accumulating treasure and experience points. The modern computer game *The Sims* is an example of this style of play.

Story-Telling: While all campaigns tell a story after-the-fact (that is, you can tell a story based on the characters actions in the game), in a story-telling campaign, the GM has worked out a story in advance and the player characters are the protagonists. The campaign world usually has a detailed background and back story behind it. Knowing this background may be more important than knowing the rules. Some pure story telling campaigns are little more than single-line railroads where the characters play their almost pre-scripted parts in the story. In other cases, things are more free-form with story flow and events created by interactions between the GM's basic outline of story events and the actions of individual characters during the campaign. Some people consider the more pure forms of story-telling campaigns boring straight-jackets while others love the idea of being a major part of a real story.

These four major styles of play appeared early in the history of role-playing games. They were first mentioned in a general circulation publication in Glenn Blacow's article "Aspects of Adventure Gaming" in *Different Worlds* #10 (the October 1980 issue).

The important thing to take from this section isn't the four styles or their labels (as there are other systems for describing this with their own labels), but the idea that there were many different styles of "old school" play back in the "old school" days – not just the single style stressed in some "old school" blogs, forums, and web sites. Don't let those sites make you believe that you aren't playing old school right if your campaign isn't strongly in the wargaming camp. Most successful campaigns back in "old school" days were a mixture of all four major styles – and a heaping helping of minor styles.

Advice for the New Old School Game Master

If you are comfortable running a rules-light game like standard Microlite20, you'll probably have no trouble running Microlite74 as you have already learned to run a game without having hundreds of pages of rules detailing how to handle every situation that might possibly arise in the game. You've learned to just make a ruling that you think fits the situation and keep the game moving.

Running a Game Without Skills

The greatest change between Microlite20 and Microlite75 is the removal of all character skills. If you are used to just allowing players to just say "I'm searching the room. What do I find?" and make search skill roll or just say "I'll try to persuade the baron to loan us a catapult." and make a persuade skill roll, running without skill rolls is going to require as much change to your thinking as it will to your players' thinking.

First, you need to get your players to tell you what their characters are actually doing in the campaign world, instead of talking in terms of what skill they are using. Then you need to learn to listen to what they say and decide if there description of what they are doing a) would most likely solve the problem, b) wouldn't have a chance of solving the problem, c) might not immediately solve the problem but would provide more info that would help solve the problem, or d) would not definitely solve the problem but has a fair chance of doing so. Only d would require a die roll.

Let's take checking a chest for traps as an example. Get the players to describe in general terms how they are going to check the chest for traps. Note general terms are enough, the idea is to see what the characters are doing, not to require them to describe every single muscle and eye movement they make. Having to "click on one exact pixel on the screen" to succeed is boring and frustrating in a computer game, the verbal equivalent of it is even more frustrating in a tabletop game.

Don't fall into the trap of doing it as it turns players off fast.

Let's say a player says "I'll look the chest quickly over for obvious traps, paying special to the keyhole, clasp, and anything that looks out of the ordinary. I'm not touching it yet."

If the chest had a poison needle near the clasp or some holes for poison gas or needles to shoot out of, this should be enough for the character to notice it without a roll, even if he isn't a Rogue or the like. However, if the chest is set to explode (or shoot daggers out of the opening when opened, such a search is not going to discover the trap – again no matter what the character's class or background as such a trap isn't visible from the outside. If you are feeling generous, you might have a Rogue make roll and if she makes it tell her player that while she doesn't see a trap, something still doesn't seem right about the chest.

If the character had said he was then poking the chest with a pole instead of rushing to open it, he might hear something strange if the chest had the above-mentioned dagger trap. Of course, unless he is a Rogue or has some strange background, chances are he would not associate the noise with a trap, but rather just that there was something loose in the chest. Again, you might give a Rogue a roll, especially an experienced Rogue.

As this example shows, it really isn't hard – unless you choose to make it hard. It's just different. After a few sessions both you and your players will find that it really isn't as hard as it looks.

Some players, however, really want die rolls. Because of previous bad experiences with poor GMs, they just can't trust the GM enough to handle some decisions being made without die rolls. If your players are like this, you can use "skill" rolls as a safety net. The players will still have to describe what their character does to solve the problem just as above. Once the player describes what his character is doing, the GM calls for a class/background based "skill" roll as described in the skills section of these rules. The results are determined by your opinion as GM of the action described and the skill roll. There are basically two situations:

In the first case, you feel that the player has a good plan that should likely succeed. Therefore it will succeed regardless of the result of the roll, but how well it succeeds is determined by the skill roll. A failed skill roll is a minimal success; the character succeeds, but just barely. A successful skill roll means the character's plan succeeds without any major hitches.

In the second case, either the player obviously knows less than his character does about the situation or just comes up with a bad idea that you feel is unlikely to work. You let the skill roll decide the result. A failed roll means the plan fails, while a successful roll means the plan somehow worked after all, but probably not perfectly.

Players who refuse to even try to come up with some type of rational statement about what their character is actually doing but just want to let the skill roll decide automatically fail.

Guidelines Not Rules

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.

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. Most retro-clones have free PDF versions and most have nicely bound printed copies available for a very reasonable price. Retro-clones allow play of an older, out-of-print game system without the trouble and expense of tracking down a copy of an out-of-print game. While no retro-clone is an exact copy of an earlier game, they generally are close to identical in play.

Oe and Retro-Clones

Oe: The Original Game

<http://www.retroroleplaying.com/book/original-dd>

The original Oe booklets and supplements can be found at auction on eBay or RPG Marketplace or at specialists like Noble Knight Games, but they are generally very expensive collectibles. 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.

Original Edition Characters (for Labyrinth Lord)

<http://www.goblinoidgames.com/labyrinthlord.html>

Original Edition Characters is a supplement for *Labyrinth Lord* (see the B/X and Retro-clones section below). It modifies the *Labyrinth Lord* rules to emulate the Oe game.

Microlite74

<http://www.retroroleplaying.com/content/microlite74>

Microlite74 is a restatement of Oe using a very light version of the 3.x rules (*Microlite20*) as a base. You are holding the Standard Version in your hands. *Microlite74 Basic* covers the original Oe boxed set. *Microlite74 Standard* covers the original Oe boxed set and supplements. *Microlite74 Extended* adds a number of house rules and other material the author was using in the late 1970s to overs the original Oe boxed set and supplements. *Microlite74 Companion* volumes add optional rules, detailed spell, monster, and treasure information, and other material which can generally be used with any version of *Microlite74*.

Swords & Wizardry

<http://www.swordsandwizardry.com/>

Swords & Wizardry is an OGL retro-clone of the Oe 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 three versions of this game. One uses just the material from the three LBB and the other two also use selected material from the Oe supplements.

B/X and Retro-Clones

B/X: The Original Game

<http://www.retroroleplaying.com/book/classical-dd>

The original B/X boxed sets and the revised version of this edition, the five box BECMI edition, can be found at auction on eBay or RPG Marketplace or at specialists like Noble Knight Games, as can 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 armor class and separation of races and classes.

Dark Dungeons

<http://darkdungeonsblog.wordpress.com/>

Dark Dungeons is based on the single volume RC version of the BECMI edition from the early 1990s. The rules are fairly close to the original but some changes have been made, especially where setting specific material is concerned.

Labyrinth Lord

<http://www.goblinoidgames.com/labyrinthlord.html>

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.

B/X Companion

<http://bxblackrazor.blogspot.com/2010/07/what-hell-is-bx-companion.html>

The *B/X Companion* is intended to be the mythical 3rd volume designed to complete the work begun with Tom Moldvay's *Basic Rules* and continued in the Dave Cook/Steve Marsh *Expert Rules*, both published in 1981. Both promised a "Companion" volume that would conclude the series. This is an attempt at producing the promised *B/X Companion*. (No free PDF version.)

Companion Expansion

<http://www.lulu.com/product/paperback/companion-expansion/6130494>

This is another attempt at producing the never published "third book" of the B/X version. "Presenting additional creatures and magical items for fantasy roleplaying games for basic- and expert-level players and gamemasters!"

1e and Retro-Clones

1e: The Original Game

<http://www.retroroleplaying.com/book/add-first-edition>

The original 1e rulebooks and adventures can be found at auction on eBay or RPG Marketplace or at specialists like Noble Knight Games – often at good prices if you do not need collectible condition. Also, some excellent third party 1e adventures are available in PDF format. 1e adventures and campaign settings could be converted for use with *Microlite74* or any other early edition/retro-clone without much work.

Advanced Edition Companion (for Labyrinth Lord)

<http://www.goblinoidgames.com/labyrinthlord.html>

The *Advanced Edition Companion* is a supplement for *Labyrinth Lord* (see the B/X and Retro-clones section above). It modifies the *Labyrinth Lord* rules to emulate the 1e game – or at least those parts of it that most players actually used.

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.

2e and Retro-Clones

2e: The Original Game

<http://www.retroroleplaying.com/book/add-2nd-edition>

The original 2e rulebooks and adventures can be found at auction on eBay or RPG Marketplace or at specialists like Noble Knight Games – often at very good prices if you do not need collectible condition. Also, some excellent third party 2e adventures are available in PDF format. 2e adventures and campaign settings could be converted for use with *Microlite74* or any other early edition/retro-clone without much work.

For Gold & Glory

http://feysquare.com/?page_id=3

For Glory & Glory is an attempt to create a close adaption of the

2e rules, or at least those in the three 2e core rulebooks.

Myth & Magic

http://www.newhavengames.com/?page_id=23

Myth & Magic is built from the core 2e rules. It retains the essence of classic fantasy role playing, while advancing the mechanics and providing more options, classes, spells, monsters, and more.

Other Fantasy Games

Adventurer Conqueror King System

<http://www.autarch.co/>

Adventurer Conqueror King takes the end game (ruling a domain) assuming in early editions of the world's most popular fantasy RPG and rebuilds the entire game around it, with special attention to a simple but functional economic system.

Adventures Dark and Deep

<http://www.adventuresdarkanddeep.com/>

This game is not a retro-clone, strictly speaking. Instead, it is an attempt to create an alternate universe version of 2e. 2e as it might have been if it had been written by the author of 0e and 1e.

Age of Shadows

<http://old.enworld.org/CrookedStaffProductions/page24.html>

A free old-school fantasy RPG based on the Openquest (D100 system) rules.

Barbarians of Lemuria

<http://www.1km1kt.net/rpg/barbarians-of-lemuria>

Non-traditional but still old school rules for fantasy games set on the lost continent of Lemuria -- loosely based on Lin Carter's novels. This is link to the free version. There is also a Legendary Edition from Beyond Belief Games.

The Big Brown Book

http://feysquare.com/?page_id=84

The Big Brown Book takes the rules of 0e and gives them a new spin — What would the world's most popular fantasy role playing game look like had it continued its wargame roots?

Castles & Crusades

<http://www.trolllord.com/cnc/index.html>

Castles & Crusades is 1e reimaged using 3e rules. It's fairly compatible with adventures from all editions of the world's most popular fantasy RPG through 3.5.

Dangers and Dweomers

<http://artikid.altervista.org/?id=Games&detail=Dangers%20and%20dweomers>

Dangers and Dweomers is the designer's personal take on early editions: "As much as possible I streamlined the S&W system, filling what I found as gaps with material from the BFRPG and the SRD."

Dark Passages

<http://www3.telus.net/public/uncouths/Passages.pdf>

Dark Passages is a modernized and re-organized take on the 0e/1e era of rules.

Dragons at Dawn

<http://stores.lulu.com/boggswood>

This game is an attempt to recreate the rules of the original Blackmoor campaign from the early 1970s. "*Dragons at Dawn* is a retro tribute to the very first fantasy gaming system pioneered by Dave Arneson, the man who later went on to co-author the world's most popular roleplaying game. The result of years of careful historical research, *Dragons at Dawn* is entirely consistent with Arneson's original, largely forgotten methods of play developed roughly in the period 1970-1973." (No Free PDF version.)

Epées & Sorcellerie

<http://www.lulu.com/product/file-download/ep%C3%A9es-sorcellerie-%28english-translation%29/16178887>

Epées & Sorcellerie is a French RPG strongly inspired by 0e. An English translation is available.

Errant

<http://errantgame.blogspot.com/p/errant-rpg.html>

Errant RPG is a retro-clone that captures the basic play style of the classic game while introducing a variety of modern innovations to improve play.

Fire & Sword

<http://basicroleplaying.com/downloads.php?do=cat&id=12>

Fire & Sword was created by Raymond Turney, a co-creator of *RuneQuest*, and *Fire and Sword* is his evolution of the system. It thus has much in common with *BRP*, but contains many new interesting mechanisms.

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.)

Lamentations of the Flame Princess

<http://lotfp.blogspot.com/>

Lamentations of the Flame Princess is a 0e-like rules system with a stress on "weird fantasy." (Free PDF version of the "Grindhouse" rules available.)

Legends of the Ancient World

<http://www.darkcitygames.com/display.php?series=law>

Legends of the Ancient World is a rules-light clone of Megagaming's *The Fantasy Trip* -- complete in seven pages. The game is a free PDF, but the publisher sells solitaire adventures for it similar to the ones Megagaming produced for TFT.

Mazes & Minotaurs

<http://mazesandminotaurs.free.fr/>

Mazes & Minotaurs answers the question of what might 0e and 1e look like if their designers had been interested in classical Greek fantasy rather than medieval fantasy. There are two versions of the game available: Original and Revised.

Old School Hack

<http://www.oldschoolhack.net/>

Sort of the old Red Box version reimaged through a somewhat new school lens. It's not really an old school game but it not really not an old school game either.

Pars Fortuna

<http://matt-landofnod.blogspot.com/p/pars-fortuna.html>

What if you took the *Swords and Wizardry* rules and threw out all the standard races, classes, spells, monsters and magic items and replace them with ones generated randomly via sites like Chaotic Shiny, Seventh Sanctum or Abulafia? You get *Pars Fortuna*. (No free PDF version, although a free basic version is available.)

Siege Perilous

<http://oldguyrpg.blogspot.com/2009/09/siege-perilous-ultima-rpg-playtest.html>

Siege Perilous is a 0e variant designed to emulate the first three games of a very popular computer roleplaying game from the early 1980s.

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, although a free basic version PDF is available.)

Tombs & Terrors

<http://beyondbeliefgames.files.wordpress.com/2010/12/cq-tt1.pdf>

Tombs & Terrors is an unashamedly familiar role playing game of delving into subterranean crypts and looting the treasure -- compatible with sourcebooks and supplements that you already have.

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 jeweled kingdoms of your own world beneath your sandals!

Other Games

Mutant Future

<http://www.goblinoidgames.com/mutantfuture.html>

Mutant Future is a nuclear post-apocalyptic science fantasy game. It is created in the style of similar RPGs from the late 70s, but built around the core *Labyrinth Lord* rules so that these two games are fully compatible.

Stars Without Number

http://rpg.drivethrustuff.com/product_info.php?products_id=86467

Stars Without Number is a retro science fiction role playing game influenced by the Old School Renaissance and partially inspired by the great fantasy role-playing game editions written by Tom Moldvay and Frank Mentzer.

Weird West

http://rpg.drivethrustuff.com/product_info.php?products_id=91122&affiliate_id=163285

Weird West is a fast playing adventure roleplaying game with a very small set of rules for weird western worlds of cowboys, kung-fu, magic and otherworldly malevolence.

Adventures and Settings

There are a large number of adventures and campaign settings available for TSR editions of the world's most popular fantasy RPG. Playing copies of most of original adventures from TSR can be found on eBay for very low prices. TSR era adventures can be used with any pre-WOTC edition or retroclone with only very minor conversion.

There are also a large number of free and low cost adventures available in PDF format on the web. A good play to start looking for free adventures is on the Dragonsfoot forum web site (see the link under Old School Internet Resources below.

The best settings and adventures, however, are those you create yourself for your campaign. They don't need to be nearly as elaborate as those produced for use by others, let alone as fancy as those written for professional publication. Many 0e GM adventure location keys (including those of the game's original designers) were nothing but room/location numbers with something like "8 hobgoblins, leader has 20gp, trapdoor in floor hides skeleton with silver dagger (animates if dagger touched)" or "Small village, 27 families, 10 orc slaves, Headman: Mongar the Brown (Ftr 4th lvl, +1 sword) Mongar's wife, Rose is a 3rd lvl Cleric of Odin)." You can do that.

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/forum/>

Blog: <http://blog.retroroleplaying.com/>

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>

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Microlite74 Standard
Version 3.0 (October 1, 2011)

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*Microlite74 is dedicated to the memory of those who gave us the
first roleplaying games and campaigns:
Dave Arneson, E. Gary Gygax, David Hargrave, Bob Bledsaw*

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Microlite74 Standard

Microlite74 games are trimmed-down miniature versions of the Primary Fantasy SRD rules designed to be quick and easy to play, especially when compared to modern incarnations of the game. The goal of *Microlite74* games is to recreate the style and feel of that very first ("0e") fantasy roleplaying game published back in 1974 without giving up all of the clearer mechanics of modern D20-based versions.

The *Microlite74 Standard* rules are based on three little booklets found in the boxed set of the 1974 original edition of the world's most popular tabletop fantasy roleplaying game plus rules from the four supplements and official material published in magazine articles. The rules are not intended to be a clone of the 0e rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules. *Microlite74 Standard* is a version of the third edition of the original *Microlite74* rules and includes material originally published in the *Microlite74* supplement *Wary's Grimoire*.

Other Versions include *Microlite74 Basic* and *Microlite74 Extended*. *Microlite74 Basic* rules are complete but basic: There are only three classes (Fighter, Magic-User, and Cleric). Spells are limited and levels top out at 12 to 14. *Microlite74 Extended* includes all the material in the standard version extended with a number of house rules the author used in his 0e campaigns starting in the late 1970s. *Microlite74 Companion* volumes add even more options to the game.

These rules assume that the GM understands the basic concepts of roleplaying games, but provides information for both the GM and the players on the various "old school" styles of play. *Microlite74* games can easily use adventures and material from early editions of the world's most popular tabletop fantasy roleplaying game or modern clones.

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Microlite74

Extended Edition

Version 3.0 (Condensed Type Edition)

OGC20 Rules for Tabletop Fantasy Roleplaying Campaigns with Old School (0e) Flare



Microlite74 Extended

Version 3.0 (October 1, 2011)

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*Microlite74 is dedicated to the memory of those who gave us the first roleplaying games and
campaigns:*

Dave Arneson, E. Gary Gygax, David Hargrave, Bob Bledsaw

Microlite74 Extended, 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* games, however, is to recreate the style and feel of that very first ("0e") fantasy roleplaying game published back in 1974.

The *Microlite74 Extended* rules are based on three little booklets found in the boxed set of the 1974 0e edition, the four 0e supplements, material from the publisher's official magazine and third party products of the time and the author's house rules from the late 1970s. The rules are not intended to be a clone of the 0e rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules. *Microlite74 Extended* is based on the third edition of the original *Microlite74* rules and was originally called *Microlite75*.

These rules assume a basic familiarity with tabletop role-playing games in general and with the basic principles of "D20" based rules. If you are completely new to tabletop role-playing games, you will want to start by playing with someone who is familiar with how they work.

The Rules

Stats

There are 4 stats: Strength (STR), Dexterity (DEX), Mind (MIND), and Charisma (CHA).

Roll 3d6, total the 3 dice, and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/3, round toward zero.

Races

Humans get +1 to any 2 stats. Experience base modifier of +0. *Special Abilities*: none

Dwarves get +2 to STR. Experience base modifier of +5. *Special Abilities*: +4 to any save vs. a magical effect; 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 get +2 to MIND. Experience base modifier of +7. *Special Abilities*: Can use elf-made magic armor and magic weapons even as a magic-user/illusionist; +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.

Gnomes get +1 to STR and DEX. Experience base modifier of +4. *Special Abilities*: +4 to any save vs. poison; note slanting passages, unsafe walls, ceilings, or floors 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.

Half-Elves get +2 to CHA. Experience base modifier of +5. *Special Abilities*: Can use elf-made magic armor and magic weapons even as a magic-user/illusionist; 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.

Half-Orcs get +2 to STR and DEX and get -2 to CHA. Experience base modifier of +4. *Special Abilities*: +1 to hit with light or medium weapons; thick hide gives +1 to armor; speak languages of orcs, goblins, hobgoblins, and gnolls.

Halflings get +2 to DEX. Experience base modifier of +3. *Special Abilities*: +4 to any save vs. a magical effect; +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

Classes are divided into three groups: Fighting Classes (those who have a lot of training in combat), Arcane Classes (those who focus most of their training in magic), and Specialist Classes (whose training is focused on things other than combat or magic). Characters normally begin at Level 1 (unless directed otherwise by the GM).

Standard Classes

The standard classes are Fighter, Ranger, Paladin, Magic-User, Illusionist, Cleric, Druid, and Thief. They are common to most campaigns and may be used unless your GM says otherwise.

Fighters (Fighting Class) can wear any kind of armor, can use any weapon and may use shields. *Physical Combat Bonus* is level/2, round up. *Magical Combat Bonus* is level/4, round up. Experience Base is 20. Class Saving Throw Bonus is +4. They add +2 to FORT saves. They add +1 to all attack and damage rolls. This increases by +1 at 4th level and every four levels thereafter. After a fighter kills an opponent in melee combat, he may immediately make another attack against any still-standing foe in range. The maximum number of attacks he can make in one round is equal to his level.

Rangers (Fighting Class) can wear light or medium armor, may use shields, and can use any weapon. *Physical Combat Bonus* is level/2, round up. *Magical Combat Bonus* is level/4, round up. Experience Base is 25. Class Saving Throw Bonus is +2. They add +1 to FORT and REF saves. They add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels thereafter. They are expert at wilderness tracking and survival and good at moving quietly and hiding in cover in the wilderness.

Paladins (Fighting Class) can wear any armor, may use shields, and can use any weapon. *Physical Combat Bonus* is level/2, round up. *Magical Combat Bonus* is level/4, round up. Experience Base is 25. Class Saving Throw Bonus is +3. They add +1 to FORT and PRE saves. They add +1 to all attack, damage and saving rolls. This increases by +1 at 5th level and every five levels thereafter. Paladins are immune to disease, detect evil within 60 feet by concentrating, and heal 1 BP per class level per day by laying on hands. Paladins must be true to the tenets of the religion or philosophy they follow to gain experience.

Magic-Users (Arcane Class) wear no armor and can only use daggers, slings or staves as weapons. *Physical Combat Bonus* is level/4, round up. *Magical Combat Bonus* is level/2, round up. Experience Base is 30. Class Saving Throw Bonus is +1. They add +2 to WIL saves. They cast arcane spells and have the Minor Magic and Arcane Blast special abilities.

Illusionists (Arcane Class) wear no armor and can only use daggers, slings or staves as weapons. *Physical Combat Bonus* is level/4, round up. *Magical Combat Bonus* is level/2, round up. Experience Base is 30. Class Saving Throw Bonus is +1. They add +1 to WIL and PRE saves. They cast illusionist spells and have the Minor Magic and Arcane Blast special abilities.

Clerics (Specialist Class) can wear light or medium armor and use shields, but cannot use edged weapons, bows, or crossbows. *Physical Combat Bonus* is level/3, round up. *Magical Combat Bonus* is level/2, round up. Experience Base is 20. Class Saving Throw Bonus is +2. They add +1 to FORT and WIL saves. They cast divine spells and have the Turn Undead and Smite special Abilities.

Druids (Specialist Class) can wear light or medium armor and use shields and can use any light weapon. *Physical Combat Bonus* is level/3, round up. *Magical Combat Bonus* is level/2, round up. Experience Base is 25. Class Saving Throw Bonus is +1. They add +1 to WIL and PRE saves. Druids can cast druid spells, have immunity to woodland fey, the ability to Pass

Without Trace at 3rd Level, and can shape shift to a small/medium animal up to 3 times per day at 7th Level. When shape shifting back to their original form, the Druid can heal 2 HP per level of damage. They are good at wilderness survival.

Thieves (Specialist Class) can wear light armor, use shields, and use any light or medium weapon. *Physical Combat Bonus* is level/3, round up. *Magical Combat Bonus* is level/3, round up. Experience Base is 20. Class Saving Throw Bonus is +3. They add +2 to REF saves. They have the Sneak Attack special ability which adds the Thief's class level to the damage of his first attack, if he successfully sneaks up on a foe. They can use a spell from an arcane scroll successfully on a roll of 1d20 + MIND bonus + Magical Combat Bonus versus a DC of 10 + (2 x spell level). Spell fades as if used on failure and backfires on a natural roll of the spell level or less. Thieves are experts at urban survival as well as picking pockets, hiding, sneaking, and other tasks associated with theft.

Optional Classes

The following classes are optional as they will not fit well in many campaigns. They may only be used in a campaign with GM approval.

Assassins (Specialist Class) can wear light armor, use shields, and use any light or medium weapon. *Physical Combat Bonus* is level/3, round up. *Magical Combat Bonus* is level/4, round up. Experience Base is 20. Class Saving Throw Bonus is +2. They add +1 to FORT and REF saves. Assassins are experts at disguise, hiding, sneaking, and spying. Assassins automatically hit (and add their class level to the damage of that hit) with their first attack when attacking from a prearranged (and unsuspected) ambush.

Barbarians (Fighting Class) can wear light or medium armor, may use shields, and can use any weapon. *Physical Combat Bonus* is level/2, rounded up. *Magical Combat Bonus* is level/4, rounded up. Experience Base is 30. Class Saving Throw Bonus is +3. They add +2 to FORT saves. They add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels thereafter. They are expert at wilderness survival and good at moving quietly and hiding in cover in the wilderness.

Barbarians may go into a berserker rage when in combat. During a berserker rage, they always attack 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 berserker barbarian must make a WIL save (-2 for every opponent still standing). Each round the barbarian is berserker costs him 2 hp, subtracted immediately after the berserker rage ends.

Bards (Specialist Class) can wear light armor, use shields, and use any light or medium weapon. *Physical Combat Bonus* is level/3, rounded up. *Magical Combat Bonus* is level/2, rounded up. Experience Base is 25. Class Saving Throw Bonus is +1. They add +2 to PRE saves. A Bard's musical abilities allow him to play songs with the effect of Druid or Illusionist spells (starting at 6th level as if he were 5 levels lower in the chosen class), can counter sound-based effects within a 30 foot radius, and Charm Person or Remove Fear once per day (plus one additional time per day at 5th level and every five levels thereafter).

Monks (a Fighting Class also known as **Martial Artists**) cannot wear armor or use shields. While they can use light weapons, they are most effective with their bare hands and feet. *Physical Combat Bonus* is level/2, round up. *Magical Combat Bonus* is level/4, round up. Experience Base is 25. Class Saving Throw Bonus is +2. They add +2 to REF saves. They add +1 to all attack and damage rolls in unarmed combat. This increases by +1 at 4th level and every four levels thereafter. They cause 1d8 + STR bonus + class level/2 (round up) damage in unarmed combat. So long as they are able to move at all their armor class is 11 + class level/2 (round up) + one per point DEX is over 14. They are good at moving quietly and hiding in cover.

Mystics (Arcane Class) wear no armor and can only use

daggers, slings or staves as weapons. *Physical Combat Bonus* is level/4, round up. *Magical Combat Bonus* is level/2, round up. Experience Base is 30. Class Saving Throw Bonus is +1. They add +2 to PRE saves. They cast spells from any Microlite74 spell list as rituals and have the Minor Magic and Smite special abilities.

Sorcerers (Specialist Class) can wear light or medium armor, may use shields, and can use any light or medium weapons. *Physical Combat Bonus* is level/3, rounded up. *Magical Combat Bonus* is level/2, rounded up. Experience Base is 30. Class Saving Throw Bonus is +1. They add +1 to FORT and WIL saves. They can cast arcane spells as rituals and have the Minor Magic special ability.

Warlords (Fighting Class) can wear any kind of armor, can use all weapons and may use shields. *Physical Combat Bonus* is level/2, rounded up. *Magical Combat Bonus* is level/4, rounded up. Experience Base is 25. Class Saving Throw Bonus is +2. They add +1 to FORT and PRE saves. They add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels thereafter. When leading a group of hirelings under their command, the hirelings subtract the Warlord's fighter bonus in any morale checks and add one-half the Warlord's fighter bonus (round up) to their attack and damage rolls. Warlords are expert at riding and at small unit tactics.

Class Special Abilities

Some classes have special abilities which cannot easily be explained in a sentence. These named special abilities are described in this section.

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.

Turn Undead - Clerics can Turn Undead. Roll 1d20 + CHA Bonus + level versus a DC of 10 + twice the Hit Dice of the undead. One undead flees per point over the roll needed. Turning Undead costs HP equal to the number of hit dice possessed by the highest HD undead the cleric is attempting to turn.

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 2 HP before making the attack roll will allow hitting monsters that require magical weapons to hit.

Magic-User Special Abilities: All Magic-Users and Illusionists have the following special abilities. All require the use of a special wand hand-made by the magic-user (see Implements in Magic rules section).

Arcane Blast - A Magic-User can shoot a 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 and does 1d4 damage if it hits. No saving throw is allowed. 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. Basically, any everyday thing someone could do mundanely, a magic-user or illusionist can do with minor magic. Attempting something the GM considers abusive fails and causes the magic-users wand to explode (doing 1d6 backfire damage to the magic-user unless a WIL save is made). 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 wand 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-users coin purse to a merchant's hand. Open a cabinet. Mix drinks. Dress/undress.

Background

Characters may select, with the approval of the GM, a one or two-word background that represents a broad base of skills and knowledge, e.g. Farmer, Merchant, Desert Nomad, Noble, Shaman, Templar, Thyatian Mercenary, Ritualist, etc. Backgrounds need not be related to the PCs class, e.g. a player who creates a deeply religious fighter skilled in the arts of vision interpretation, divination and oration might pick 'Prophet' as a background. Backgrounds may not duplicate a class.

The GM will consider the character's background just as he would the character's class when deciding if a character will succeed with an action. For example, a character with an "Engineer" background should have a much better chance of damming a creek or building a bridge over it than a character with a "Courtier" background.

Skills

There are no specific skills in Microlite75. 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, taking into account the characters' classes and backgrounds. If the GM decides a random success chance is truly needed he may resolve the situation with a roll of his choice or he may call for one of the following rolls:

Primary Skill Roll: 1d20 + Stat Bonus + Class Level if the character is attempting something directly related to their class or background.

Secondary Skill Roll: 1d20 + Stat Bonus + (Class Level/2, round up) if the character is attempting something only loosely related to their class or background.

Minor Skill Roll: 1d20 + Stat Bonus + (Class Level/3, round down) if the character is attempting something not really related to their class or background.

When the GM calls for a skill roll, he will declare the type of skill roll, which stat the skill roll falls under, and any situational modifiers and the player will make a skill roll. (The GM should make the roll in secret if seeing the result would give the player more information than his character should have.)

Roll higher than the GM assigned Difficulty Class to succeed. Unless the GM rules otherwise, a natural roll of 20 always succeeds for a Primary Skill Roll. Suggested Difficulty Classes: Easy - 8, Normal - 12, Difficult - 16, Hard - 20, Very Hard - 24, Legendary - 28, Unbelievable - 32.

Certain classes (Thieves and Rangers, for example) have abilities that members of those classes are good at -- or even expert at. The GM must be sure to take such strong abilities into consideration when deciding success or failure of a related action.

Basic Adventuring Skills: Unless a player specifies otherwise about a character at character creation, all characters are assumed to have basic practical adventuring skills such as maintaining weapons and armor, riding a horse, setting up a camp, swimming, climbing, cooking, first aid, etc., and have a rough idea of the value of common coins, trade goods, gems, and jewels. Success should simply be assumed unless there are unusual conditions.

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

When subject to an unusual or magical attack, characters generally get a saving throw to avoid or reduce the effect. To make a saving throw, roll 1d20, add modifiers based on the type of saving throw (and any circumstantial modifiers set by the GM). A natural roll of 1 automatically fails. A natural roll of 20 automatically succeeds. Otherwise, the saving throw is

successful if the total of the roll and modifiers is 20 or greater. Standard Modifiers are the total character's Class Saving Throw Bonus, the character's Level/2 (round down), and a Stat/Class bonus based on the type of saving throw.

Types of Saving Throws: There are four types of saving rolls: Fortitude (FORT), Reflex (REF), Will (WIL), and Presence (PRE).

Fortitude: These saves measure ability to stand up to physical punishment or attacks against vitality and health. Add STR bonus to Fortitude saving throws. *Reflex:* These saves test ability to dodge area attacks. Add DEX bonus to Reflex saving throws. *Will:* These saves reflect resistance to mental influence and many magical effects. Add MIND bonus to Will saving throws. *Presence:* These saves reflect resistance to fear, awe, and some "social" effects. Add CHA bonus to Presence saving throws.

Alignment

Basic Alignment: There are three basic alignments: Light, Dark, and Neutral. Only intelligent beings have alignment and the vast majority of those tend to be neutral. Player Characters should select an alignment for their characters.

Light: Light aligned characters try to avoid unnecessary harm to others by their actions or inaction. They often put the good of society/everyone over the immediate good of themselves and their friends. They are usually willing to help others/society even if doing so is somewhat inconvenient. If given power over others, they tend to use it for the good of all.

Dark: Dark aligned characters only care about themselves and those who are currently useful to them. While they may not go out of their way to harm others, they do not care if others are harmed as long as they succeed at their personal goals. They are generally only willing to help others/society if they get something they want or need out of it. If given power over others they tend to abuse it and use it mainly to help themselves.

Neutral: Neutral characters tend to put themselves and their friends first, but will generally not allow others to come to unnecessary harm or inconvenience in order to succeed. They are willing to help others/society so long as doing so is not inconvenient. If given power over others, they tend to use it for good, but they and their friends come first.

Virtues and Vices (Optional): As in real life, each character has virtues (admirable character traits) and vices (not so admirable character traits). Players select six traits from the lists below before play starts. Neutral characters must select three from each list. Light aligned characters must select at least one (but no more than two) vices. Dark aligned characters must select at least one (but no more than two) virtues. Players can select virtues and vices not on the list with GM approval.

| Virtues | Vices |
|---------------|---------------|
| Academic | Arrogant |
| Austere | Bigoted |
| Bold | Capricious |
| Cheerful | Cowardly |
| Compassionate | Egoistical |
| Courageous | Fearful |
| Daring | Hateful |
| Determined | Hidebound |
| Fair | Impulsive |
| Faithful | Insensitive |
| Friendly | Lazy |
| Generous | Manipulative |
| Gregarious | Miserly |
| Honest | Petty |
| Hopeful | Power Hungry |
| Industrious | Rude |
| Just | Self-Centered |
| Kind | Spendthrift |
| Patriotic | Stubborn |
| Thoughtful | Thoughtless |
| Thrifty | Vengeful |

Magic

Magic-using characters can cast any spell from their respective spell list with a spell level equal or below 1/2 their class level, rounded up. A Magic-User or Illusionist starts with Read Magic and 1d2 additional first level spells in his spell book (which must be approved by the GM) and can add more spells by finding (or buying) them on scrolls or books and copying them into his spell book. A Magic-User or Illusionist can memorize up to Level + MIND bonus spells and these spells can be directly cast (others spells may be cast via a casting ritual). A Magic-User or Illusionist requires his spell book and 1 hour of time to change the spells he has memorized. Clerics and Druids 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).

Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character.

Casting Cost: Direct casting a spell of any kind costs Hit Points. The cost is 1 + double the level of the spell being cast if the spell is cast with an implement and 1 + triple the level of the spell being cast if the spell is cast without an implement:

| Spell Level | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---------------------------|---|---|----|----|----|----|----|----|----|
| HP Cost with Implement | 3 | 5 | 7 | 9 | 11 | 13 | 15 | 17 | 19 |
| HP Cost without Implement | 4 | 7 | 10 | 13 | 16 | 19 | 22 | 25 | 28 |

Although there are ways to reduce the cost of casting spells, the casting cost cannot be reduced below 2 Hit Points.

Spell Difficulty Class: For purposes of things like dispelling, the Difficulty Class (DC) for all spells is: 10 + Caster Level + Caster's MIND bonus

Signature Spells: 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 Magic-Users and Illusionists, signature spells are always in memory and do not count against the number of spells a caster can memorize.

Implement Use: Spells cast through an implement (a wand or staff for a Magic-User, Illusionist or other arcane caster, a holy symbol for a cleric, druid, or other divine caster) cost less to use. The implement must either be a magic item or be made by the caster (12 hours, wood, and carving tools needed). The implement must be undamaged and in the caster's hand at the time the spell is cast.

Combat Casting: In combat, if a character is hit and takes damage (or other effect that could interfere with spell casting like paralysis) before casting a spell, the spell fizzles. This costs the caster 1 HP per level of the spell he was attempting to cast and the caster loses his action for the round.

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 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. Some special rituals may require the sacrifice of intelligent beings. The sacrifice of intelligent beings is normally against the law in civilized societies.

Hit Points and Healing

Hit Points (HP): Hit Points for Fighting Classes equal STR + 1d8 per Level. Hit Points for other classes equal STR + 1d6 per level. If Hit Points reach 0, the character is unconscious and begins to take severe physical injury. Further damage, including any remaining points of damage the attack that reduced hit points to zero, directly reduces Body Points. Hit Points represent stamina, luck, minor cuts and scrapes, etc. Optional: To avoid confusion, "Hit Points" may be renamed "Fatigue Points."

Body Points (BP): All characters have 20 Body Points. If Body Points reach 0, the character is dead. Each two points of body damage a character has suffered gives a -1 to all attack, success, saving, and similar rolls (also to strike speed). *Option:* Body Points for Fighting Classes equal 20 + (Level/2) (round down, maximum 30). Body Points for Arcane Classes equal 20 - (Level/2) (round up, minimum 10). This has fighting classes slowly becoming tougher while arcane classes lose physical conditioning as they become more magically powerful.

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 50% Body Point damage (up to 10 points of BP damage if base 20 BP is used) 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 50% of Body Point damaged (11 or more points of BP damage if base 20 BP is used) does anything other than rest quietly in bed during a day, he has a 50% chance of losing an additional body point.

Bleeding (optional): A character who has been reduced to 0 hit points by weapon or other trauma-related damage will eventually bleed out and die if their wounds are not bound. A bleeding character must make a FORT Save every minute or suffer one body point of additional damage. Binding wounds takes 1 minute per point of body damage taken, but no further bleeding rolls are needed (including while the wounds are being bound). Any healing spell cast on a bleeding character will effectively stop the bleeding.

Healing Magic (Optional): Healing magic is not instantaneous, 1 body 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 in 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. This option is not recommended.

Combat

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. If attacking from an undetected ambush, the ambush victims are surprised on a roll of 1-4. A side cannot be surprised if it is aware of the other.

Combat Stance: Any character able to act may select a combat stance. Any character who has not announced their combat stance before initiative is rolled automatically selects "Standard." Combat Stances (and their effects) are *Full Defense*

(Attack: no attack possible; AC: +2 bonus, +4 bonus with shield, +6 bonus with large shield; Strike: -5), *Active Defense* (Attack: -2 penalty; AC: +1 bonus, +2 with shield; Strike: -2), *Standard* (Attack: Normal; AC: Normal; Strike: normal), *Active Attack* (Attack: +1 bonus; AC: -1 penalty; Strike: +1), and *Full Attack* (Attack: +2 bonus; AC: -2 penalty; Strike: +2). Spell casters casting a spell cannot select the Full Defense or Active Defense Stance. The Stance Strike modifier is optional.

Initiative: Roll 1d20 for initiative for each side. The side with the higher roll gets a +5 to strike speed for the round. Spell casters casting a spell must declare the spell being cast and its target before initiative is rolled.

Actions: Combat is very abstract. Each combat round lasts a minute and includes a lot of jockeying for position, feints, etc. The "hit roll" determines if any damaging blows were delivered during the round. Everyone can do one thing each round; move, attack, cast a spell, etc. The GM may choose to allow some combined actions, like a charge attack, to be one thing. A 5-foot step/shift, drawing a weapon, speaking or similar activities are "free" and do not count as an action.

Strike Speed: Characters and monsters act in order of their strike speed from high to low. Base Strike Speed is determined by their action type in the table below. Characters/Monster add +5 to the Base Strike Speed if their side has initiative. Fighting Classes add their Fighter attack bonus. Monsters add one-half their hit dice, rounded down if the GM classes them as fighters. (Ties in Strike Speed are resolved by Character Level/Monster Hit Dice, with the higher acting first.) The Strike modifier from a character's combat stance is added if the GM use this option.

| SS | Weapon/Attack Action |
|----|---------------------------|
| 1 | Read Scroll |
| 2 | Cast Spell |
| 3 | Short Length Weapon |
| 4 | Medium Length Weapon |
| 5 | Long Weapon |
| 6 | Very Long Weapon |
| 7 | Pole Arms |
| 8 | Missile Fire/Arcane Blast |
| 9 | Breath Weapon |
| 10 | Glance |

Attack Rolls: Add attack bonus to d20 roll. A natural roll equal to or less the target's Natural Defense (which is 1 unless otherwise stated in the monster description) always misses, otherwise if the result is higher than your opponent's Armor Class (AC), it's a hit.

Melee attack bonus = STR bonus + Physical Combat Bonus
 Missile attack bonus = DEX bonus + Physical Combat Bonus
 Magic attack bonus = MIND bonus + Magical Combat Bonus

Armor Class (AC) = 10 + DEX bonus + Armor bonus. Basic Armor Bonuses: Light Armor (e.g. leather) +2, Medium Armor (e.g. Chainmail) +4, Heavy Armor (e.g. Plate) +6; a shield adds +1; a large shield adds +2. *Option:* Armor bonus is as listed in parenthesis for the armor type on the equipment table.

A natural 20 that would otherwise hit is automatically a critical hit 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.

Fighting classes can use DEX bonus + Physical Combat Bonus as Melee attack bonus instead if wielding a light weapon. Fighting classes 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.

Range Penalties: If the target is relatively close, there is no penalty to hit for range. If it's mid-range for the weapon you're using, 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. *Optional:* If exact distances are known, penalty is -1 per range increment after the first as listed on the equipment table.

Minimum Strength (optional): Characters wielding weapons who lack the minimum strength needed for the weapon as listed on the equipment table are at -1 to hit for each point their STR is below the listed MinSTR.

Cover: Characters behind an object gain +2 to +10 to their AC against ranged attacks, depending on the extent of the cover (light cover = +2 to nearly complete = +10). In some situations, the GM may allow half this AC bonus to apply to saves.

Damage: Light weapons do 1d4 damage. Medium weapons do 1d6 damage. Heavy weapons do 1d8 damage. Add STR bonus and any class damage bonus to Melee damage (x2 for two-handed weapons). *Option:* Weapons do the damage listed for the specific weapon (in parenthesis) on the equipment table.

Shield Special: A character with a shield may choose to have it completely absorb all the damage from any attack (including a critical hit). A non-magical shield shatters when it does so. A magical shield permanently loses one point of its magical AC bonus when it does so, becoming a non-magical shield if its magical AC bonus is reduced to zero.

Special Combat Situations:

Opportunity Attacks: 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 – this attack is in addition to their normal attack for the round. If the attack is successful, the opponents takes damage and can move no further that round.

Ranged Attack into Melee: Shooting or throwing into a crowded melee is not a good idea: there is a 50% chance you'll hit a friend instead of an opponent. Fighting classes may take -4 to hit to avoid hitting a friend.

Dodge: A character who is not making an Active or Full Attack may forgo his next attack at any time and dodge out of the way. Roll 1d20 + DEX bonus + Physical Combat Bonus (PCB). The total is the character's effective AC until his next attack. If it's lower than his real AC, well, the character zipped when he should've zagged. The GM may modify the roll by +2 or -2 (or more) to reflect the terrain and cover of the area.

Aid Another: A character who can make a melee attack on an opponent engaging an ally in melee combat can help that character attack or defend by distracting or interfering with an opponent. Make an attack roll against AC 10. If successful, the ally gains either a +2 (Fighter Bonus +1 for fighting classes) bonus on his next attack roll against that opponent or a +2 (Fighter Bonus +1 for fighting classes) bonus to AC against that opponent's next attack (aiding character's choice), as long as that attack comes before the beginning of the aiding character's next turn. Multiple characters can aid the same ally.

Grapple: A character can make a grapple attack on an adjacent target. A successful attack roll means they are then grappled with their target. When grappled, both the attacker and the defender's AC becomes 10 and neither can make move actions. When grappled, the defender can't make normal actions and must make opposed rolls (1d20 + PCB) against the attacker to attempt to break free. As long as the defender is grappled the attacker can make automatic unarmed attacks on the defender.

Knockout Blow: A character can attempt an armed melee attack against an adjacent creature to stun them. On a successful hit the target is stunned one minute for every point the attacker rolled higher than their defense. Rogues add their level in minutes to this time.

Combat Tricks/Stunts: Declare what the trick/stunt attack is going to do. It could be anything from knocking a weapon from your opponent's hand to blowing his hat off or extinguishing a

lantern. Other possibilities could be stapling the target to the wall through his clothing with a thrown weapon, tying him up with a bola, tripping him and so on.

The attack roll is made at -8 (-6 for fighting classes). If the roll is successful and the target is alive and aware of the attack, the target makes a defense roll (a normal attack roll) against a DC equal to the adjusted attack roll (with the to hit penalty). If the defense roll fails, the target suffers the exact effect described. If the defense roll succeeds, then the attack is treated as a normal attack against the target's AC (with the penalty), which may result in normal damage. *Option:* The defense roll is automatically failed if the target has a combat stance of Active Attack or Full Attack.

Against an inanimate object, if the attack roll (with the penalty) is successful, the stunt works. No defense roll is needed.

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. Monsters are assigned a Morale Rating (from 2 to 12, with 2 being a complete coward and 12 being totally fearless) to help the GM make these decisions. If the GM wishes, he may simply roll 2d6 and have the monsters break off combat if the number rolled is greater than the monster's Morale Rating.

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. 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.

Group Initiative (Optional): Each side rolls a d20 (reroll ties). High roll wins initiative. Strike Speed rules are not used. The combat order changes to the following: 1) Side that lost initiative declares actions. 2) Side that won initiative declares actions. 3) Side that won initiative acts. 4) Side that lost initiative acts. 5) Any bookkeeping is done.

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 armor 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 armor 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.

Hireling Morale (Optional): Bearers have a base Morale Rating (MR) of 4. Green Men-At-Arms have a base MR of 7. Veteran

Men-At-Arms have a base MR of 9. Base MR is modified by how well the hirelings are treated: -4 for bad treatment, -2 for poor treatment, +1 for good treatment, and +2 for exceptional treatment; and by the CHA bonus of the person paying the hireling. A hireling's MR may also be used to determine how loyal the hireling is to the PCs in cases of attempted bribery and the like.

Monsters

See the Microlite74 Monster List or use the monster descriptions in any Oe game (substituting d8 for hit dice if needed). To create new monsters quickly: Pick a name, assign a level, hit dice = level, hit points = 1d8 per level, Save DC = 19 – level (minimum 3), all attack bonuses = level, damage = 1d8 for ordinary claws, bites, and weapons, 2d8 for large maws, giant clubs, 3d8 for dragon bites and the like, AC = armor equivalent; pick special abilities as the level increases. Natural Defense is 1 for all but the most powerful or unusual creatures. Special attacks act like magic attacks against an appropriate defense. Intelligent monsters may have classes at the GM's option. If needed, assign stats to suit. Equip and add abilities as required.

Monster Reactions: Some monsters (like skeletons guarding a tomb) may always attack. In cases where the reaction of the monsters to the party is not obvious, the GM may opt to make a reaction roll for the monsters by rolling 2d6 and adding the CHA bonus (and any other appropriate modifiers) to the roll and consulting this table.

| Adjusted Reaction Roll | Result |
|------------------------|-------------------|
| 2 or less | Very Unfavorable |
| 3-6 | Unfavorable |
| 7 | Neutral/Uncertain |
| 8-11 | Favorable |
| 12 or more | Very Favorable |

Interpretation of the results is left to the GM, however, these general principles may prove helpful. Very Unfavorable means the monsters will most likely attack unless the odds are overwhelmingly against them. They will not help the characters. Unfavorable means the monsters are hostile and might attack unless they are given a good reason not to. They will not help the characters. Neutral means the monsters are unsure of the party. They are not likely to attack immediately, but are not friendly or helpful. Favorable means the monsters are willing to listen and are open to negotiation. They might be willing to be slightly helpful. Very Favorable means the monsters like the characters and are willing to be somewhat helpful and are open to working with the party to mutual advantage.

Mooks (optional): Sometimes a GM may want to use a large number of monsters but not want to carefully track each one. Mooks are "cannon fodder" monsters that have 1 hit point per hit die, never make a saving throw, and always run away or surrender if the battle is obviously going against them. Any hit from a Fighting Class character will likely kill a mook. Mooks cannot be told at a glance from non-mook monsters. Mooks make excellent minions for powerful leaders as they are very effective against normal people even if they cannot stand long against PCs and NPCs with class levels.

Other Hazards

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

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

Poison: FORT save to avoid or for half damage, depending on poison. Effect varies with poison type.

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

Starvation: Characters generally need 2 pounds of food per day. After 2 days without food, a character takes 1d6 damage per additional day without food and no longer heals.

Dehydration: Characters generally need 1 gallon of water per day. Each day after the first without water, a character loses 25% of his full HP and BP in damage (and no longer heals).

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). Characters can also lose up to 5 XP for generally ignoring their alignment or other very poor roleplaying.

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 (round down) 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 next level, you've advanced to the next level. Reset the total XP to 0 after advancing.

Each level adds +1d6 (+1d8 for Fighting Classes) to Hit Points and the character's Physical and Magical Combat Bonuses are recalculated. (Note that the above are already included in the physical and magic attack and hit point formulas given in the rules.) Individual classes may also have abilities that change as a member of that class increases in level. When an arcane caster 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 first level adventurers have just completed a dungeon adventure. The human Fighter, Thief, and Cleric each have an experience base of 20 and each need 40 XP to reach second level. The Elf Magic User has an experience base of 37 and needs 74 XP to reach second 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 fighter, however, ignored his "Light" alignment and acted like a selfish thug and lost 5 XP for poor roleplaying. 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 second level and her XP total is reset to 0. The Thief and the Magic-User have 29 XP each, while the Fighter has 24 XP.

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 |
| water skin | water skin | water skin |
| iron rations for four days | iron rations for four days | iron rations for four days |

Finally, add the following, based on your Class:

Fighting Classes: Vial of holy water, medium armor (AC +4), a one handed weapon + shield, or a two handed weapon, and 5 gold pieces

Monk: Vial of holy water, two light weapons and 10 gold pieces.

Arcane Classes: Spellbook with all spells known, a dagger, and 5 gold pieces

Cleric/Druid: Silver holy symbol, light armor (AC +2), a one handed weapon + shield, and 5 gold pieces

Thief: lock picking tools, light armor (AC +2), light weapon, and 5 gold pieces.

Players, with the permission of the GM, may elect to roll their starting wealth in gold pieces and buy equipment piece by piece from the equipment list later in the rules. If this is done, each character starts with 120 + (3d6 x 5) gold pieces. The GM is free to modify the equipment list to suit the starting location in his campaign.

Encumbrance (Optional): Characters can carry twelve (plus STR bonus) 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.

Oe 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 Microlite75 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 equaled 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.

Descending Armor Class: Oe and other pre-SRD editions used a descending Armor Class system where an unarmored character was AC 9 (AC 10 in some editions) and better armor used lower numbers (e.g. AC 5 was Chain, AC 2 was plate). Magic armor could even have a negative armor class. Microlite74 uses the ascending Armor Class system used in the OGL SRD. If you have old adventures using the original descending AC system and wish to use them, it is easy to convert descending ACs to ascending ACs.

Unarmored AC is 9: If the adventure is for Oe (or other edition where the unarmored AC is 9), subtract the descending AC listed in the adventure from 19 to get the ascending AC used by Microlite74.

Unarmored AC is 10: If the adventure is for 1e or 2e (where the unarmored AC is 10), subtract the descending AC listed in the adventure from 20 to obtain the ascending AC used by Microlite74.

Dungeon Exploration Conventions

Light: Humans and many other races require a light source (or magical ability) to see in the dark. Torches, lanterns, etc. will produce limited areas of light (generally 20 feet of bright light and a further 10 feet of dim light), but they also make it easy for monsters to see the party coming, making surprise impossible. Torches can be blown out by strong gusts of wind (d6 roll: blown out on a 1 or 2). Most monsters living in a dungeon have infravision or some other means of seeing in the dark; however these methods do not work in the presence of a light source.

Seeing Monsters: Unless surprised, characters will see monsters when they are 2d4 x 10 feet apart. Surprise distance is 1d3 x 10 feet.



Wandering Monsters: The GM should roll 1d6 every 1d3 turns for wandering monsters (more often if the party is making a lot of noise or otherwise attracting attention). On a roll of 1, wandering monsters stumble across the party from a random direction and distance.

Avoiding Monsters: Unintelligent monsters normally automatically attack. Intelligent monsters may follow their orders, make a reaction check, automatically attack, etc. depending on circumstances. Unless surprised a party may try to flee to avoid a battle. Monsters will generally pursue if there is less than 120 feet between the two groups. Monsters will only pursue around a corner or through a door on roll of 1 or 2 on a d6 (1 if a secret door is used). Fire will deter many monsters. Food will distract many monsters: unintelligent monsters 90% of the time, semi-intelligent monsters 50% of the time, intelligent monsters 10% of the time. Treasure may also distract monsters: unintelligent monsters 10% of the time, semi-intelligent monsters 50% of the time, and intelligent monsters 90% of the time. All chances may be adjusted by the GM depending on circumstances.

Rest: One turn in six must be spent in rest or all characters suffer a -1 to all d20 rolls per rest missed. Time spent searching is not time spent resting.

Doors: Most dungeon doors must be forced open by strength; a character may make a FORT save to attempt to force a door open. Doors with locks must be picked or forced at a minus equal to the dungeon level. Most dungeon doors will automatically close unless held or spiked open (spikes slip 20% of the time). Dungeon doors usually open automatically for monsters unless held closed.

Characters may wish to listen at doors before opening them. Unless a character has special listening abilities, a roll of 1 on a d6 will allow the character to hear through the door – if there is anything to be heard.

Traps: A trap will usually spring on a d6 roll of 1 or 2 when a character passes over or by them or otherwise triggers them.

Secret Passages: Unless a character has racial abilities with secret passages, characters will detect secret doors/passages doors on a d20 + MIND bonus roll (normal DC 16). A 10 x 10

foot area may be searched in a turn by a single character.

Wilderness Exploration Conventions

Seeing Monsters: Unless surprised, characters will see monsters when they are 4d6 x 10 yards apart. Surprise distance is 1d3 x 10 yards.

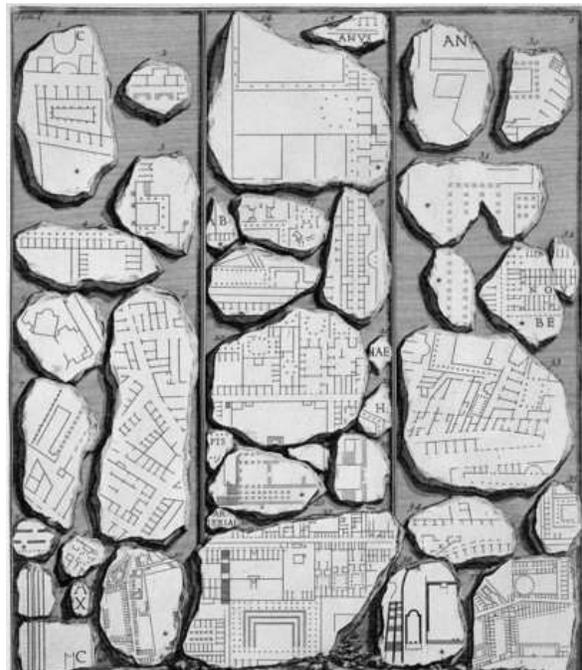
Wandering Monsters: The GM should roll 1d6 every day of travel for wandering monsters. If the party is camping, an additional roll should be made at night. If a wandering monster is indicated (roll varies by terrain, see terrain table below), wandering monsters stumble across the party from a random direction and distance. At night, the GM should randomly determine which watch is on duty when the attack is made.

Avoiding Monsters: Unintelligent monsters normally automatically attack. Intelligent monsters may follow orders, make a reaction check, automatically attack, etc. depending on circumstances. Unless surprised a party may try to flee to avoid a battle. Monsters will generally pursue so long as the party can be detected, there is a 50% chance monsters faster than the party will catch it (30% chance for monsters about as fast as the party) in each hex traveled through. Woods or swamp reduce the chance of being caught by 25%. Monsters will pursue into another hex on the map 50% of the time. The chase continues until combat occurs or the monsters break off. The party must rest for one-half day for each hex travelled during a pursuit. All chances may be adjusted by the GM depending on circumstances.

Becoming Lost: A group travelling off a well-marked trail or road without an accurate map or a knowledgeable guide may become lost. The chance of becoming lost is rolled on a d6 and depends on the type of terrain the party is in (see table below). If lost, the party actually moves in a random direction but believes they have moved in the direction intended.

Terrain Chart

| Terrain Type | Chance Lost | Chance of Encounter |
|--------------|-------------|---------------------|
| Plains | 1 | 1 |
| Woods | 1-2 | 1-2 |
| Forest | 1-3 | 1-2 |
| River | 1 | 1-2 |
| Swamp | 1-3 | 1-3 |
| Hills | 1 | 1-2 |
| Mountains | 1-2 | 1-3 |
| Desert | 1-3 | 1-2 |



Donate to the RetroRoleplaying Cancer Fund and Get Some PDF Goodies

Many Microlite74 gamers know that Randall Stukey, the author of Microlite74 and other M20-based old school games 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.

Can You Help Pay the Cancer 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. Artwork is by Håkan Ackegård. This Special Edition incorporates the rules from the first supplement. The text has been reformatted into a single column in a large enough font to easily read.

To get access to these downloads and access to a private donor forum where you can get advance information on upcoming Microlite74 releases, 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:

<http://www.retroroleplaying.com/node/153>

Support Microlite74: Please donate if you can!

Microlite74 Extended 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

Alarm: Alarm sounds a mental or audible alarm (caster's choice) each time a creature enters the warded area (20 ft. radius) without speaking the password (set at casting). R: 60 feet. D: 2 hours/caster level.

Burning Hands: A fan of flame (3 ft. long in a 120-degree arc) shoots from caster's hands, doing 1 hp/caster level damage to all hit. R: 3 feet. D: instant but effects permanent.

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.

Erase: Erases normal or magical writing (save allowed) from an area about two pages wide. R: 30 feet. D: instant but effects permanent.

Feather Fall: Target creature or object falls slowly and takes no damage from landing. R: 60 feet. D: 1 minute/caster level.

Floating Disc: Creates 3-ft.-diameter horizontal disk that holds 100 lb./caster level. R: 10 feet. D: 1 hour/caster level.

Hold Portal: Holds door/gate shut. R: 10 feet. D: 2d6 x 10 minutes.

Identify: Determines one unknown property of a magic item, including how to activate that function, and how many charges are left. Caster is in trance for duration. R: touch. D: 1 hour.

Light: Object lights circle with 30 ft. radius, not full daylight. R: 120 feet. D: 1 hour+10 min/caster 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.

Message: Caster points to any creature in range and whisper a short message that creature (and only that creature) will hear. R: 60 feet + 10/caster level. D: 20 seconds.

Pep: One target per caster level instantly recovers 20% of their Hit Points. No effect on targets in combat or other heavy activity. Can only affect a specific target once per day. R: touch. D: instant but effects permanent.

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. R: touch. D: 1 or 2 readings.

Read Magic: Read scrolls, spellbooks, other magical writing. R: caster only. D: one reading (two scrolls or equivalent).

Repair: Repairs a broken or torn small object. It does not restore magic. R: 30 feet. D: instant but effects permanent.

Shield: Improves caster's armor 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.

Unseen Servant: Invisible force that obeys caster and is able to perform simple tasks and exert up to 20 pounds of force. It cannot attack and is ineffective beyond 30 feet from caster. R: caster. D: 1 hour + 10 minutes/caster level.

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.

Fool's Gold: Makes up to 1 cubic foot of metal (about 2000 coins) look like gold. Save to detect fraud. R: touch. D: 1

hour/caster level.

Forget: 1d4 targets forget last level/2 (round up) minutes. R: 30 feet. D: instant but effects permanent.

Invisibility: Subject is invisible until spell broken by caster, some outside force, or until subject 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/caster level.

Locate Object: Senses direction toward an object (specific or type) D: level minutes. R: 60 + 10/caster level feet.

Magic Mouth: Mouth appears on target object and delivers a message of up to 30 words 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 as 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.

Ray of Enfeeblement: Target loses 25% of strength (damage it inflicts also reduced 25%). R: 10 feet. D: 1 minute/caster level.

Shatter: Causes one normal item (up to 10 pounds/caster level) to shatter into pieces. R: 60 feet. D: instant but effects permanent.

Spider Climb: Allows non-thieves to climb as a thief of one-half caster's level. Adds caster's level to thieves for climbing checks. R: touch. D: 1 minute/caster level.

Stinking Cloud: Creatures within 20 foot cloud must save or be unable to act for 1d4+1 minutes. Unaffected must save every round they are within cloud. R: 60 feet. D: 1 minute/caster level.

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/caster level for items. Range: 120 feet.

Explosive Runes: Deals 1d6 + Level damage when read. D: until discharged. R: touch

Fire Ball: 1d6/caster 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/caster 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/caster 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/caster 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 expires. 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, counters 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/caster 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 the save is 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.

Tiny Hut: Creates 20 foot diameter opaque force sphere that protects up to 10 humanoid-sized creatures from the weather. R: 20 feet. D: 2 hours/caster level.

Tongues: Grants the target the ability to speak and understand the language of any intelligent creature. R: touch. D: 10 minutes/caster level.

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. long 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 expires. 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 form of another being. The 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: 1 hour + 1 hour/ caster level.

Remove Curse: Frees subject from a curse. R: touch. D: instant but effects permanent.

Telepathy: Caster can speak mind-to-mind with any intelligent being he is in eye contact with. R: 30 feet D: 10 minutes plus 1 minute/caster level.

Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage + 1point/caster level. The wall lasts as long as caster concentrates on it. R: 60 feet.

Wall of Ice: Creates wall of ice with 15 hp +1hp /caster 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/caster level over 8th level. 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/caster level. Chance of correct answer 5%/caster 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/caster 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). R: 30 feet. D: until dispelled, the target makes his save (a new saving throw is allowed every caster level days), or the 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 expires. 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/caster level. R: 120 feet. D: 1 hour.

Telepathic Link: Caster forms a telepathic contention with up to one other willing intelligent being/3 caster levels. Those so linked can communicate via mental speech regardless of distance (upon the same plane). Mental or Psionic attacks on one member of the link does not affect others. R: touch. D: 1 hour/caster level.

Teleport: Instantly transports subject up to 100 miles/caster 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 legendry 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.

Mind Meld: As for Telepathic Link, but members of the link always know the thoughts of the others in the link. Spells known by any link member may be used by any link member able to cast spells (using his own HP). Communication is at the speed of thought. R: touch. D: 1 hour/caster level.

Monster Summoning IV: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. 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.

7th Level

Cacodemon: Summons a demon or other fiend (such as a devil) from the lower planes of existence. The spell provides no protection against the summoned creature, so the magic user should use other spells or items of protection. As the summoned creature is not forced to aid or obey the caster, that is a matter of negotiations and threats between the caster and the fiend. This spell may only be cast as a ritual. R: 10 feet. D: variable.

Charm Plants: Charms the equivalent of: 1 large oak, 6 medium sized bushes, 12 small shrubs, or 24 little plants. These charmed plants will do anything the caster demands as long as it is within their ability to comply. R: 120 feet. D: until dispelled.

Delayed Blast Fireball: 1d6/caster level fire damage, 20 foot burst. The actual blast can be delayed for up to 10 minutes as set by the caster. R: 240 feet. D: instant.

Limited Wish: An extremely weak version of the "wish" spell. It is not even powerful enough to create or bring treasure to the caster, and under some circumstances only a part of the wish might actually be fulfilled. The spell does have the power to reach for a limited period of time into the past or future as well as the present. R: variable. D: variable.

Mass Invisibility: Up to 6 dragon-sized objects or 300 men and horses are invisible until spell broken by caster, some outside force, or until one attacks. R: 240 feet

Monster Summoning V: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1 Cockatrice, 2: 1 Manticore, 3: 1 Minotaur, 4: 1 Ogre Mage, 5: 1 Salamander, 6: 1 Troll. D: 6 minutes.

Phase Door: Creates an invisible door that can only be opened by the caster. Similar to a Passwall but invisible and only the caster can open the door. R: 10 feet. D: 7 uses

Power Word Stun: A single powerful word that stuns those hearing it for 2d6 10-minute turns if the creature has up to 35 hit points or for 1d6 10-minute turns if the creature has between 36 and 70 hit points. The word has no effect on creatures who are currently over 70 hit points. R: 120 feet.

Reverse Gravity: Within a 30 foot cube gravity reverses itself. Those within the area fall upwards with the force of a normal fall, and then fall again when the spell expires. R: 90 feet. D: 1 minute.

Simulacrum: Creates a duplicate of himself or some other person. The basic form is created from snow and ice, and must then be animated (Animate Dead will work). A Limited Wish (along with the actual simulacrum spell) is then used to imbue the animated form with intelligence and knowledge of the person being simulated. The simulacrum gains 1d4+2 times 10% of the simulated creature's knowledge and experience. The simulacrum follows its creator's orders. A simulacrum is not a perfect copy of the original. Side by side, the differences are obvious, and the simulacrum is detectable with a Detect Magic spell. If the original of the simulacrum dies, the simulacrum begins to gain the knowledge and experience of the dead individual at a rate of 1% per week (to a maximum of 90%).

8th Level

Clone: This spell allows a piece of flesh, taken from a living person, to grow into an exact duplicate of the person at the time the flesh was removed. If a clone is created while its parent-creature still lives, the clone will seek to kill its original. If it fails to achieve this goal, both the clone and the original will become insane. A full Wish will prevent this for 1 year.

Mass Charm: A Charm Person/Monster which affects up to 30 levels, i.e. 30 level 1 creatures, 15 level 2 creatures, 10 level 3 creatures, etc. in any combination. Saving throws are made -2. R: 120 feet. D: until dispelled.

Mind Blank: Makes the target immune to any form of detection by magic or psionics including ESP, Clairvoyance, Clairaudience,

Crystal Ball gazing or any other form of scrying), Wishing, Commune, Contact Higher Plane, etc. R: 10 feet. D: 1 day.
Mind Link: Similar to Mind Meld, but members of the link form a group mind sharing all thoughts, senses, knowledge and skills. Link members can freely use each other's HP, class abilities, senses, etc. (subject to common sense aka GM approval). Mental or psionic attacks targeting one member, target all. Likewise, the mental or psionic defenses of one member protect all. It is almost like one mind inhabiting several bodies. R: touch. D: 1 hour/caster level.

Monster Summoning VI: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1 Black Dragon, 2: 1 Chimera, 3: 1 Efreet, 4: 1 Flesh Golem, 5: 1 Frost Giant, 6: 1 Mummy. D: 6 minutes.

Permanency: This spell makes the effect of another spell permanent -- unless a Magic-user of twice the caster's level dispels it. No more than one permanency is ordinarily possible on any one object, and no more than two upon a creature. GM discretion required: many spells should not be subject to being made permanent. R: 10 feet.

Polymorph Object: Spell allows any object to be turned into another object, animal, vegetable, or mineral. The degree of change will affect the spell's duration. Animal-to-animal changes, vegetable-to-vegetable changes, and mineral-to-mineral changes are all likely to remain permanent until dispelled. Thus, turning a human into an orc, or turning a wall into a pile of sand, would both result in a permanent change. On the other hand, turning a shrub into a thinking human being would last only a small number of turns. R: 240 feet. D: GM decides.

Power Word Blind: A single powerful word that blinds those hearing it for 2d4 days if the creature has up to 40 hit points or for 1d4 days if the creature has between 41 and 80 hit points. The word has no effect on creatures who are currently over 80 hit points. R: 120 feet.

Symbol: Creates a magical trap in the shape of an arcane rune. The rune's magic is activated when any person or creature hostile to the caster reads it, or passes over, under, or past it. Various different runes are known, and others may be possible:

- Symbol of Death: Deals 80 hit points of damage
- Symbol of Discord: Causes all creatures in the hostile group to begin arguing, and possibly fighting amongst themselves with lethal intent.
- Symbol of Fear: Casts a Fear spell.
- Symbol of Insanity: Up to 100 HD of creatures are driven insane by a curse.
- Symbol of Sleep: Casts a Sleep spell affecting double the normal number of creatures and with double the normal duration.
- Symbol of Stunning: 150 hit dice (HD) of creatures are affected as by a Power Word, Stun.

9th Level

Astral Spell: The caster projects his astral form into other places; the astral form is invisible to all creatures but those also on the astral plane. If the caster's physical body is moved beyond the range of the spell from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond. The spell range has no other effect. The astral form is capable of casting spells, but there is a 5% chance per spell level that the spell will fail. Additionally, there is a 2% chance per spell level of the attempted spell that the astral spell itself will falter as a result of the spell casting, and the astral form will return to the physical body. When astral traveling above the ground, the astral form may travel as fast as 100 miles per hour per level above 18th. If the form is traveling underground, its top speed is 120 feet/10-minute turn. With special study, this spell can also be used to travel to other planes.

Gate: Creates an opening to another plane of existence that can either be used to travel through or can be used to summon a specified, tremendously powerful being from the other plane, including gods and demi-gods. The caster must know the name of the creature he is attempting to summon, or the spell will fail. There is a 5% chance that the wrong being may be summoned, and (regardless whether the summoned being is the right one or not) there is a 5% chance that it will lack interest in the

situation and return through the gate. The summoned being is not necessarily friendly to the caster, and may be extremely annoyed. R: 20 feet. D: 10 minutes.

Maze: This spell puts its victim in an extra-dimensional maze. After the determined time has elapsed the creature will reappear at the spot where it disappeared. Creatures with Mind of 12 or better will require 1d4 10 minute turns to escape, those with Mind under 6 will require from 1d4+8 10 minute turns to escape, others require 1d4+4 10 minute turns to escape. R: 60 feet.

Meteor Swarm: Either a group of four Fire Balls each doing 6D10 points of damage or a group of eight Fire Balls of one-half normal diameter and 5d6 points damage may be thrown. They may be thrown in whatever pattern the caster desires. R: 240 feet.

Monster Summoning VII: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1 Hydra (9 heads), 2: 1 Iron Golem, 3: 1 Lich, 4: 1 Purple Worm, 5: 1 Red Dragon, 6: 1 Storm Giant. D: 6 minutes.

Power Word Kill: A single powerful word that kills those creatures hearing it. The word has no effect on creatures who are currently over 50 hit points. R: 120 feet.

Prismatic Sphere: A sphere of seven colors whirls about the caster with a radius of ten feet. The glowing colors form a layered spectrum; to destroy the sphere, each layer must be destroyed in turn from Red to Orange, to Yellow, to Blue, to Indigo, and then to the innermost Violet layer. Any creature of 7 or fewer hit dice that looks upon the sphere will be blinded for 1d6 turns. Anything attempting to cross into the sphere suffers the effects of each color that has not been negated.

Red: Causes 12 points of damage to the touch. Stops any magic arrows or missiles (including the spell Magic Missile). Negated by Ice Storm or other cold-based attack.

Orange: Causes 24 points of damage to the touch. Stops arrows and any other non-magical missile. Negated by Lightning Bolt or other electrical attack.

Yellow: Causes 48 points of damage to the touch. Blocks all breath weapons. Negated by Magic Missile spell or a magical arrow.

Green: Causes death (saving throw allowed) to the touch. Blocks any scrying and detection-type spells from seeing within. Negated by Passwall spell or other earth-moving magic.

Blue: Turns flesh to stone when touched (saving throw allowed). Blocks all divine (Clerical/Druid) magic from passing through. Negated by Disintegrate spell/effect.

Indigo: Causes death and destroys the soul utterly when touched (saving throw allowed). Negated by Dispel Magic.

Violet: Causes permanent insanity when touched. Blocks all arcane (Magic-user) spells. Negated by Continual Light.

R: caster D: 1 hour.

Shape Change: Change self into the form of another being. Change is complete and includes gaining special abilities of the creature, but the caster retains his own intelligence and ability to cast magic. The caster may change form at will while the spell lasts. R: caster. D: (1d6 + 10 + caster's level) 10 minute turns

Time Stop: This spell freezes time in a 30 feet cubic area surrounding the caster. The user may move freely, but any other creatures within the area, or which subsequently enter it, will be stopped in time with respect to the caster. D: 1d4+1 minutes (GM rolls)

Wish: This spell grants a wish of limited scope (although much more powerful than a Limited Wish). The Referee's discretion will rule what sort of wishes are within the spell's power. After casting a wish spell, the Magic-user is too mentally drained to cast spells for a period of 1d4 days.

Arcane (Illusionist) Spells

For expanded spell descriptions see 0e or a 0e retro-clone. R: is range. D: is duration.

1st Level

Change Self: Illusion makes the caster appear to be a different creature. The illusionary guise must share the same general size and shape as the illusionist. R: caster. D: 10 x (1d6 + 10 + level) minutes.

Color Spray: A sheet of bright conflicting colors affecting 1-6 levels/hit dice of creatures (plus 1 level/hit dice for every 5

levels of the caster), rendering them unconscious (for 1 minute/caster level) through confusion. Targets selected randomly. No saving throw if fully affected. Creatures not fully affected get a save with +1 per level/die after the first not affected. Creatures over 6th level not affected. R: 240 feet. *Darkness*: Magical darkness which even blocks infravision and darkvision within a circle with 30 ft. radius. R: 120 feet. D: 1 hour+10 min/caster level.

Detect Illusion: Detects any illusion for what it is. R: 60 feet. D: 30 minutes.

Detect Invisible: Detect invisible items and beings within 10 feet per caster level. D: 1 hour.

Gaze Reflection: A spell that simply acts as a perfect mirror, reflecting the gaze of a creature such as a Basilisk or Medusa as if a mirror was in front of their eyes. R: 80 ft. D: 10 minutes.

Hypnotism: Acts like a Charm person spell with a +2 chance of success, it is necessary for the subject to look the Illusionist in the eyes. R: 80 ft.

Light: Object lights circle with 30 ft. radius, not full daylight. R: 120 feet. D: 1 hour+10 min/caster level.

Magic Aura: Alters item's aura so that it appears to detection magic as though it were non-magical or the subject of a spell you specify. Identify Spell will reveal the false aura. Limited effect on very powerful items. R: touch D: 1 day/caster level.

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 as the caster concentrates. Damage caused is real if the target believes illusion. R: 240 feet.

Read Magic: Read scrolls, spellbooks, other magical writing. R: Caster Only. D: one reading (two scrolls or equivalent).

Ventriloquism: allows caster to "throw his voice" absolutely convincingly. R: 90 feet. D: 50 minutes.

Wall of Fog: Creates an opaque wall of rolling, boiling fog with no other effect than blocking vision. Wall lasts as long as caster concentrates on it. R: 160 feet.

2nd Level

Blindness: Causes the target to become blind (if save failed). R: 120 feet. D: until cancelled by caster or dispelled.

Blur: Caster's appearance is blurred, making -2 on being hit, and +2 on saves vs. magic. R: self. D: 10 times 1d4+4 minutes.

Deafness: Causes the target to become deaf (if save failed). R: 120 feet. D: until cancelled by caster or 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.

Dispel Illusion: Automatically dispels any illusion caused by a non-Illusionist. Versus those created by Illusionists, it functions like Dispel Magic. R: 120 feet.

Fog: A cloud of opaque fog that acts like a Cloudkill except that it has no effect but to obstruct vision. 30 feet in diameter, moves with wind or 6 feet per minute. D: 1 hour.

Hypnotic Pattern: A pattern that the Illusionist projects in front of him that will hold anyone looking at the pattern motionless. It can catch 4d6 1st level types, 3d6 2nd level types, 2d6 3rd or 4th level types, 1d6 5th or 6th level types. Range: 120 feet. D: as long as caster concentrates plus 1d6+3 turns afterwards.

Improved Phantasmal Forces: As regular Phantasmal Forces but the caster can move while employing the spell and the illusion will last up to 30 minutes after the caster has stopped concentrating. R: 360 feet.

Invisibility: Subject is invisible until spell broken by caster, some outside force, or until subject attacks. R: 240 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.

Misdetection: cause a detect spell (Detect Good, Evil, Magic, etc.) to malfunction. (Magic Attack vs. Spell's DC for success) R: 120 feet. D: instant but effects permanent.

Phantom Trap: Makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. R: touch: D: permanent.

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/caster level.

3rd Level

Continual Darkness: Magical darkness which even blocks infravision and darkvision within a circle with 120 ft. radius until dispelled. R: 120 feet.

Continual Light: Object lights circle with 120 ft. radius until dispelled, full daylight. R: 120 feet.

Dispel Exhaustion: This spell temporarily gives its recipient the illusion of being well rested and healthy, restoring the target to full hit points, but the target will be totally exhausted and unable to do anything for 8 hours when the spell expires. If the target has taken body damage, the target immediately suffers an additional 1d2 points of body damage. D: 4 hours

Displacement: Target appears to be about 2 feet away from its true location. Attacks on target automatically miss 50% of the time and are at -2 to hit the rest of the time. R: touch. D: 1 minute/caster level.

Fear: Causes creatures who fail their saving throw to flee fear. Affect 4d10 1st level types, 3d10 second level types, 2d10 3rd level types, 1d10 4th level types, 1d6 5th level types, 1d4 6th level types. R: 180 feet. D: 10 times 1d6+level minutes.

Hallucinatory Terrain: Makes one type of terrain appear like another type until dispelled or area entered by an opponent. R: 240 feet

Illusionary Script: Allows the caster to write in a script which can only be read by whom the caster sets it to be read by (like Magic Mouth), any others who attempt to read it must save vs. magic or be confused for 6d10 minutes. One spell is suitable for a full page per level of the caster of writing.

Invisibility 10' Range: Subject and those within 10 feet of him are invisible until spell broken by caster, some outside force, or until one attacks.

Non-Detection: Prevents Detection spells from working against the target using it and acts like an Amulet vs. ESP and Crystal Balls. R: touch. D: 20 minutes/caster level.

Paralyzation: Paralyzes twice as many hit dice as the caster's level. R: 180 feet. D: until dispelled or caster removes it.

Phantasmal Killer: Creates an illusionary horrible beast formed from the target's own fears whose touch causes death. The beast is visible only to the target and is immune from all attacks and barriers as it exists only in the target's mind. Target must save vs. magic twice. If the target fails one save, he is unconscious for 1d6 hours. If both saves fail, the target is dead. Range: 60 feet.

Spectral Forces: As Improved Phantasmal Forces, but includes sound, smell and temperature illusions. Spectral Forces are not destroyed by touch and they last up to 50 minutes after the caster has stopped concentrating. R: 360 feet.

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.

4th Level

Arcane Magic: Learning this spell allows the Illusionist to learn and use all 1st level magic-user spells. He must seek these spells in the same manner as a magic-user. They are considered 4th level spells for casting cost purposes.

Confusion: Subjects (up to 2d6 hit dice, only 4+ HD get save) behave oddly/cannot act effectively. R: 120 feet. D: 2 hours.

Emotions: Projects a selected emotion. The emotions that can be projected are: Fear (as the spell), Battle Lust (makes men fight as Berserkers, can be countered by Fear; if Fear is thrown first, Battle Lust does not counter it), Deprivation (lowers morale by 75%), Bravado (give immunity from Fear, Bravado which can counter Deprivation), Hate (interpretation by the subject is variable, roll d20: 1-4: hate any enemy around; 5-8: hate each other; 9-14: hate both enemy/each other; 15-16: hate selves, 17-20: hate caster. A person under the influence of a hate will attack whoever the die roll indicates). R: 180 feet. D: concentration.

Illusory Wall: Creates the illusion of a wall, floor, ceiling, or similar surface which appears real when viewed, but physical objects pass through without difficulty. Detection abilities that do not require sight work normally. Touch or a probing search reveals the true nature, but does not cause the illusion to disappear. R: 30 feet. D: permanent.

Improved Invisibility: Subject and those within 10 feet of him

are invisible until spell broken by caster, some outside force, or until 1d4+caster level minutes after the first attack is made by one under this spell.

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.

Minor Creation: Allows the caster to create materials up to a hardness comparable to wood (much like a Djinn). The total amount of weight an illusionist may create in a day equals 5 pounds times the caster's level. R: touch. D: 4 + level days (longer for softer materials).

Rainbow Pattern: A pattern that the Illusionist projects in front of him that will hold anyone looking at the pattern motionless. It can catch 8d6 1st level types, 6d6 2nd level types, 4d6 3rd or 4th level types, 2d6 5th or 6th level types, or 1d6 7th or 8th level types. D: as long as caster concentrates plus 1d6+3 turns afterwards. Range: 120 feet.

Seeming: Like Change Self, except can change the appearance of other people as well. Affected creatures resume their normal appearances if slain. R: 30 feet. D: 10 x (1d6 + 10 + level) minutes.

Shadow Magic: This spell allows the illusionist to cast semi-real offensive spells which mimic the following real offensive spells: Lightning Bolt/Fire Ball (1d6 damage per 4 caster levels) or Death Spell (Affects 1d8 creatures of 1 HD). R: as original spell D: instant but effects permanent.

Shadow Monsters: This spell allows the caster to conjure semi-real monsters. Monsters summoned have 20% the number of HD of the original (Original HP X 0.2. Any score of less than .4 is rounded down, and any fraction of .4 or greater is rounded up to 1 hit point). Shadow monsters have an AC of 9 [10], and do not possess any of the original monster's special abilities (unless the victim believes the shadow monster is real). A number of monsters whose combined original HD are equal to the caster's level may be created. Shadow Monsters take double damage from silver weapons. R: 30 feet: D: 1 minute/caster level.

5th Level

Advanced Arcane Magic: Learning this spell allows the illusionist to learn and use all 2nd level magic-user spells. He must seek these spells in the same manner as a magic-user. They are considered 5th level spells for casting cost purposes.

Chaos: This spell affects a 30 foot x 30 foot area. All those caught within the affected area will become confused until they leave the area. Fighters and Illusionists over the caster's level are not affected by this spell. R: 120 feet. D: concentration.

Create Spectre: This spell creates a spectre from a target deceased person. The spectre has Hit Dice equal to 1/2 the deceased character's level (rounded up). The deceased character must have been at least 2nd level in order to be raised as a spectre. The spectre is raised with both its mind and memory intact (and does not automatically become evil). The spectre retains its independence. The deceased must be raised within 24 + 6 times the caster's level turns from the target creature's death. R: 10 feet. D: Permanent.

False Vision: Any divination/scrying magic used to view anything within the area of this spell instead receives a false image (as the Spectral Forces spell), as defined by you at the time of casting. While the spell lasts, you can concentrate to change the image as desired. R: 40 feet radius. D: 1 hour/caster level.

Major Creation: Allows the caster to create materials up to a hardness comparable to iron (much like a Djinn). The total amount of weight an illusionist may create in a day equals 15 pounds times the caster's level. R: touch. D: 4 + level days (for wood hardness, longer for softer materials, shorter for harder materials).

Mirage: As Hallucinatory Terrain, except that it enables the caster to make any area appear to be something other than it is. Unlike Hallucinatory Terrain, the spell can alter the appearance of structures (or add them where none are present). R: 240 feet. D: 1 hour/caster level.

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.

Shadow Magic II: This spell allows the illusionist to cast semi-real offensive spells which mimic the following real offensive spells: Lightning Bolt/Fire Ball (1d6 damage per 2 illusionist levels) or Death Spell (Affects 1d8 creatures of up to 2 HD).

Shadow Monsters II: This spell allows the caster to conjure semi-real monsters. Monsters summoned have 40% the number of HD of the original (Original HP X 0.4. Any score of less than .4 is rounded down, and any fraction of .4 or greater is rounded up to 1 hit point). Shadow monsters have an AC of 11, and do not possess any of the original monster's special abilities (unless the victim believes the shadow monster is real). A number of monsters whose combined original HD are equal to 1.5 times the caster's level may be created. Shadow Monsters take double damage from silver weapons. R: 30 feet. D: 1 minute per level. *Summon Shadows*: Similar to an Invisible Stalker spell, but summons Shadows instead. The number of Shadows summoned is equal to 1 + 1 per level over 5. D: until mission completed.

6th Level

Conjure Animals: Conjures 1 large animal (elephant, hippo, rhino, etc.), 3 medium sized animals (lions, tigers, bears, etc.) or six small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the caster. R: 30 feet. D: 100 minutes.

Illusionary Double: Caster becomes invisible as Improved Invisibility (for one minute/caster level) and a Programmed Illusion of the caster unnoticeably takes his place. R: caster. D: 2 hours.

Mass Suggestion: Area version of the suggestion spell, affecting 1d8 creatures or 1 creature at -4 saving throw. The same suggestion must be made to all on whom it is cast. R: 30 feet. D: 1 week.

Permanent Illusion: As Spectral Forces, but lasts until dispelled. R: 360 feet. D: Until dispelled.

Programmed Illusion: As Spectral Forces, but illusion performs pre-set instructions without the caster's concentration. For example, a dragon flies to the camp, circles it for 30 minutes, roars every other pass, then flies off while the Illusionist escapes. R: 720 feet. D: 120 minutes.

Shadow Monsters III: This spell allows the caster to conjure semi-real monsters. Monsters summoned have 20% the number of HD of the original (Original HP X 0.6. Any score of less than .4 is rounded down, and any fraction of .4 or greater is rounded up to 1 hit point). Shadow monsters have an AC of 12, and do not possess any of the original monster's special abilities (unless the victim believes the shadow monster is real). A number of monsters whose combined original HD are equal to 2 times the caster's level may be created. Shadow Monsters take double damage from silver weapons. R: 30 feet. D: 1 minute per level

True Sight: Spell increases target's sight. A polymorphed creature or object will appear as it really is, superimposed with its present form. When looking at a person one may tell his alignment, class, level, and general intentions. One may also see invisible, displaced, ethereal and astral objects. R: touch. D: (level - 10) + 1d6 10 minute turns.

Veil: Like Change Self, except can change the appearance of other people as well and the new appearance can be anything. Affected creatures resume their normal appearances if slain. R: 30 feet. D: 10 x (1d6 + 10 + level) minutes.

7th Level

Alter Reality: Works like the Magic-User spell Limited Wish, but the caster must first cast an illusion of what is being wished for, then cast the Alter Reality spell on the illusion to turn it into reality. R: variable. D: variable.

Astral Spell: The caster projects his astral form into other places; the astral form is invisible to all creatures but those also on the astral plane. If the caster's physical body is moved beyond the range of the spell from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond. The spell range has no other effect. The astral form is capable of casting spells, but there is a 5% chance per spell level that the spell will fail. Additionally, there is a 2% chance per spell level of the attempted spell that the astral spell itself will falter as a result of the spell casting, and the astral form will return to the physical body. When astral traveling above the ground, the astral form may travel as fast as 100 miles per hour per level above 18th. If the form is traveling underground, its top speed is 120 feet per 10-minute turn. With special study, this spell can also be used to travel to other planes.

Maze: This spell puts its victim in an extra-dimensional maze.

After the determined time has elapsed the creature will reappear at the spot where it disappeared. Creatures with intelligence of 12 or better will require 1d4 10 minute turns to escape, those with intelligence under 6 will require from 1d4+8 10 minute turns to escape, others require 1d4+4 10 minute turns to escape. R: 60 feet.

Prismatic Spray: Creates a stream of rainbow colored energy, 90 feet long, 10 feet wide. Roll 1d8 for each being/object hit by it. On a roll of 1 to 7, the effects are as if the being/object passed through the corresponding layer in a prismatic wall. A roll of 8 means the being/object has been hit by two colors, roll again twice, ignoring 8s. R: 90 feet. D: instant but effects permanent.

Prismatic Wall: As the Magic-User spell Prismatic Sphere, but in the form of a wall. R: 60 feet. D: 1 hour.

Vision: If an Illusionist wishes guidance from those above, he formulates his question, then casts this spell. Random reaction dice are rolled, and +2 are added to the result. On a negative reaction, the Illusionist is questioned to do some task; on a neutral reaction, the caster gets useful information, but not what he asked for; on a positive reaction, the caster's question is answered in great detail. R: caster. D: 1 question.

Divine (Cleric) Spells

For expanded spell descriptions see 0e or a 0e retro-clone. R: is range. D: is duration.

1st Level

Bless Water (Reversible): Turns 1 flask (1 pint)/caster level of water into holy water. R: touch. D: instant but effects permanent.

Cure Light Wounds (Reversible): Cure 1d2+1 body points (1d6+1 hit points on beings without BP). 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.

Detect Poison: Detects whether a creature, object, or area (5 foot cube) has been poisoned or is poisonous. R: 30 feet. D: Instant.

Divine Guidance: +1 on one attack roll, saving throw, or skill check. Use of bonus must be announced before roll. R: touch. D: one minute/caster level.

Holy Weapon: Weapon gains +1 hit/damage bonus and is able to hit all creatures that can only be hit by magic weapons. R: touch. D: 1 minute/caster level.

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.

Remove Fear: Cancels fear effects or gives +4 on saves against fear for one subject + one per four levels. R: 30 feet. D: 10 minutes.

2nd Level

Augury: Tells, for the immediate future, whether an action will be good or bad. R: caster. D: 1 minute trance.

Bless: Allies gain +1 on attack rolls, saves against fear, and morale checks. Cannot be cast during combat. R: 10 feet. D: 1 hour.

Delay Poison: Stops poison from harming subject for 1 hour/caster level. R: 30 feet.

Find Traps: Notice traps within 30 feet. R: caster. D: 20 minutes.

Gentle Repose: Preserve the remains of a dead creature. Days spent under this spell don't count against the time limit for spells like Raise Dead. Also works on severed body parts and the like. R: touch. D: 1 day/caster level.

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/caster level charmed and will obey caster's commands. R: 60 feet. D: 20 + (1d4 x 10) minutes.

Speak with Animals: Can understand and speak with animals. R: 30 feet. D: 1 hour.

Undetectable Alignment: Conceals alignment of target from detection. R: 30 feet. D: 1 day.

3rd Level

Continual Light (Reversible): Object lights circle with 120 ft. radius until dispelled, full daylight. R: 120 feet.

Cure Blindness/Deafness (Reversible): Cures normal or magical blindness or deafness. R: touch. D: instant but effects permanent.

Cure Disease (Reversible): Cures person of any diseases, including magical diseases. R: touch. D: instant but effects permanent.

Helping Hand: Creates the ghostly image of a hand, which is sent to find a specific creature within 5 miles. Hand then leads the creature to you if the creature is willing to follow. Moves up to 240 feet per minute. R: 5 miles. D: 1 hour/caster level.

Locate Object: Senses direction toward an object (specific or type) R: 90 feet. D: level minutes.

Prayer: Gives saving throw penalty of 1 per ten caster levels 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. The age of corpse is determinative: Cleric under level 8: 1d4 days, level 9-14: 1d4 months, level 15+: any age. R: 10 feet. D: 10 minutes.

Water Walk: Targets (one creature/caster level) can walk on water or any liquid as if solid, hovering an inch above it. R: touch. D: 10 minutes/caster level

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 3d2+3 body points (3d6+3 hit points on beings without BP). 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 20x 20 feet) attack target creatures. Creatures under 2 HD flee in terror. This spell 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.

6th Level

Animate Object: "Brings to life" inanimate objects such as statues, chairs, carpets, and tables. The objects follow the caster's commands, attacking his foes or performing other actions on his behalf. GM determines the combat attributes of the objects, such as armor class, speed, hit dice, and hit bonuses as needed as no the object animated. A stone statue would be considerably more sturdy and dangerous than wooden furniture, for example. R: 60 feet. D: 1 hour.

Blade Barrier: Creates a barrier of whirling blades up to 30 feet in diameter which do from 7d10 points of damage upon anyone

or anything which attempts to pass through it. R: 60 feet. D: 120 minutes.

Conjure Animals: Conjures 1 large animal (elephant, hippo, rhino, etc.), 3 medium sized animals (lions, tigers, bears, etc.) or six small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the Cleric. R: 30 feet. D: 100 minutes.

Find the Path: This spell shows the caster the fastest and safest way out of a trap maze, wilderness, underworld, etc. It will, for example, allow the caster to free himself from a Maze spell in a single turn after casting the spell. D: Indoors: 1 hour + 10 minutes/caster level; Outdoors: 1 day.

Speak with Monsters: Allows the target to speak with and understand any monster. R: 10 feet. D: 3d4 questions.

Word of Recall: The cleric teleports without error back to his previous prepared sanctuary. R: infinite. D: instant.

7th Level

Aerial Servant: Summons a servant from the elemental plane of air to fetch and return one thing (or creature) to the caster. Only a creature with a Strength of 18 can fight its way from the servant's grasp, and even then the chance is not likely to be greater than 50%. The servant can carry up to 500 pounds in weight. An aerial servant has the following attributes: HD 16, AC 3 [16], Atk Bonus +17, Atk 1 (4d4), Move 240 ft. If the servant is frustrated in its efforts to bring the desired object to the caster, it will become insane, returning and attacking him. D: until task completed or insanity.

Astral Spell: The caster projects his astral form into other places; the astral form is invisible to all creatures but those also on the astral plane. If the caster's physical body is moved beyond the range of the spell from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond. The spell range has no other effect. The astral form is capable of casting spells, but there is a 2% chance per spell level that the spell will fail. Additionally, there is a 1% chance per spell level of the attempted spell that the astral spell itself will falter as a result of the spell casting, and the astral form will return to the physical body. When astral traveling above the ground, the astral form may travel as fast as 100 miles per hour per level above 18th. If the form is traveling underground, its top speed is 120 feet per 10-minute turn. With special study, this spell can also be used to travel to other planes.

Control Weather: Caster can adjust weather. D: GM decision.

Earthquake: Causes a powerful earthquake in an area 60 feet x 60 feet plus an additional 10 feet (in both length and width) per three levels above 17th. The quake topples walls, causes rock-slides, and opens gaping fissures in the earth. Any creature caught in the quake has a 1 in 6 chance of falling into the depths of the earth and being killed. No effect beyond the spell's area of effect. R: GM discretion. D: instant but effects permanent.

Holy Word: Speaking of a holy word affects all those within the range as follows: creatures of less than 5 hit dice are slain, creatures of 5 to 8 hit dice are stunned for 2d10 turns, and creatures with 9-12 hit dice are deafened for 1d6 turns. Creatures with 13+ hit dice are unaffected. R: 40 feet.

Part Water: Creates a gap through water, to a depth of 20 feet lasting for 2 hours. At 18th and every level thereafter, the cleric adds 10 feet to the depth of water parted, and 1 additional hour to the spell's duration. R: 240 feet. D: see above.

Restoration (Reversible): Restores one level lost to an energy drain attack or restores one limb destroyed or maimed. The reverse drains one energy level. R: touch. D: instant but effects permanent.

Resurrection (Reversible): Restores life to subject who died as long as 4 days (plus 4 days per caster level over 8) ago. The subject is fully healed and restored with no side-effects, no rest required. The reverse causes death, no saving throw allowed. R: touch. D: instant but effects permanent.

Symbol: Creates a magical trap in the shape of a holy rune. The rune's magic is activated when any person or creature hostile to the caster reads it, or passes over, under, or past it. Various different runes are known, and others may be possible but none may cause permanent harm to the target.

Symbol of Discord: Causes all creatures in the hostile group to begin arguing, and possibly fighting amongst themselves with

lethal intent.

Symbol of Fear: Casts a Fear spell.

Symbol of Sleep: Casts a Sleep spell affecting double the normal number of creatures and with double the normal duration.

Symbol of Stunning: 150 hit dice (HD) of creatures are affected as by a Power Word, Stun.

Wind Walk: Allows the caster and one other person in contact with him become incorporeal and mist-like, able to travel through walls and other obstacles, traveling at 48 ft. per minute indoors (or in subterranean settings) and much faster outdoors. R: touch. D: 1 day or until dispelled.

Divine (Druid) Spells

For expanded spell descriptions see 0e or a 0e retro-clone. R: is range. D: is duration.

1st Level

Calm Animals: Soothes and quiets (2d4 + level) HD of normal animals, rendering them docile and harmless. R: 30 feet. D: 1 minute/caster level.

Charm Animal: Like charm person, except that it affects one normal animal. R: 60 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.

Detect Snares/Pits: This spell allows the caster to discover snares, pits, and other outdoor traps. R: 10 feet/caster level. D: caster level + 1 hours.

Endure Elements: Target (and equipment) can exist comfortably in hot or cold environments (between -50 and 140 degrees F). R: touch. D: 24 hours.

Faerie Fire: Lines the target in a luminescent glow. R: 60 feet. D: 1 hour.

Locate Animals: Senses direction toward an animal (specific or type) R: 60 +10/caster level feet. D: 1 minute/caster level.

Magic Fang: One natural weapon of target creature gets +1 on attack and damage rolls (and counts as a magic weapon). R: touch. D: 1 minute/caster level.

Predict Weather: Forecast the weather in the caster's location with 95% accuracy. D: instant.

Purify Water: Purifies water for up to 12 people. R: 10 feet. D: instant but effects permanent.

2nd Level

Animal Messenger: Compels a small animal to go to a spot you designate, carrying a scroll or other small item, and allow others to take that item. R: touch. D: 1 day/caster 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 Light Wounds: Cure 1d2+1 body points (1d6+1 hit points on beings without BP). R: touch. D: instant but effects permanent.

Detect Poison: Detects whether a creature, object, or area (5 foot cube) has been poisoned or is poisonous. R: 30 feet. D: Instant.

Heat Metal: Spell makes 1 metal item (weighing up to 0.5 pounds per level of the caster) extremely warm. Creatures take damage if holding or wearing equipment that is targeted by this spell. Take 1d2 damage on the first round and 1d2+1 additional damage on the second round. 50% chance per round that a target object being held in the hand is dropped. R: 30 feet. D: 2 combat rounds.

Locate Plants: Senses direction toward a plant (specific or type) R: 60 +10/caster level feet. D: 1 minute/caster level.

Obscurement: A misty vapor arises near the druid. It is stationary once created. The vapor obscures all sight beyond 5 feet. The cloud covers 100 cubic feet per druid level. R: 20 feet. D: 10 minutes/caster level.

Produce Flame: Produces a small flame in the palm of Druid's hand which illuminates as a small lantern. The flame may be hurled and causes inflammables to combust. R: caster. D: 20 minutes/caster level.

Speak with Animals: Can understand and speak with animals. R: caster. D: 1 hour.

Warp Wood: Causes straight wooden shafts to bend. The spell effects an amount of wood equal to 1 spear shaft (or 6 arrows) per 2 druid levels. R: 30 feet. D: instant but effects permanent.

Wood Shape: Forms one existing piece of wood into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. R: touch. D: instant but effects permanent.

3rd Level

Call Lightning: Call down one lightning bolt (8d6 + level damage) per turn. The caster may target anyone within the spell's range. This spell is only usable outdoors within 360' of stormy weather. R: 360 ft. D: 1 turn/caster level.

Cure Disease: Cures person of any diseases, including magical diseases. R: touch D: instant but effects permanent.

Dominate Animal: Enchant an animal and direct it with simple mental commands such as "Attack," "Run," and "Fetch." Suicidal or self-destructive commands (including an order to attack a creature considerably larger than the dominated animal) are simply ignored. R: 30 feet. D: 1 minute/caster level.

Hold Animal: Paralyzes 1-4 animals. Cast at single target, save at -2 and double duration. R: 120 feet. D: 1 hour plus 10 minutes/caster level.

Neutralize Poison: Immunizes subject against poison (10 minute duration) OR detoxifies venom in or on subject (instant but effects permanent). R: touch.

Plant Growth: Plants in an area up to 30x30 yards become overgrown and nearly impassable. Lasts until dispelled or plants killed. R: 240 feet.

Protection/Fire: Cast upon a non-druid, this spell renders the target invulnerable to normal fire. Cast upon a druid, this spell also protects from magical fire, but such magical flames will immediately cancel the spell on the next turn. R: touch. D: 30 + 10/caster level minutes.

Pyrotechnics: Caster creates either fireworks or blinding smoke from a normal fire. R: 240 feet. D: 1 hour.

Water Breathing: Subject can breathe water. R: 30 feet. D: 2 hours.

4th Level

Animal Summoning I: Conjures 1 large animal (elephant, hippo, rhino, etc.), 3 medium sized animals (lions, tigers, bears, etc.) or six small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the druid. R: 30 feet. D: 1 hour.

Control Temperature, 10' radius: Allows the druid to vary the temperature in a given area (10' radius) by +/- 50 degrees. Mistletoe is required to cast this spell. R: 60 feet. D: 30 + 10/caster level minutes.

Cure Serious Wounds: Cures 3d2+3 body points (3d6+3 hit points on beings without BP). R: touch. D: instant but effects permanent.

Dispel Magic: Cancels magic effects and spells. (Magic Attack vs. Spell's DC for success). R: 120 feet. D: instant but effects permanent for spells or 10 minutes for items.

Hallucinatory Forest: This spell creates an illusionary forest covering an area of 30' x 30' per level. Creatures within this area will absolutely believe they are in a forest, acting and reacting appropriately to their surroundings. Other druids, magical woodland creatures, and treants are never fooled by this spell. R: 60 feet to forest edge. D: until dispelled.

Insect Plague: Insect swarms (20 x 20x 20 feet) attack creatures. Creatures under 2 HD flee in terror. Can only be cast outdoors. R: 480 feet. D: 1 day.

Plant Door: Allows the druid to pass through thick/dense vegetation. This 3' X 6' "door" is usable only by the caster, but another druid or a dryad may follow. This spell may also be used to pass through solid tree trunks. The druid may decide to stay within the trunk for up to the duration of the spell to hide from others. R: caster. D: 30 + 10/caster level minutes.

Produce Fire: Creates normal fire covering an area of 10' X 10'. This spell may be reversed to extinguish fires covering the same area. R: 30 feet. D: 10 minutes.

Protection from Lightning: This spell negates the effects of electrical attacks upon the target. The spell ceases after such an attack. R: touch D: 1 hour + 10/caster level minutes.

Speak with Plants: Can understand and speak with plants. R: 30 feet. D: 1 hour.

5th Level

Animal Growth: 1d6 normal animals grow to giant size. R: 120 feet. D: 2 hours.

Animal Summoning II: Conjures 2 large animal (elephant, hippo, rhino, etc.), 6 medium sized animals (lions, tigers, bears, etc.) or 12 small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the druid. R: 30 feet. D: 1 hour.

Anti-Plant Shell: Similar to the magic-user spell Anti-Magic Shell but instead of protecting from spells, it protects against attacks from plants and living vegetables. R: caster. D: 2 hours.

Charm Plants: Charms the equivalent of: 1 large oak, 6 medium sized bushes, 12 small shrubs, or 24 little plants. These charmed plants will do anything the caster demands as long as it is within their ability to comply. R: 120 feet. D: until dispelled.

Commune with Nature: Same as the cleric spell Commune but must be performed outdoors and the answers received will only pertain to Nature. R: caster. D: 3 questions.

Control Winds: A druid may employ this spell to increase the force of, or calm, winds within 120' of the druid. The center-point of the spell's effect is the druid and follows the druid's movements. Such affected winds may influence flying creatures and sailing ships (forcing them out of the air or halting their maritime travel). A Control Winds spell cast upon an existing Control Winds spell will negate it. The spell's range is increased to 320 at 11th level, 400 at 12th level, and 480 at 12th druid level. R: 120 feet. D: 1 hour + 10/caster level minutes.

Hold Plant: Similar to the magic-user spell Hold Monster but affects living, magical or animated plants. This spell affects both treants and fungoid life forms. R: 30 feet + 10 feet/caster level. D: 1 hour + 10/caster level minutes.

Pass Plant: Allows the druid to enter one tree and emerge from another of the same species. The base distance travelled this way is 480 yards + modifier based on the tree type (Oak +120 yards. Ash, yew, linden, and elm -120 yards. Other deciduous trees -180 yards. Coniferous trees -240 yards). The tree's girth must be large enough to engulf the druid. Travel must be from one living tree to another. If no such tree exists within the range of the spell, then the spell fails and the druid re-emerges from the starting tree. R: see above. D: 10 minutes.

Rock-Mud: Transforms rock to mud or vice-versa, up a 300x300 foot area. R: 120 feet. D: 3d6 days.

Sticks to Snakes: Turns up to 2d8 sticks into serpents. 50% chance each serpent will be venomous. R: 120 feet. D: 1 hour.

Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/caster level. Wall lasts as long as caster concentrates on it. R: 60 feet.

6th Level

Animal Summoning III: Conjures 4 large animal (elephant, hippo, rhino, etc.), 12 medium sized animals (lions, tigers, bears, etc.) or 24 small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the druid. R: 30 feet. D: 60 minutes.

Anti-Animal Shell: Same as the Anti-Plant Shell spell, but focuses on natural or giant animals. While affected by this spell, those inside the shell are protected from all animal attacks (excluding fantastic or magical creatures), but are unable to attack, be it by normal or magical means. R: 20 foot hemisphere. D: 30 + 10/caster level minutes.

Conjure Fire Elemental: Similar to the magic-user's Conjure Elemental spell but is limited to summoning a 16 HD fire elemental. On a roll of 1-2 on d20 the caster may choose to summon 1d3 salamanders instead, and on a roll of 1 on d20, the druid may choose to summon a 20 HD fire elemental. The elemental will not turn upon the druid but will regard him as a friend of sorts. R: 30 feet. D: 1 hour.

Feeblemind: Subject's MIND drops to 1. R: 240 feet. D: until dispelled.

Finger of Death: Target must save or die. Will only work if druid's life in dire peril. R: 120 feet. D: instant but effects permanent.

Transport via Plant: Allows the druid to pass from one plant to any other plant of similar species anywhere, as long as the druid has seen the plant at one time. Should the emergence fail, the druid will instead emerge from another plant which may be miles away. A druid may choose to remain inside a plant instead of transporting from it, and may remain so for up to 24 hours.

While within a plant in this manner, the druid is completely aware of his surroundings. D: instant or up to 24 hours.

Turn Wood: Creates a wall of force which moves away from the druid. Any wooden objects in the wall's path (weapon hafts, spear shafts, arrows, etc.) are pushed back, dragging back any creature holding such items. The length of the wall runs 60' to either side of the druid, and moves at a rate of 40' per turn. R: 20 x level feet. D: 10 + 10/caster level minutes.

Weather Summoning: The druid may call for any weather desired, limited by the current season and climate. Extreme weather conditions may only be summoned by an 11th level druid. The altered weather is not under the control of the druid. It takes 3 + 5d4 - druid level 10 minute turns for the altered weather to arrive, but will be noticeable after 30 minutes. The duration of this spell varies according to the climactic changes brought about by the druid. A tornado may last a few turns, while torrential rains might last a few hours or day (GM's choice). R: 5 mile radius. D: variable.

7th Level

Animate Rock: Similar to a cleric's Animate Object spell, but only affects stone. Up to approximately 2 x level cubic feet of stone can be animated. The rock will move at 2-4" per turn, the faster speeds for rock-masses which are basically of an ambulatory shape such as statues. R: 60 feet. D: 1 hour.

Confusion: Subjects (up to 2d6 hit dice, only 4+ HD get save) behave oddly/cannot act effectively. R: 120 feet. D: 2 hours.

Conjure Earth Elemental: Similar to the magic-user's Conjure Elemental spell but is limited to summoning a 16 HD earth elemental. The elemental will not turn upon the druid but will regard him as a friend of sorts. R: 30 feet. D: 1 hour.

Control Weather: Caster can adjust weather. D: GM decision.

Creeping Doom: Summons a horde of 1D10 times 1000 small and deadly insects and arachnids. They appear within 1 to 3 minutes. They then move forward to attack whatever they are commanded to, provided it is within 60 feet at the time of the command. They will pursue until the prey is beyond a 240 feet range (or until it or they are otherwise destroyed). Can be used indoors or outdoors. R: 60 feet. D: see above.

Fire Storm: Creates a fire of intensity equal to a "wall of fire" in a large area. This magical conflagration lasts only 10 minutes, but all combustible material within the area affected will continue to burn thereafter. The spell can be reversed to extinguish normal fires in an area twice that of the maximum possible area of the druid's fire storm. There is a 5% chance per caster level of the reversed version extinguishing magical fires of up to the normal area. Area: 30 x 30 foot square area per caster level (must be contiguous). R: 60 feet.

Metal-Wood: Cast upon any metal (up to 5 pounds per level of the caster) it will permanently change it into some type of wood (caster's choice). R: 60 feet. D: instant but effects permanent.

Reincarnate: Restores dead person to life in a random (usually animal or nature-oriented humanoid) form. R: touch. D: instant.

Microlite74 Extended Monsters

AC=Armor; HD=Hit Dice; AT=Attacks; MR: Morale; ST: Saving Throw; S=Special Abilities

Undead Immunities=Immune to sleep, charm, fear, paralysis

ANGEL: AC: 25 HD: 20d8 AT: 2 weapon + 15 (2d8) , ST: 3 MR: 12 S: Natural Defense: 4, Immune to spells less than 5th level, Cast as level 12 cleric, teleport at will, special powers as granted by patron deity

ANT, GIANT: AC: 16 HD: 3d8 AT: bite +3 (1d6) ST: 16 MR: 12 S: acid (2d6).

ANHKHEG: AC: 16 HD: 5d8 AT: bite +5 (1d10) ST: 14 MR: 8 S: Squirt acid (3d6).

BADGER, GIANT: AC: 15 HD: 3d8 AT: 2 claws +3 (1d6), bite +3 (1d6) ST: 16 MR: 8

BANSHEE: AC: 20 HD: 7d8 AT: claw +7 (1d8) ST: 12 MR: 12 S: Magic or silver to hit; magic resistance 50%; shriek of death; Immune to enchantments.

BASILISK: AC: 15 HD: 6d8 AT: bite +6 (1d10) ST: 13 MR: 9 S: petrifies onlookers (FORT save).

BAT, GREATER: AC: 12 HD: 4d8 AT: bite +4 (1d10) ST: 15 MR: 8 S: Human-sized.

BAT, MONSTER: AC: 13 HD: 8d8 AT: bite +8 (2d8), claws +8

(1d6) ST: 11 MR: 8 S: Twice the size of a human.

BEETLE, GIANT FIRE: AC: 15 HD: 1d8 AT: bite +1 (2d6) ST: 18 MR: 7 S: Light glands glow for 1d6 days after death.

BLACK PUDDING: AC: 13 HD: 10d8 AT: slam +10 (3d8) ST: 9 MR: 12 S: immune to everything but fire, divides when hit, corrodes metal.

BLINK DOG: AC: 15 HD: 4d8 AT: bite +6 (1d6) ST: 15 MR: 6 S: teleports, hate coeurls.

BOAR, WILD: AC: 12 HD: 3d8 AT: gore +3 (3d4) ST: 16 MR: 9 S: attacks for 2 rounds after death.

BRAIN EATER: AC: 14 HD: 8d8 AT: mouth tentacles +8 (1d6, special) or weapon +8 ST: 11 MR: 7 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: 8d8 AT: 2 claws (2d6) or bite +8 (2d4) ST: 11 MR: 9 S: burrows through rock, eyes cause confusion.

BUGBEAR: AC: 14 HD: 3d8 AT: bite +3 (2d4) or weapon +3 ST: 16 MR: 9 S: surprise foes on a 1-3.

CATOBLEPAS: AC: 12 HD: 6d8 AT: tail +6 (1d3 + stun) ST: 13 MR: 8 S: gaze (FORT save).

CARCASS CREEPER: AC: 16 HD: 3d8 AT: 8 tentacles +3 (paralysis) ST: 16 MR: 8 S: walk on walls and ceilings.

CENTAUR: AC: 15 HD: 4d8 AT: 2 kick +4 (1d6) or weapon +4 ST: 15 MR: 8

CENTIPEDE, GIANT: AC: 14 HD: 4d8 AT: bite +4 (1d6) ST: 15 MR: 7 S: poison (1d6 DEX).

CHIMERA: AC: 15 HD: 9d8 AT: 2 claws +9 (1d3), goat gore +9 (1d4), lion bite +9 (2d4), dragon bite +9 (3d4) ST: 10 MR: 9 S: breathes fire (3d6), flies.

COCKATRICE: AC: 13 HD: 5d8 AT: bite +5 (1d3) ST: 14 MR: 7 S: petrifying bite.

COEURL: AC: 15 HD: 6d8 AT: tentacles +6 (2d6) ST: 13 MR: 9 S: appear 3 feet from actual position (+2 to defense and saves), hate blink dogs.

DEMON, BAAL-ROG: AC: 17 HD: 9d8 AT: sword or flaming whip +9 (2d6) ST: 8 MR: 9 S: flies, flaming (3d8 damage to all in contact), darkness, 10 ft. r., natural defense: 4, 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, and sleep), and gate demons 70%.

DEMON, LEMURE: AC: 17 HD: 3d8 AT: claws (1d6) ST: 14 MR: 7 S: regenerate 1 HP/minute.

DEMON, SUCCUBUS: AC: 10 HD: 6d8 AT: 2 claws (1d6) or kiss (drain 1 energy level) ST: 11 MR: 9 S: immune to non-magic weapons, natural defense: 2, 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: 7d8 AT: fist or weapon +7 ST: 12 MR: 12 S: flies, whirlwind, creation of things, create illusions, invisibility, immune to mundane weapons.

DOPPELGANGER: AC: 14 HD: 4d8 AT: claw +4 (1d12) ST: 15 MR: 8 S: imitate humanoids, immune to sleep and charm. +5 on magic saves.

DRAGON, BLACK: AC: 17 HD: 7d8 AT: 2 claws +7 (1d6), bite +7 (3d6) ST: 10 MR: 9 S: flies, breathes line of acid (7d8).

DRAGON, BLUE: AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (3d8) ST: 8 MR: 9 S: flies, breathes line of lightning (9d8).

DRAGON, BRASS: AC: 17 HD: 7d8 AT: 2 claws +7 (1d6), bite +7 (4d4) ST: 10 MR: 9 S: flies, breathes cloud of sleep or fear gas.

DRAGON, BRONZE: AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (3d8) ST: 8 MR: 9 S: flies, breathes lightning (9d8) or repulsion.

DRAGON, COPPER: AC: 17 HD: 8d8 AT: 2 claws +8 (1d6), bite +8 (5d4) ST: 9 MR: 9 S: flies, breathes acid cloud (8d8) or slow.

DRAGON, GREEN: AC: 17 HD: 8d8 AT: 2 claws +8 (1d6), bite +8 (2d10) ST: 9 MR: 9 S: flies, breathes cloud of chlorine gas (8d6).

DRAGON, GOLD: AC: 19 HD: 11d8 AT: 2 claws +11 (1d6), bite

+11 (3d12) ST: 6 MR: 10 S: flies, breathes cloud of poisonous gas or cone of fire (11d8), uses magic as MU of level 1 to 8 (by age), assume human form.

DRAGON, RED: AC: 17 HD: 10d8 AT: 2 claws +10 (1d6), bite +10 (3d10) ST: 7 MR: 9 S: flies, breathes cone of fire (10d8), uses magic as MU of level 1 to 6 (by age - 2).

DRAGON, SILVER: AC: 18 HD: 10d8 AT: 2 claws +10 (1d6), bite +10 (3d10) ST: 7 MR: 9 S: flies: breathes cloud of poisonous gas or cone of cold (10d8), uses magic as MU of level 1 to 8 (by age), assume human form.

DRAGON, WHITE: AC: 17 HD: 6d8 AT: 2 claws +6 (1d6), bite +6 (2d8) ST: 11 MR: 9 S: flies, breathes cone of cold (6d8).

DRAGON TURTLE: AC: 21 HD: 20d8 AT: 2 claws +15 (1d8), bite +15 (10d6) ST: 3 MR: 10 S: natural defense: 3, swims well, slow on land, breathes steam cloud (20d8) only when in water.

DRYAD: AC: 14 HD: 2d8 AT: weapon +2 ST: 17 MR: 6 S: charm.

DWARF: AC: 15 HD: 1d6+1 AT: warhammer +1 (1d8) ST: 16 MR: 10 S: standard dwarf abilities.

EFREET: AC: 16 HD: 10d8 AT: slam +10 (2d8) ST: 9 MR: 12 S: flies, wall of fire, creation of things, create illusions, invisibility, and immune to mundane weapons.

ELEMENTAL, AIR: AC: 19 HD: 12d8 AT: slam +12 (2d8) ST: 7 MR: 10 S: whirlwind, extra damage against foes in the air.

ELEMENTAL, EARTH: AC: 19 HD: 12d8 AT: slam +12 (4d8) ST: 7 MR: 10 S: tear down stone, extra damage against foes standing on the ground (1d8).

ELEMENTAL, FIRE: AC: 19 HD: 12d8 AT: slam +12 (3d8) ST: 7 MR: 10 S: ignite materials.

ELEMENTAL, WATER: AC: 19 HD: 12d8 AT: slam +12 (3d10) ST: 7 MR: 10 S: overturn boats, extra damage against swimming foes (1d6).

ELEPHANT: AC: 14 HD: 9d8 AT: 2 Tusks +9 (2d4) or Trample +9 (4d8) ST: 10 MR: 8 S: can make charge attack.

ELF: AC: 14 HD: 1d8 AT: sword or longbow (1d6) ST: 16 MR: 8 S: standard elf abilities.

EYE GLOBE: AC: 17 (Eye Stalks: 15) HD: Body 40 HP, Eye Stalk 10 HP each AT: 1d4 eyes ST: 8 MR: 8 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: 4d8 AT: 2 claws +4 (1d3) or bite +4 (1d6), horns +4 (1d4) ST: 15 MR: 11 S: fly.

GELATINOUS CUBE: AC: 11 HD: 4d8 AT: slam +4 (2d4) ST: 15 MR: 12 S: touch paralyzes, immune to lightning and cold, surprise foes on a 1-4.

GHAIST: AC: 13 HD: 3d8 AT: 2 claws +2 (1d3) or bite +2 (1d4) ST: 16 MR: 9 S: undead immunities touch paralyzes, humans slain by ghouls rise again as ghouls in 24 hours. Regenerate 1 HP/minute until slain.

GHOUL: AC: 13 HD: 2d8 AT: 2 claws +2 (1d3) or bite +2 (1d4) ST: 17 MR: 9 S: undead immunities touch paralyzes, humans slain by ghouls rise again as ghouls in 24 hours.

GIANT, CLOUD: AC: 17 HD: 13d8 AT: weapon +13 (3d6) or hurl rocks +13 (3d6) ST: 6 MR: 10 S: only surprised on a 1.

GIANT, FIRE: AC: 16 HD: 12d8 AT: weapon +12 (5d6) or hurl rocks +12 (3d6) ST: 7 MR: 9 S: immune to fire.

GIANT, FROST: AC: 15 HD: 11d8 AT: weapon +11 (4d6) or hurl rocks/ice +11 (3d6) ST: 8 MR: 9 S: immune to cold.

GIANT, HILL: AC: 15 HD: 8d8 AT: weapon +8 (2d6) or hurl rocks +8 (3d6) ST: 19 MR: 11

GIANT, STONE: AC: 20 HD: 9d8 AT: stone club +9 (3d6) or hurl rocks +9 (3d6) ST: 10 MR: 9

GIANT, STORM: AC: 18 HD: 16d8 AT: weapon +16 (8d6) or hurl rocks +16 (3d6) ST: 3 MR: 10 S: control weather.

GNOLL: AC: 14 HD: 2d8 AT: weapon +2 ST: 17 MR: 8

GNOME: AC: 14 HD: 1d8 AT: weapon +1 ST: 16 MR: 8

GOBLIN: AC: 12 HD: 1d6-1 AT: weapon +1 ST: 18 MR: 7 S: -1 to hit in sunlight.

GOLEM, FLESH: AC: 10 HD: 12d8 AT: 2 fists +12 (2d8) ST: 7

MR: 11 S: Healed by lightning, hit only by magic weapons, slowed by fire and cold, immune to most magic.

GOLEM, IRON: AC: 16 HD: 13d8 AT: fists or weapon +13 (4d10) ST: 6 MR: 11 S: Poison gas, immune to all weapons +2 or less, natural defense: 2, slowed by lightning, healed by fire, immune to most magic.

GOLEM, STONE: AC: 14 HD: 16d8 AT: fist +15 (4d8) ST: 3 MR: 11 S: Unaffected by +2 or lesser weapons, natural defense: 2, slowed by fire, damaged by rock to mud (healed by rock to Mud reversed), immune to most magic.

GORGON: AC: 17 HD: 8d8 AT: gore +8 (2d6) ST: 11 MR: 8 S: breathes petrifying gas.

GREEN SLIME: AC: n/a HD: n/a AT: organics and metal turn to green slime if touched ST: 18 MR: n/a S: killed by cold or fire. Cure Disease stops transformation to green slime.

GREMLIN: AC: 12 HD: 1d8 AT: weapon +1 ST: 10 MR: 12 S: chaos aura causes physical actions with 10 feet to fail 50% of the time in a chaotic manner.

GREY OOZE: AC: 12 HD: 3d8 AT: strike +3 (1d6) ST: 16 MR: 12 S: acid (destroys armor in one round, deals automatic damage after the first hit), immune to blunt/crushing attacks, spells, fire and cold.

GRIFFON: AC: 16 HD: 7d8 AT: 2 claws +7 (1d4), bite +7 (2d8) ST: 12 MR: 8 S: flies.

HALFLING: AC: 12 HD: 1d6 AT: weapon+1 (1d6) ST: 16 MR: 8 S: nearly invisible in outdoor cover.

HARPY: AC: 12 HD: 3d8 AT: 2 talons +3 (1d4) or weapon +3 ST: 16 MR: 7 S: flies, siren-song (Charm person).

HELL HOUND: AC: 15 HD: 5d8 AT: bite +5 (1d6) ST: 14 MR: 9 S: breathe fire (10 HP damage)

HIPPOGRIFF: AC: 14 HD: 3d8 AT: 2 claws +3 (1d6), bite +3 (1d10) ST: 16 MR: 8 S: flies.

HOBGOBLIN: AC: 14 HD: 1d8+1 AT: weapon +1 ST: 18 MR: 8 HORSE, RIDING: AC: 12 HD: 2d8 AT: bite +2 or kick +2 (1d4) ST: 17 MR: 7

HORSE, WAR: AC: 12 HD: 3d8 AT: bite +3 (1d6) or kick +3 (2d6) ST: 16 MR: 9

HUMAN, BANDIT/SOLDIER: AC: 12 HD: 1d8 AT: weapon +1 ST: 16 MR: 8

HUMAN, BERSERKER: AC: 12 HD: 1d6+2 AT: weapon +1 ST: 16 MR: 12 S: berserk frenzy (+2 to hit)

HUMAN, COMMON MAN: AC: 10 HD: 1d8-2 AT: weapon +0 ST: 16 MR: 6

HUMAN, SERGEANT-AT-ARMS: AC: 14 HD: 3d8 AT: weapon +3 ST: 15 MR: 8

HYDRA: AC: 14 HD: 5-12d6 AT: 5-12 bites +HD (1d6) ST: 14- MR: 11 S: 1 HD per head, 20% chance of fire-breathing or regenerating.

INVISIBLE STALKER: AC: 16 HD: 8d8 AT: 1 bash +8 (4d4) ST: 8 MR: 12 S: flies, invisible.

KOBOLD: AC: 13 HD: 1d4 AT: weapon +0 (1d6) ST: 18 MR: 9

LEPRECHAUN: AC: 11 HD: 1d4 AT: theft, magic ST: 16 MR: 7 S: invisible, polymorph non-living objects, illusions and ventriiloquism 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 (1d10) or weapon +HD ST: 7- MR: 10 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: 2d8 AT: claws +2 (1d6) or weapon +2 ST: 17 MR: 11 S: breathe underwater.

LURKER RAY: AC: 13 HD: 10d8 AT: wing smother +10 (1d8) ST: 9 MR: 9 S: those hit take 1d8 damage/turn and smother in 1d6 turns.

LYCANTHROPE, WEREBEAR: AC: 17 HD: 7d8 AT: 2 claws +7 (2d4), bite +7 (1d8) ST: 12 MR: 10 S: lycanthropy, extra 2d6 damage if both claws hit.

LYCANTHROPE, WEREBOAR: AC: 15 HD: 4d8 AT: tusks +6 (2d6) ST: 15 MR: 9 S: lycanthropy, attack +6 instead of +4 because of rage.

LYCANTHROPE, WERERAT: AC: 13 HD: 3d8 AT: bite (1d4) or weapon +3 ST: 16 MR: 8 S: lycanthropy, surprise foes on a 1-4.

LYCANTHROPE, WERETIGER: AC: 16 HD: 5d8 AT: 2 claws +5 (1d6), bite +5 (2d6) ST: 14 MR: 10 S: lycanthropy, surprise foes on a 1-4.

LYCANTHROPE, WEREWOLF: AC: 14 HD: 4d8 AT: 2 claws +4 (1d4) bite +4 (2d4) ST: 15 MR: 8 S: lycanthropy.

MANTICORE: AC: 15 HD: 6d8 AT: claws +6 (1d4) or bite +6 (2d4) ST: 13 MR: 9 S: flies, six tail spikes +6 (1d6) per round, 24 spikes in total.

MEDUSA: AC: 14 HD: 6d8 AT: weapon +6 ST: 13 MR: 8 S: onlookers turn to stone (FORT save), hair attacks at +3 (poison bite), averting eyes reduces to hit by 4 and grants +2 to medusa attacks.

MERMAN: AC: 13 HD: 1d8 AT: weapon +1 ST: 16 MR: 8 S: breathe water, swim.

MINOTAUR: AC: 13 HD: 6d8 AT: weapon +6 or bite +6 (1d6) or Head gore +6 (1d6) ST: 13 MR: 12 S: never lost in mazes.

MULE: AC: 12 HD: 2d8 AT: Kick +2 (1d4) ST: 17 MR: 8

MUMMY: AC: 16 HD: 6d8 AT: touch +6 (2d6) ST: 13 MR: 12 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: 12d8 AT: bite +12 (1d4 + poison), spit +12 (30 range, poison), constrict +12 (1d8/rd until freed) ST: 7 MR: 9 S: spells as 6th level Cleric.

NAGA, SPIRIT: AC: 14 HD: 10d8 AT: bite +10 (1d4 + poison) ST: 9 MR: 8 S: spells as 6th level Cleric and 7th level Magic-User, gaze (permanent charm).

NAGA, WATER: AC: 14 HD: 8d8 AT: bite +10 (1d3 + poison) ST: 11 MR: 7 S: spells as 5th level Magic-User (no fire or lightning).

NIXIE: AC: 12 HD: 1d8 AT: weapon +1 (1d6) ST: 16 MR: 6 S: swims, charm.

OCHRE JELLY: AC: 11 HD: 6d8 AT: acid strike +6 (2d6) ST: 13 MR: 6 S: a hit destroys organic material, lightning divides jelly into three jellies, each doing +2 (1d6) damage.

OGRE: AC: 14 HD: 4d8 AT: weapon +4 (2d6) ST: 15 MR: 10

OGRE MAGE: AC: 15 HD: 5d8 AT: weapon +5 (2d6) ST: 13 MR: 9 S: flies, magic use (turn invisible, darkness 10' radius, sleep, charm person, cone of frost).

ORC: AC: 13 HD: 1d8 AT: weapon +1 ST: 16 MR: 8

OWLBEAR: AC: 14 HD: 5d8 AT: 2 claws or bite +5 (1d8) ST: 14 MR: 9 S: hug for additional 2d6 if both claws hit.

PEGASUS: AC: 13 HD: 4d8 AT: 2 hooves +4 (1d6) ST: 16 MR: 8 S: flies.

PHOENIX: AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (2d6) ST: 10 MR: 10 S: +3 or better weapon to hit, immune to charm/hold/fire attacks, 3d6 fire damage to all within 10 feet.

PIXIE: AC: 12 HD: 1d8 AT: weapon +1 (1d4) ST: 14 MR: 7 S: flies, charm, naturally invisible.

PURPLE WORM: AC: 13 HD: 15d8 AT: bite +15 (2d8) or sting +15 (1d8) ST: 4 MR: 10 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: 1d8 AT: bite +1 (1d3) ST: 18 MR: 8 S: 1 in 20 chance of disease from bite.

RAT, MONSTROUS: AC: 13 HD: 3d8 AT: bite or claws +3 (1d6) ST: 16 MR: 7 S: 1 in 20 chance of disease from bite.

ROC: AC: 15 HD: 12d8 AT: 2 claws +12 (1d8) or bite +12 (2d10) ST: 7 MR: 9 S: flies

RAKSHASA: AC: 23 HD: 7d8 AT: claws, bite +7 (1d8) or weapon +7 ST: 12 MR: 8 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: 5d8 AT: touch +5 (special) ST: 14 MR: 7 S: touch of (or touching) the rust monster causes metal items to turn to rust.

SALAMANDER: AC: 15 HD: 7d8 AT: bite +8 (1d6) or constrict +8 (1d8) ST: 12 MR: 10 S: heat does 1d8 to nearby creatures, immune to fire.

SCORPION, GIANT: AC: 17 HD: 4d8 AT: 2 claws +4 (1d10), sting +4 (1d4, poison) ST: 15 MR: 11 S: poison causes paralysis and loss of 1 BP per minute.

SCORPIONMAN: AC: 17 HD: 8d8 AT: weapon +8 (1d10), sting

+4 (1d4, poison) ST: 11 MR: 9 S: poison causes paralysis and loss of 1 BP per minute.

SEA SERPENT: AC: 17 HD: 30d6 AT: bite +15 (4d6) ST: 3 MR: 9 S: natural defense: 2, swallows whole on roll 4 higher than needed to hit, swallowed creatures take 1d6 automatic damage every turn.

SHADOW: AC: 12 HD: 3d8 AT: touch +3 (1d4, special) ST: 16 MR: 12 S: drains 1 STR per hit, hit only by magical weapons, surprise foes on a 1-5, creatures reduced to 0 STR will rise 24 hours later as a shadow. Not undead.

SHARK: AC: 15 HD: 4d8 AT: bite +4 (2d6) ST: 15 MR: 7

SHARK, GIANT: AC: 16 HD: 10d8 AT: bite +10 (3d10) ST: 19 MR: 7

SHRIEKER: AC: 11 HD: 3d8 AT: none ST: 16 MR: 12 S: large toadstool, if disturbed (light 60 feet/movement 30 feet) emits loud shriek for 1d3 minutes which stuns small (rat-sized) creatures.

SKELETON: AC: 12 HD: 1d8 AT: weapon +1 ST: 18 MR: 12 S: undead immunities.

SLUG, GIANT: AC: 11 HD: 12d8 AT: bite +12 (2d6) ST: 7 MR: 10 S: spits acid (2d6).

SNAKE, CONSTRICTOR: AC: 14 HD: 2d8, AT: constriction (1d3) ST: 17 MR: 7 S: On successful attack, automatic 1d3 damage thereafter until dead.

SNAKE, GIANT CONSTRICTOR: AC: 14 HD: 6d8 AT: constriction +4 (1d6) ST: 13 MR: 7 S: On successful attack, automatic 1d6 damage thereafter until dead.

SNAKE, GIANT VIPER: AC: 14 HD: 4d8 AT: bite +4 (1d3 + poison) ST: 15 MR: 7 S: Poison bite does 2 BP per minute.

SNAKE, VIPER: AC: 14 HD: 1d8 AT: bite +1 (1hp + poison) ST: 18 MR: 7 S: Poison bite does 1 BP per minute.

SPECTRE: AC: 17 HD: 7d8 AT: touch +7 (1d6) ST: 10 MR: 11 S: undead immunities, drains 2 levels per hit, creatures reduced to 0 levels will rise 24 hours later as a spectre.

SPHINX: AC: 19 HD: 12d8 AT: 2 claws +12 (3d6), bite +12 (2d8) ST: 7 MR: 10 S: Males are level 12 magic-users. Females are level 12 clerics. Roar (2/day) save or flee in terror

SPIDER, GIANT: AC: 13 HD: 2d8+2 AT: bite +2 (1d8) ST: 17 MR: 8 S: bite causes paralysis via poison, surprise on 1-5.

SPRITE: AC: 14 HD: 1d4 AT: none ST: 16 MR: 7 S: can curse (effects funny rather than dangerous, wears off after 1d20 hours)

STIRGE: AC: 12 HD: 1d8 AT: sting +1 (1d4) ST: 18 MR: 9 S: attaches on a hit and will deal 1d4 automatically damage every round.

TREANT: AC: 17 HD: 10d8 AT: branches +10 (3d6) ST: 9 MR: 9 S: Control trees and can make them move and attack.

TICK, GIANT: AC: 15 HD: 3d8 AT: bite+3 (1d6) ST: 16 MR: 7 S: attaches on a hit and will deal 1d6 damage automatically every round.

TITAN: AC: 22 HD: 16d8 AT: weapon+15 (5d6) ST: 3 MR: 11 S: natural defense: 3, Spells.

TOAD, GIANT: AC: 12 HD: 2d8 AT: bite +2 (1d6) ST: 19 MR: 6 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 pulls victims in to bite making bite attack like pole arms.

TROLL: AC 15 HD: 6d8 AT: 2 claws +6 (1d6), bite +6 (1d10) ST: 11 MR: 10 S: regenerate 3 hp per round (except acid or fire damage).

UNICORN: AC: 17 HD: 5d8 AT: 2 hoofs +5 (1d8) or horn +5 (1d8) ST: 14 MR: 7 S: double damage for charge, 25% magic resistance, teleport, horn can cure damage or disease.

VAMPIRE: AC: 17 HD: 9d8 AT: bite +9 (1d6) or weapon +9 ST: 8 MR: 11 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.

WAR DOG: AC: 12 HD: 2d8 AT: bite +2 (1d6) ST: 17 MR: 9

WIGHT: AC: 14 HD: 3d8 AT: claw +3 (1d6) ST: 16 MR: 12 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: 9d8 AT: shock +9 (1d6+4) ST: 10 MR: 10 S: flies.
 WOLF: AC: 12 HD: 2d8 AT: bite +2 (1d6) ST: 17 MR: 8
 WORG: AC: 13 HD: 4d8 AT: bite +4 (2d6) ST: 15 MR: 8
 WRAITH: AC: 16 HD: 4d8 AT: touch +4 (1d6) ST: 13 MR: 11 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: 8d8 AT: bite +8 (2d8) or sting +8 (1d6) ST: 11 MR: 9 S: poison sting (1d6 STR), flies.
 YELLOW MOLD: AC: n/a HD: n/a AT: 1d6 if touched ST: 18 MR: n/a S: if struck, 50% releases spore cloud (choke to dead in 6 rounds unless cure disease), destroyed by fire.
 ZOMBIE: AC: 11 HD: 2d8 AT: weapon +2 or claws +2 (1d8) ST: 15 MR: 12 S: undead immunities always lose initiative.

Science Fantasy Machine Monsters:

ANDROID, LABORER: AC: 12 HD: 3d8 (28 hp); AT: weapon +3 ST: 16 MR: 7 S: bio-machine
 ANDROID, LEADER: AC: 14 HD: 2d8; AT: 1 weapon +2 ST: 17 MR: 8 S: bio-machine
 ANDROID, SOLDIER: AC: 18 HD: 4d8 AT: 2 weapon +4 ST: 15 MR: 11 S: bio-machine
 BUILDEROBOT: AC: 20 HD: 10d8 AT: laser drill +10 (4d6 ranged), saw arm +10 (3d6), 2 grabber arms +10 (2d6) ST: 9 MR: 11 S: thermal vision; giant construction robot
 DOCBOT: AC: 12 HD: 2d8 AT: none ST: 17 MR: 11 S: regeneration ray heals 1d20 damage (+10 on humans); if malfunctioning can reverse polarity and fire a radiation ray that does 2d8 radiation damage
 LAWBOT: AC: 18 HD: 6d8 AT: 2 stun pistols +6 (2d6, stun) or stun grenade launcher +6 (3d6, area stun) ST: 13 MR: 11 S: low light and thermal vision
 SECURITYBOT: AC: 23 HD: 20d8 AT: 1 Fusion Launcher +15 (6d6, area) ST: 3 MR: 12 S: low light and thermal vision; 20 HP force field
 SPIDERBOT: AC: 15 HD: 4d8 AT: 1 laser eye beam +4 (3d8 ranged) ST: 15 MR: 11 S: low light and thermal vision
 UTILITYBOT: AC: 12 HD 2d8 AT: 2 mechanical claws +2 (2d6) ST: 17 MR: 11 S: thermal vision; general industrial robot
 VENDORBOT: AC: 14 HD: 2d8 AT projectile merchandise +2 (2d4 ranged) ST: 17 MR: 9 S: proximity sensors
 WARBOT: AC: 30 HD: 80d8 AT: 2 Rocket Launcher +15 (4d6 area), 2 Plasma Launcher +15 (5d6 area), Fusion Launcher +15 (6d6 area) ST: 3 MR: 12 S: low light and thermal vision; radar, sonar, 40 HP force field; flies, swims

Equipment

Many players prefer to select their equipment rather than use the standard quick packs. The GM may use these lists or GM created lists if the GM allows equipment selection.

| Weapons | Range | MinSTR | Cost | Damage |
|----------------------|-------|--------|------|----------|
| Arrows (20) | | -- | 1gp | — |
| Axe, throwing | 10ft | -- | 8gp | M (1d6) |
| Battle axe | | 13 | 10gp | H (1d8) |
| Bolts, crossbow (10) | | -- | 1gp | — |
| Bullets, sling (10) | | -- | 1sp | — |
| Club | 10ft | 11 | — | M (1d6) |
| Crossbow, heavy | 100ft | 15 | 50gp | H (1d10) |
| Crossbow, light | 80ft | 13 | 35gp | M (1d8) |
| Dagger | 20ft | -- | 2gp | L (1d4) |
| Dart | 20ft | -- | 5sp | L (1d4) |
| Falchion | | 11 | 75gp | H (2d4) |
| Flail | | 13 | 8gp | H (1d8) |
| Flail, heavy | | 13 | 15gp | H (1d10) |
| Gauntlet | | -- | 2gp | L (1d3) |
| Gauntlet, spiked | | -- | 5gp | L (1d4) |
| Glaive-gisarme | | 13 | 18gp | H (1d8) |
| Great axe | | 15 | 20gp | H (1d12) |

| | | | | |
|----------------------|-------|----|-------|----------|
| Great club | | 13 | 5gp | H (1d10) |
| Greatsword | | 17 | 50gp | H (2d6) |
| Halberd | | 15 | 10gp | H (1d10) |
| Hammer, light | 20ft | -- | 1gp | L (1d4) |
| Hand axe | | -- | 6gp | M (1d6) |
| Javelin | 30ft | 10 | 1gp | M (1d6) |
| Lance | | 15 | 10gp | H (1d8) |
| Longbow | 90ft | 13 | 75gp | H (1d8) |
| Longbow, composite | 100ft | 13 | 100gp | H (1d8) |
| Long Spear | | 13 | 5gp | H (1d8) |
| Longsword | | 13 | 15gp | H (1d8) |
| Mace, heavy | | 13 | 12gp | M (1d8) |
| Mace, light | | -- | 5gp | L (1d6) |
| Morningstar | | 13 | 8gp | M (1d8) |
| Net | 10ft | -- | 20gp | — |
| Pick, heavy | | 13 | 8gp | M (1d6) |
| Pick, light | | -- | 4gp | L (1d4) |
| Quarterstaff | | -- | — | L (1d6) |
| Rapier | | 11 | 20gp | L (1d6) |
| Scimitar | | 11 | 15gp | M (1d6) |
| Scythe | | 11 | 18gp | H (2d4) |
| Shield, heavy | | 15 | — | M (1d4) |
| Shield, light | | 13 | — | L (1d3) |
| Short bow | 50ft | 10 | 30gp | M (1d6) |
| Short bow, composite | 60ft | 10 | 75gp | M (1d6) |
| Short Spear | 15ft | 10 | 1gp | M (1d6) |
| Sickle | | 11 | 6gp | M (1d6) |
| Sling | 50ft | -- | — | L (1d4) |
| Sword, bastard | | 15 | 35gp | H (1d10) |
| Sword, short | | 10 | 10gp | M (1d6) |
| Trident | 10ft | 13 | 15gp | H (1d8) |
| War Axe, Dwarven | | 15 | 30gp | H (1d10) |
| War Hammer | | 13 | 12gp | H (1d8) |
| Whip | | -- | 1gp | L (1d3) |

Armor

| | Cost | Bonus |
|----------------------|----------|--------|
| Leather | 10 gp | L (+2) |
| Studded leather | 25 gp | L (+3) |
| Scale mail | 50 gp | M (+4) |
| Chain mail | 150 gp | M (+5) |
| Splint mail | 200 gp | M (+6) |
| Half-plate | 600 gp | H (+7) |
| Full plate | 1,500 gp | H (+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 |

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 |
| Water skin | 1 gp |

| Mounts/Animals | Cost |
|------------------|--------|
| 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 |

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 Armor: 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, Lightning 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, Efrete Bottle, Djinn Lamp, Mirror of Life Trapping, etc. Cursed items are possible as well.

Notes on "Old School" Play

While Microlite74 is designed using tried and true "D20" systems filtered through the Microlite20 rules, 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. This section will give a brief overview of "old school" play.

What is "Old School" Play?

There are two major styles of roleplaying games. The first (and older) style says "Here is the situation. Pretend you are there as your character, what do you want to do?" This style has been superseded over the years with a style that says "Here is the situation. Based on your character's stats, abilities, skills, etc. as listed on his character sheet and your knowledge of the many detailed rules of the game, what is the best way to use your character's skills and abilities and the rules to solve the situation?" Old school play strongly favors the first style and frowns on too much of the second.

Here are some major points where old school play is different:

Heroic, not Superheroic: Old school 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 four-color comic book superhero proud – and at first level yet. Just like in the real world, the more a character improves his abilities, the harder it is to improve them further, while new characters may advance rapidly, the higher their level the more effort and time (and XP) it takes to advance to the next level.

Achievement, not Advancement. Many modern games are often all about what special feats, extra classes and special game mechanics the players wish to obtain for their characters as they increase in level. In old school games, a character's abilities are generally predetermined by his character class, so old school games focus on the things that the characters wish to accomplish in the game world rather than on what game mechanics they want to acquire. Level advancement is often much slower than in modern fantasy RPGs which makes in campaign achievements even more important as a measure of character success.

No Skills: Unlike in 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. Note that you are assumed to be competent with all common activities associated with your class and background. If you need to keep a door open or shut, you might 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.

Limited Magic Items: Modern fantasy RPGs often assume that magic items are easy to buy and/or to create. In most old school campaigns, magic items are relatively rare and hard to create. Only potions and scrolls are generally relatively easy to create or purchase. Other magic items are seldom found for sale

(and are very high priced when they are found for sale) and are usually very expensive in money and time to try to create – often requiring rare ingredients that the characters must quest to find. Therefore characters are generally limited to the magic items they find in treasures or take from defeated enemies on adventures.

No Assumption of “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. Don’t assume that you can beat every monster that you encounter, running away from monsters too tough to handle can mean the difference between character survival and character death. You can also get creative in how you defeat monsters. Perhaps those goblins you bypassed could be talked into (or tricked into) attacking that giant you know you can’t beat, perhaps killing it for you or at least softening it up so your party has a chance of defeating it and living to tell the tale. Also remember that treasure can be turned into XP, even if you can’t kill the monsters, perhaps you can still acquire some of their treasure. Part of the skill of playing “old school” style is coming up with creative solutions when a direct attack is likely to fail.

It’s Not All About Combat: Many modern fantasy RPGs have made combat the star of the system, combats in these systems are time-consuming and very crunchy with rules for everything. Microlite20 avoids this by having a fast-playing abstract combat system. Microlite74 takes this one step further, combat isn’t intended to be the main source of fun in the game. The game is as much about exploration and treasuring finding as it is about combat. Sure, you are going to have to fight things to explore and find treasure, but always remember that combat may not be the best or safest way to handle every situation. Think before you rush into combat. After all, it’s not the only way to earn a good pile of experience – and monsters don’t have to be killed to be defeated (and get XP for them).

Reality/Common Sense Trumps Rules: Old-school games use loose and simple rules that cover average cases and the GM and players are supposed to apply common sense and their knowledge of how reality works to cover the unusual and edge cases. “Reality/Common Sense” as interpreted by the GM always trumps the written rules if they conflict. For example, a character has a magic weapon and the rules for that weapon say it always causes its target to fall prone if hit. The character hits a gelatinous cube moving down the corridor toward them with the weapon. The rules say that the target should fall and be in a prone position. Reality, however, says otherwise. Gelatinous cubes don’t have a top and bottom (so prone penalties make no sense) and a 10 foot cube can’t fall when it is moving through a 10 foot corridor. In some modern games, the rules would be applied anyway and the cube would suffer the effects of falling prone no matter how little sense that makes. In an old school game, the GM ignores the rule because it makes no sense in the specific situation.

Forget “Rules Mastery”: As some of the above differences have hinted, player skill in “old school” style games isn’t about mastering the game rules so you can solve any problem by knowing the right combination of rules from 20 different rule books. Microlite20 is designed to be rules light and Microlite74 tries to stress this even more by encouraging GMs to make rulings on the spot taking into account specific circumstances instead of trying to hunt up special cases in the SRD or a stack of optional rule books. This is faster and helps players immerse themselves in their character and the game world instead of in rule books. GM rulings will be based on specific circumstances and common sense, not just on the written rules and prior rulings. Just because it requires a certain roll to jump one 10 foot pit does not mean all 10 foot wide pits will require the same roll. After all, all sorts of variables can affect the roll (terrain, weather, lighting, pressure to jump quickly, etc.). Players need to remember that these rules are merely a tool for the GM. They

are just guidelines for the GM, not something written in stone that the GM must obey. If something herein does not work right in your campaign (or the GM just does not like a rule), the GM is well within his right to change it. Microlite74 is not a game for rules lawyers or for those who believe that the game designer always knows what is best.

No Script Immunity: In most old school games, player characters do not have any form of script immunity. Player characters can die, lose equipment, suffer strange magical effects and other often unpleasant consequences if they are not careful or are just very unlucky. On the other hand, there are no rules limiting their success. If they take on an adult red dragon as first level characters and miraculously manage to win, there are no rules about level appropriate wealth or level appropriate magic items to interfere with their becoming rich and probably flush with magic items from the dragon’s hoard.

Not Mentioned does not mean Prohibited: Many people seem to read RPG rules and come away with the idea that anything not specifically mentioned in the rules as allowed is prohibited. While this really doesn’t make much sense given that no set of rules could ever cover everything that characters might attempt to do in an adventure, it seems to be a very common way to view RPG rules. In an old school game like Microlite74, this is specifically not true: the millions of possible activities not mentioned in the rules are not prohibited, they are up to the GM to allow or disallow based on his knowledge of how reality works and how his specific campaign world differs from reality. Unless the rules specifically prohibit some action, players should ask their GM instead of simply assuming it is prohibited because the rules do not mention it.

Styles of “Old School” Play

If you read some “old school” blogs, forums, and web sites, you might get the impression that there is only one “old school” style of play: a style with expendable player characters who spend all their time in dungeons designed in the style of the old “Tomb of Horrors” module where an adventuring party is only one slipup away from death. This style of play is often shown in early modules.

What most people forget is that these early modules were designed for tournament play where the party that lasted longest and made it deepest into the dungeon was the winner. While a few gaming groups did run their regular campaigns like this and enjoy it, most people did not enjoy such games and the GMs who ran them were often referred to as “Killer GMs” (who often found themselves without players). Instead most home campaigns were a mixture of the following four styles – some campaigns stressing one or two styles over the others.

Power-Gaming: Many players start out playing in this style. Most soon get bored with it and add more and more of other styles. A power-gaming campaign is all about character power. Characters are known by their class, level, special items, and amazing powers and deeds. (“I killed the Demon King with my 15th Level Fighter/Magic-User/Druid. It only took two hits from Thor’s Hammer to knock him out. Then I cut off his head with my vorpal blade.”) There is often a lot of player competition for the most powerful character in campaigns that stress power-gaming. A lot of people look down on this style, but it can be a lot of fun to play a pure power-game in a group of players who all like the style.

Wargaming: This is probably the style old school rules were originally written for. The wargaming style of play is a competition between the player group and the GM. The GM sets up tactical battles, puzzles, and the like and the players solve them for treasure and experience. Fudging die rolls and ignoring rules (either for or against the players) is frowned upon as it detracts from the challenge and fun of the adventure.

Characters in pure wargaming campaigns often were expendable and had little personality or goals (beyond staying live and getting rich) as a character with such might be tempted to do things dysfunctional to survival. Published tournament dungeons like Tomb of Horrors could be considered examples of extreme forms of this style. Once the RPG hobby became known outside

of the minis and board wargaming community, pure forms of the wargaming style quickly became uncommon.

Role-Playing: A pure role-playing campaign is almost the opposite of a pure wargaming campaign. Player skill, tactics, and rules aren't really important. What is important is the player's character and that character's life in the game. In a pure role-playing campaign, players create the personality of their characters in great detail and players generally have a large emotional investments made in them and do not consider their characters expendable. Players tend to have their characters act within their personalities and within the beliefs they're supposed to hold – even when doing so is not the best thing to do at the time within the game. The object is to live your character's life in the campaign world. You “win” be having your character achieve his goals, goals which may or may not have anything to do with the game's goals of exploring and accumulating treasure and experience points. The modern computer game *The Sims* is an example of this style of play.

Story-Telling: While all campaigns tell a story after-the-fact (that is, you can tell a story based on the characters actions in the game), in a story-telling campaign, the GM has worked out a story in advance and the player characters are the protagonists. The campaign world usually has a detailed background and back story behind it. Knowing this background may be more important than knowing the rules. Some pure story telling campaigns are little more than single-line railroads where the characters play their almost pre-scripted parts in the story. In other cases, things are more free-form with story flow and events created by interactions between the GM's basic outline of story events and the actions of individual characters during the campaign. Some people consider the more pure forms of story-telling campaigns boring straight-jackets while others love the idea of being a major part of a real story.

These four major styles of play appeared early in the history of role-playing games. They were first mentioned in a general circulation publication in Glenn Blacow's article “Aspects of Adventure Gaming” in *Different Worlds* #10 (the October 1980 issue).

The important thing to take from this section isn't the four styles or their labels (as there are other systems for describing this with their own labels), but the idea that there were many different styles of “old school” play back in the “old school” days – not just the single style stressed in some “old school” blogs, forums, and web sites. Don't let those sites make you believe that you aren't playing old school right if your campaign isn't strongly in the wargaming camp. Most successful campaigns back in “old school” days were a mixture of all four major styles – and a heaping helping of minor styles.

Advice for the New Old School Game Master

If you are comfortable running a rules-light game like standard Microlite20, you'll probably have no trouble running Microlite74 as you have already learned to run a game without having hundreds of pages of rules detailing how to handle every situation that might possibly arise in the game. You've learned to just make a ruling that you think fits the situation and keep the game moving.

Running a Game Without Skills

The greatest change between Microlite20 and Microlite75 is the removal of all character skills. If you are used to just allowing players to just say “I'm searching the room. What do I find?” and make search skill roll or just say “I'll try to persuade the baron to loan us a catapult.” and make a persuade skill roll, running without skill rolls is going to require as much change to your thinking as it will to your players' thinking.

First, you need to get your players to tell you what their characters are actually doing in the campaign world, instead of talking in terms of what skill they are using. Then you need to learn to listen to what they say and decide if there description of what they are doing a) would most likely solve the problem, b) wouldn't have a chance of solving the problem, c) might not immediately solve the problem but would provide more info that

would help solve the problem, or d) would not definitely solve the problem but has a fair chance of doing so. Only option d would require a die roll.

Let's take checking a chest for traps as an example. Get the players to describe in general terms how they are going to check the chest for traps. Note general terms are enough; the idea is to see what the characters are doing, not to require them to describe every single muscle and eye movement they make. Having to “click on one exact pixel on the screen” to succeed is boring and frustrating in a computer game, the verbal equivalent of it is even more frustrating in a tabletop game. Don't fall into the trap of doing it as it turns players off fast.

Let's say a player says “I'll look the chest quickly over for obvious traps, paying special to the keyhole, clasp, and anything that looks out of the ordinary. I'm not touching it yet.”

If the chest had a poison needle near the clasp or some holes for poison gas or needles to shoot out of, this should be enough for the character to notice it without a roll, even if he isn't a Rogue or the like. However, if the chest is set to explode (or shoot daggers out of the opening when opened, such a search is not going to discover the trap – again no matter what the character's class or background as such a trap isn't visible from the outside. If you are feeling generous, you might have a Rogue make roll and if she makes it tell her player that while she doesn't see a trap, something still doesn't seem right about the chest.

If the character had said he was then poking the chest with a pole instead of rushing to open it, he might hear something strange if the chest had the above-mentioned dagger trap. Of course, unless he is a Rogue or has some strange background, chances are he would not associate the noise with a trap, but rather just that there was something loose in the chest. Again, you might give a Rogue a roll, especially an experienced Rogue.

As this example shows, it really isn't hard – unless you choose to make it hard. It's just different. After a few sessions both you and your players will find that it really isn't as hard as it looks.

Some players, however, really want die rolls. Because of previous bad experiences with poor GMs, they just can't trust the GM enough to handle some decisions being made without die rolls. If your players are like this, you can use “skill” rolls as a safety net. The players will still have to describe what their character does to solve the problem just as above. Once the player describes what his character is doing, the GM calls for a class/background based “skill” roll as described in the skills section of these rules. The results are determined by your opinion as GM of the action described and the skill roll. There are basically two situations:

In the first case, you feel that the player has a good plan that should likely succeed. Therefore it will succeed regardless of the result of the roll, but how well it succeeds is determined by the skill roll. A failed skill roll is a minimal success; the character succeeds, but just barely. A successful skill roll means the character's plan succeeds without any major hitches.

In the second case, either the player obviously knows less than his character does about the situation or just comes up with a bad idea that you feel is unlikely to work. You let the skill roll decide the result. A failed roll means the plan fails, while a successful roll means the plan somehow worked after all, but probably not perfectly.

Players who refuse to even try to come up with some type of rational statement about what their character is actually doing but just want to let the skill roll decide automatically fail.

Guidelines Not Rules

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.

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. Most retro-clones have free PDF versions and most have nicely bound printed copies available for a very reasonable price. Retro-clones allow play of an older, out-of-print game system without the trouble and expense of tracking down a copy of an out-of-print game. While no retro-clone is an exact copy of an earlier game, they generally are close to identical in play.

Oe and Retro-Clones

Oe: The Original Game

<http://www.retroroleplaying.com/book/original-dd>

The original Oe booklets and supplements can be found at auction on eBay or RPG Marketplace or at specialists like Noble Knight Games, but they are generally very expensive collectibles. 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.

Original Edition Characters (for Labyrinth Lord)

<http://www.goblinoidgames.com/labyrinthlord.html>

Original Edition Characters is a supplement for *Labyrinth Lord* (see the B/X and Retro-clones section below). It modifies the *Labyrinth Lord* rules to emulate the Oe game.

Microlite74

<http://www.retroroleplaying.com/content/microlite74>

Microlite74 is a restatement of Oe using a very light version of the 3.x rules (Microlite20) as a base. You are holding the Extended Version in your hands. *Microlite74 Basic* covers the original Oe boxed set. *Microlite74 Standard* covers the original Oe boxed set and supplements. *Microlite74 Extended* adds a number of house rules and other material the author was using in the late 1970s to overs the original Oe boxed set and supplements. *Microlite74 Companion* volumes add optional rules, detailed spell, monster, and treasure information, and other material which can generally be used with any version of Microlite74.

Swords & Wizardry

<http://www.swordsandwizardry.com/>

Swords & Wizardry is an OGL retro-clone of the Oe 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 three versions of this game. One uses just the material from the three LBB and the other two also use selected material from the Oe supplements.

B/X and Retro-Clones

B/X: The Original Game

<http://www.retroroleplaying.com/book/classical-dd>

The original B/X boxed sets and the revised version of this edition, the five box BECMI edition, can be found at auction on eBay or RPG Marketplace or at specialists like Noble Knight Games, as can 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 armor class and separation of races and classes.

Dark Dungeons

<http://darkdungeonsblog.wordpress.com/>

Dark Dungeons is based on the single volume RC version of the BECMI edition from the early 1990s. The rules are fairly close to the original but some changes have been made, especially where setting specific material is concerned.

Labyrinth Lord

<http://www.goblinoidgames.com/labyrinthlord.html>

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.

B/X Companion

<http://bxblackrazor.blogspot.com/2010/07/what-hell-is-bx-companion.html>

The *B/X Companion* is intended to be the mythical 3rd volume designed to complete the work begun with Tom Moldvay's Basic Rules and continued in the Dave Cook/Steve Marsh Expert Rules, both published in 1981. Both promised a "Companion" volume that would conclude the series. This is an attempt at producing the promised *B/X Companion*. (No free PDF version.)

Companion Expansion

<http://www.lulu.com/product/paperback/companion-expansion/6130494>

This is another attempt at producing the never published "third book" of the B/X version. "Presenting additional creatures and magical items for fantasy roleplaying games for basic- and expert-level players and gamemasters!"

1e and Retro-Clones

1e: The Original Game

<http://www.retroroleplaying.com/book/add-first-edition>

The original 1e rulebooks and adventures can be found at auction on eBay or RPG Marketplace or at specialists like Noble Knight Games – often at good prices if you do not need collectible condition. Also, some excellent third party 1e adventures are available in PDF format. 1e adventures and campaign settings could be converted for use with Microlite74 or any other early edition/retro-clone without much work.

Advanced Edition Companion (for Labyrinth Lord)

<http://www.goblinoidgames.com/labyrinthlord.html>

The *Advanced Edition Companion* is a supplement for *Labyrinth Lord* (see the B/X and Retro-clones section above). It modifies the *Labyrinth Lord* rules to emulate the 1e game – or at least those parts of it that most players actually used.

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.

2e and Retro-Clones

2e: The Original Game

<http://www.retroroleplaying.com/book/add-2nd-edition>

The original 2e rulebooks and adventures can be found at auction on eBay or RPG Marketplace or at specialists like Noble Knight Games – often at very good prices if you do not need collectible condition. Also, some excellent third party 2e adventures are available in PDF format. 2e adventures and campaign settings could be converted for use with Microlite74 or any other early edition/retro-clone without much work.

For Gold & Glory

http://feysquare.com/?page_id=3

For Glory & Glory is an attempt to create a close adaption of the 2e rules, or at least those in the three 2e core rulebooks.

Myth & Magic

http://www.newhavengames.com/?page_id=23

Myth & Magic is built from the core 2e rules. It retains the essence of classic fantasy role playing, while advancing the mechanics and providing more options, classes, spells, monsters, and more.

Other Fantasy Games

Adventurer Conqueror King System

<http://www.autarch.co/>

Adventurer Conqueror King takes the end game (ruling a domain) assuming in early editions of the world's most popular fantasy RPG and rebuilds the entire game around it, with special attention to a simple but functional economic system.

Adventures Dark and Deep

<http://www.adventuresdarkanddeep.com/>

This game is not a retro-clone, strictly speaking. Instead, it is an attempt to create an alternate universe version of 2e. 2e as it might have been if it had been written by the author of 0e and 1e.

Age of Shadows

<http://old.enworld.org/CrookedStaffProductions/page24.html>

A free old-school fantasy RPG based on the Openquest (D100 system) rules.

Barbarians of Lemuria

<http://www.1km1kt.net/rpg/barbarians-of-lemuria>

Non-traditional but still old school rules for fantasy games set on the lost continent of Lemuria -- loosely based on Lin Carter's novels. This is link to the free version. There is also a Legendary Edition from Beyond Belief Games.

The Big Brown Book

http://feysquare.com/?page_id=84

The Big Brown Book takes the rules of 0e and gives them a new spin — what would the world's most popular fantasy role playing game look like had it continued its wargame roots?

Castles & Crusades

<http://www.trolllord.com/cnc/index.html>

Castles & Crusades is 1e reimaged using 3e rules. It's fairly compatible with adventures from all editions of the world's most popular fantasy RPG through 3.5.

Dangers and Dweomers

<http://artikid.altervista.org/?id=Games&detail=Dangers%20and%20dweomers>

Dangers and Dweomers is the designer's personal take on early editions: "As much as possible I streamlined the S&W system, filling what I found as gaps with material from the BFRPG and the SRD."

Dark Passages

<http://www3.telus.net/public/uncouths/Passages.pdf>

Dark Passages is a modernized and re-organized take on the 0e/1e era of rules.

Dragons at Dawn

<http://stores.lulu.com/boggswood>

This game is an attempt to recreate the rules of the original Blackmoor campaign from the early 1970s. "Dragons at Dawn is a retro tribute to the very first fantasy gaming system pioneered

by Dave Arneson, the man who later went on to co-author the world's most popular roleplaying game. The result of years of careful historical research, Dragons at Dawn is entirely consistent with Arneson's original, largely forgotten methods of play developed roughly in the period 1970-1973." (No Free PDF version.)

Epées & Sorcellerie

<http://www.lulu.com/product/file-download/ep%C3%A9es-sorcellerie-%28english-translation%29/16178887>

Epées & Sorcellerie is a French RPG strongly inspired by 0e. An English translation is available.

Errant

<http://errantgame.blogspot.com/p/errant-rpg.html>

Errant RPG is a retro-clone that captures the basic play style of the classic game while introducing a variety of modern innovations to improve play.

Fire & Sword

<http://basicroleplaying.com/downloads.php?do=cat&id=12>

Fire & Sword was created by Raymond Turney, a co-creator of *RuneQuest*, and *Fire and Sword* is his evolution of the system. It thus has much in common with *BRP*, but contains many new interesting mechanisms.

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.)

Lamentations of the Flame Princess

<http://lotfp.blogspot.com/>

Lamentations of the Flame Princess is a 0e-like rules system with a stress on "weird fantasy." (Free PDF version of the "Grindhouse" rules available.)

Legends of the Ancient World

<http://www.darkcitygames.com/display.php?series=law>

Legends of the Ancient World is a rules-light clone of Megagaming's *The Fantasy Trip* -- complete in seven pages. The game is a free PDF, but the publisher sells solitaire adventures for it similar to the ones Megagaming produced for TFT.

Mazes & Minotaurs

<http://mazesandminotaurs.free.fr/>

Mazes & Minotaurs answers the question of what might 0e and 1e look like if their designers had been interested in classical Greek fantasy rather than medieval fantasy. There are two versions of the game available: Original and Revised.

Old School Hack

<http://www.oldschoolhack.net/>

Sort of the old Red Box version reimaged through a somewhat new school lens. It's not really an old school game but it not really not an old school game either.

Pars Fortuna

<http://matt-landofnod.blogspot.com/p/pars-fortuna.html>

What if you took the *Swords and Wizardry* rules and threw out all the standard races, classes, spells, monsters and magic items and replace them with ones generated randomly via sites like Chaotic Shiny, Seventh Sanctum or Abulafia? You get *Pars Fortuna*. (No free PDF version, although a free basic version is available.)

Siege Perilous

<http://oldguyrpg.blogspot.com/2009/09/siege-perilous-ultima-rpg-playtest.html>

Siege Perilous is a 0e variant designed to emulate the first three games of a very popular computer roleplaying game from the

early 1980s.

Spellcraft & Swordplay

<http://stores.lulu.com/elflairgames>

Spellcraft & Swordplay is an OGL redesign of the Oe version from the mid-1970s. The designer decided to rewrite Oe based on the original combat system (from the miniatures rules Oe grew out of) instead of Oe'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, although a free basic version PDF is available.)

Tombs & Terrors

<http://beyondbeliefgames.files.wordpress.com/2010/12/cq-tt1.pdf>

Tombs & Terrors is an unashamedly familiar role playing game of delving into subterranean crypts and looting the treasure -- compatible with sourcebooks and supplements that you already have.

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 jeweled kingdoms of your own world beneath your sandals!

Other Games

Mutant Future

<http://www.goblinoidgames.com/mutantfuture.html>

Mutant Future is a nuclear post-apocalyptic science fantasy game. It is created in the style of similar RPGs from the late 70s, but built around the core *Labyrinth Lord* rules so that these two games are fully compatible.

Stars Without Number

http://rpg.drivethrustuff.com/product_info.php?products_id=86467

Stars Without Number is a retro science fiction role playing game influenced by the Old School Renaissance and partially inspired by the great fantasy role-playing game editions written by Tom Moldvay and Frank Mentzer.

Weird West

http://rpg.drivethrustuff.com/product_info.php?products_id=91122&affiliate_id=163285

Weird West is a fast playing adventure roleplaying game with a very small set of rules for weird western worlds of cowboys, kung-fu, magic and otherworldly malevolence.

Adventures and Settings

There are a large number of adventures and campaign settings available for TSR editions of the world's most popular fantasy RPG. Playing copies of most of original adventures from TSR can be found on eBay for very low prices. TSR era adventures can be used with any pre-WOTC edition or retroclone with only very minor conversion.

There are also a large number of free and low cost adventures available in PDF format on the web. A good play to start looking for free adventures is on the Dragonsfoot forum web site (see the link under Old School Internet Resources below.

The best settings and adventures, however, are those you create yourself for your campaign. They don't need to be nearly as elaborate as those produced for use by others, let alone as fancy as those written for professional publication. Many Oe GM adventure location keys (including those of the game's original designers) were nothing but room/location numbers with something like "8 hobgoblins, leader has 20gp, trapdoor in floor hides skeleton with silver dagger (animates if dagger touched)" or "Small village, 27 families, 10 orc slaves, Headman: Mongar the Brown (Ftr 4th lvl, +1 sword) Mongar's wife, Rose is a 3rd lvl Cleric of Odin)." You can do that.

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/forum/>

Blog: <http://blog.retroroleplaying.com/>

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 Oe and 1e.

<http://knights-n-knaves.com/phpbb/>

Original D&D Discussion

Mainly discussions of Oe. 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>

Special Thanks to Microlite75 Sponsors

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Microlite74 Extended
Version 3.0 (October 1, 2011)

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*Microlite74 is dedicated to the memory of those who gave us the first roleplaying games and campaigns:
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Microlite74 Extended

Microlite74 games are trimmed-down miniature versions of the Primary Fantasy SRD rules designed to be quick and easy to play, especially when compared to modern incarnations of the game. The goal of *Microlite74* games is to recreate the style and feel of that very first ("0e") fantasy roleplaying game published back in 1974 without giving up all of the clearer mechanics of modern D20-based versions.

The *Microlite74 Extended* rules are based on the 1974 0e edition of the world's most popular fantasy roleplaying game with its supplements and material from 0e magazine articles, some 0e third party material, some of the house rules the author used in the 1970s, and selected ideas from other roleplaying games. These rules are not intended to be a clone of the 0e rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules.

This book contains the complete rules for *Microlite74 Extended*. This book includes:

- Simple Character Creation Rules: Roll 4 attributes and select a race, class, background, and alignment.
- Standard Classes: Fighter, Ranger, Paladin, Monk, Magic-User, Illusionist, Cleric, Druid, and Thief
- Simple and fast-playing combat system that tracks physical damage (aka body points) separately from luck/skill/fatigue (aka hit point) damage.
- Hit points recover with a night's rest. Spells cost hit points to cast. Actual wounds recover more slowly.
- Rules for hirelings, monster reactions (not every monster wants to fight), morale (not every monster fights to the death), and more.
- A complete list of spells and monsters.
- Compatible with most other 0e based games and adventures.

Other versions include *Microlite74 Basic* and *Microlite74 Standard*. *Microlite74 Basic* rules are complete but basic: There are only three classes (Fighter, Magic-User, and Cleric). Spells are limited and levels top out at 12 to 14. *Microlite74 Standard* includes many more classes and spells – all over those included in the original edition and its supplements. *Microlite74 Companion* volumes add even more options.

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Microlite74

Companion 1: Optional Rules

Version 3.0 (Condensed Type Edition)

OGL20 Rules for Tabletop Fantasy Roleplaying Campaigns with Old School (Oe) Flare



Microlite74 Companion I: Optional Rules

Version 3.0 (September 2011)

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Special Thanks to ADD Grogard, Lord Rocket, Kingstrum, Pete Ubu, and Zimzerveran
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*Microlite75 is dedicated to the memory of those who gave us the first roleplaying games and
campaigns:*

Dave Arneson, E. Gary Gygax, David Hargrave, Bob Bledsaw

A number of rules supplements were published for that very first ("0e") 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 0e supplements while others had interesting ideas from other sources – even interesting material from modern rules sets "backported" to 0e for Microlite74.

Most of these rules are suitable for use with either the Basic, Standard, or Extended versions of Microlite74. A few rules may not be suited for one or more versions or are included in Microlite74 Extended in another form. Rules not suitable for all versions of Microlite74 will be so marked.

Supplemental Stats & Races

Stats

Instead of rolling 3d6 and assigning the result to a stat, one of the following methods may be used.

Roll 4d6: Roll 4d6 then drop the lowest die, totaling the remaining 3 dice, assign the result to a stat. Repeat for remaining stats.

Roll 2d6+6: Roll 2d6, Total the 2 dice and add 6 to the result, then allocate to one of the stats. Repeat for remaining stats.

Point Buy (Average): Characters have 33 stat points (44 in Microlite74 Extended). Assign these points to the character's stats with a minimum of 3 and a maximum of 18 in each stat.

Point Buy (Heroic): Characters have 39 stat points (52 in Microlite74 Extended). Assign these points to the character's stats with a minimum of 3 and a maximum of 18 in each stat.

Array (Average): Assign 15 to one stat, 11 to another stat, and 7 to the remaining stat. (Assign an 11 to two stats in Microlite74 Extended.)

Array (Heroic): Assign 17 to one stat, 15 to another stat, and 13 to the remaining stat. (Assign 11 to the fourth stat in Microlite74 Extended.)

Version Suitability: Any.

Notes for the GM: With the exception of the Point Buy (Average) and the Array (Average) options, these optional methods of determining character stats tend to produce characters with higher than average stats. Consider the effects on your campaign carefully before replacing the standard stat roll method with one of these. Remember also that high and low stats have less effect on the character's abilities in Microlite74 than they do in many games.

Optional Races

The following races are examples of additional races that a GM could choose to make available to players in a campaign.

Dark Elves can be Clerics, Fighters, or Magic-Users (max level 8) or Thieves (max level as humans, 18-20).

Special Abilities: Can use Minor Magic and Arcane Blast (from Magic-User Special Abilities) by gesture (no wand needed) regardless of class or armor; 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. If not using level restrictions, Dark Elves have an Experience Base of +8.

Gnomes can be Fighters, max level 6, Illusionists, max level 8, or Thieves (max level as humans, 18-20).

Special Abilities: +4 to magic saves; note slanting passages, traps, shifting walls and new construction in underground

settings (d20 + MIND bonus; DC 15 if carefully checking, DC 20 if just passing through area); speak languages of dwarves, gnomes, kobolds and goblins and can talk to any burrowing mammal; can see in darkness half as well as in light. If not using level restrictions, Gnomes have an Experience Base of +5.

Half-Orcs can be Fighters (max level 10) Thieves (max level 8), or Assassins (max level as humans, 18-20).

Special Abilities: +2 to hit and damage with melee weapons, speak languages of orcs, kobolds and goblins; can see in darkness half as well as in light. If not using level restrictions, Half-Orcs have an Experience Base of +5.

Version Suitability: Any.

Notes for the GM: These races are examples of additional races for Player-Characters that a GM might wish to include in a campaign. The GM should feel to create any player character races needed for a homebrew setting. The GM can also prohibit any standard races if they do not exist in the GM's setting. For example, many swords & sorcery settings only have humans as player characters.

Supplemental Classes & Class Abilities

Specialist Class

Specialists can wear light armor, use shields and any weapon. *Physical Combat Bonus* is Level/3, round up. *Magical Combat Bonus* is equal to their class level/3, rounded 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.

Version Suitability: Microlite74 Basic only.

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.

Adventurer Class

For a less complex game where all characters can do everything, replace the standard classes with the Adventurer class.

Adventurers can wear any kind of armor, can use all weapons and may use shields. *Physical Combat Bonus* is equal to their class level/3, rounded up. *Magical Combat Bonus* is equal to their class level/3, rounded up. Experience Base is 30. They select one save for a +2 bonus and a second save for a +1 bonus. They add +1 to all attack and damage rolls. This increases by +1 at 4th level and every four levels thereafter. They can cast spells from scrolls at the normal HP cost plus 1HP for every bonus point of armor they are wearing. They can use all magic items. They can permanently learn a spell from a scroll by expending XP equal to the HP cost to cast the spell. Adventurers are considered a "Fighting Class."

Version Suitability: Any.

Notes for the GM: This optional rule is good for swords & sorcery style campaigns where magic is fairly rare and actual wizards and other magic using specialists are even less common. If used, the Adventurer class should be the only class used in the game, except for rare NPC mages or clerics. Using the optional Talents and/or the optional Advantages and Disadvantages rules will allow some mechanical customization of characters.

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 armor, 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).

Version Suitability: Any, however the Cleave ability is standard for fighters in Microlite74 Standard and Microlite74 Extended. Most suitable for Microlite74 Basic.

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.

MICROLITE74 COMPANION 1: OPTIONAL RULES

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. 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-users wand to explode (doing 1d6 backfire damage to the magic-user unless a WIL save is made). 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-users coin purse to a merchant's hand.

Version Suitability: Any. Included in Microlite74 Extended.

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 flavor 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.

Version Suitability: Basic or Standard.

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.

Advantages and Disadvantages

Many players like to have characters that are mechanically different from other characters of their class. Backgrounds help provide this, but some campaigns may need more. Characters in such campaigns may be created with advantages and disadvantages that adjust the character's Experience Base. All advantages and disadvantages selected for a specific character must be approved by the GM as suitable the campaign, the style of play, and the specific character. Things that any characters should be able to try to do should never be allowed as advantages. The following are example advantages and disadvantages that may be used. These are only examples, you may wish to remove some of the ones listed that do not fit your campaign or style of play and/or add new ones tailored to your campaign.

Advantages: The following special abilities increase a character's abilities and powers at the cost of increasing the number of experience points a character needs to advance.

Alchemy: Alchemists can create potions with the effect of Arcane Spells. With access to water, ingredients (5 gp per use per Spell Level), and a successful roll of 1d20 + Magic Attack Bonus vs. a DC of 10 + (3 x Spell Level), an Alchemist can create potions for spells of a Spell Level up to 1/2 the Alchemist's Level (round up). Potions take 30 minutes per spell level to brew. These potions can be used up to 24 hours after their creation; creating a potion with no expiration adds (2 x Spell Level) to the DC. Each potion after the first created in a day adds +2 to the DC. Experience base modifier of +10.

Ambidextrous: Characters are normally considered to be right or left-handed. Ambidextrous characters can use both hands equally well, even at the same time. Experience base modifier of +1.

Danger Sense: The character has a sixth sense for danger. For an Experience Base modifier of +2, he can never be surprised.

Direction Sense: For an Experience Base modifier of +1, a character always knows which direction is which (e.g. which way is north). For an Experience Base modifier of +3, a character not only always knows which direction is which but can always retrace his path (e.g. return the way he came in in a maze).

Dual Class: The character has two character classes and advances in them simultaneously (i.e. Dual Class characters still only have one level). A Dual Class character's Experience Base is equal to the total of the Experience Bases for each class (e.g. the Experience Base for a Fighter/Magic-User would be 50 – to which this advantage's Experience Base Modifier would be added). Dual Class characters combine the abilities and restrictions of both classes, taking the best in cases of conflict, except where ruled otherwise by the GM. Experience Base modifier of +10.

Former Magic-User Apprentice: The character began training as a Magic-User or Illusionist but did not complete it. The character has the Magic-User special abilities (Arcane Blast and Minor Magic) but at a cost of 3 HP per use. He can create the needed wand, but doing so takes a full week instead of a few hours. If the ritual rules are used, the character can cast first and second level spells as rituals provided he has a readable written copy of the spell ritual. Experience Base modifier of +7.

Herbalism: Herbalists are familiar with the magical methods of selecting and preparing herbal elixirs, poultices, etc. with the effects of divine healing spells (effect level is listed in parenthesis): Cure Light Wounds (1), Gentle Repose (2), Cure Blindness (3), Cure Deafness (3), Cure Disease (3), Cure Serious Wounds (4), Neutralize Poison (5), Restoration (7). Successful creation requires access to water, ingredients (5 gp per use per effect level), and a successful roll of 1d20 + Magic Attack Bonus vs. a DC of 10 + (3 x Spell Level). Effects equal to 1/2 the herbalist's level (round up) can be created. Herbal creations may be used up to 24 hours after creation. Herbal creations affecting disease or poison must be created for a specific disease or poison. Experience base modifier of +7.

Photographic Memory: For an Experience Base modifier of +1, a character may remember details most would forget on a successful WIL save. For an Experience Base modifier of +3, a character can remember everything with true photographic detail on a successful WIL save.

Disadvantages: The following major hindrances to a character decrease the number of experience points a character needs to advance. However, the character's Experience Base can never go below 50% of his Experience Base without any disadvantages.

Frail: Character is unhealthy and weak of frame, subtracting 1 from the number of hit points gained at each level (minimum 0). Experience Base modifier of -1.

Hunted by Enemies: The character is hunted by some powerful person or group who want to do them ill. The Experience Base modifier is the total of the modifier for the hunter's power and how often the enemy has a hand in the character's adventures. Power: slightly more powerful than character -0; much more powerful -2; extremely powerful +4. Frequency: 20% of game sessions -1; 40% of game sessions -2; 60% of game sessions -3.

Low Self-Esteem: Character has little self-confidence or self-worth, taking a -3 penalty on Presence saves. Experience Base modifier of -1.

Meager Fortitude: Character is sickly and weak of stomach, taking a -3 penalty on Fortitude saves. Experience Base modifier of -1.

Noncombatant: Character is relatively inept at melee combat; take a -2 penalty on all melee attack rolls. Experience Base modifier of -1.

Phobia: The character has a fear so strong it can overwhelm him. Mild phobias can be temporarily overcome with a MIND save. Severe phobias cannot be overcome. The Experience Base modifier is determined by how common the object of the fear is and the severity. Type of fear: Rare object/situation: -1; Uncommon object/situation: -2; Common object/situation: -3. Severity of Fear: Mild Fear: 1x; Severe fear: 2x.

Poor Reflexes: Character zigs when he should zag, taking a -3 penalty on Reflex saves. Experience Base modifier of -1.

Shaky: Character is relatively poor at ranged combat, taking a -2 penalty on all ranged attack rolls. Experience Base modifier of -1.

Unlucky: Your character just has bad luck, usually at the worst possible time. The GM will arbitrarily make something go wrong for the character each game session. This bad luck cannot kill the character outright, but just about anything else goes. Experience Base modifier of -3.

Unreactive: Character is slow to react to danger, taking a -4 penalty on initiative checks. Experience Base modifier of -1.

Vow: Your character has sworn an oath to do or not do something. The number of points it is worth is based on the amount of inconvenience the GM thinks it will cause the character during an average game session. Characters who break their vow during a session receive no XP for the session. Minor inconvenience: -1; Major inconvenience: -2; Great inconvenience: -3.

Vulnerable: Character is not good at defending himself, taking a -1 penalty to Armor Class. Experience Base modifier of -1.

Weak Will: Character is highly suggestible and easily duped; taking a -3 penalty on Will saves. Experience Base modifier of -1.

Version Suitability: Any.

Notes for the GM: GMs should think carefully before allowing Advantages and Disadvantages into their game. While they can be a great way to create a special character, they can be a pain in play. This is especially true for disadvantages like "Hunted by Enemies" that actually create more work for the GM. If you decide to allow them, you need to carefully look over characters that use them to be sure that those taken actually make sense for the player's character concept and aren't just being used to min-max the character.

Alignment

Basic Alignment: There are three basic alignments: Light, Dark, and Neutral. Only intelligent beings have alignment and the vast majority of those tend to be neutral. Player Characters should select an alignment for their characters.

Light: Light aligned characters try to avoid unnecessary harm to others by their actions or inaction. They often put the good of society/everyone over the immediate good of themselves and their friends. They are usually willing to help others/society even if doing so is somewhat inconvenient. If given power over others, they tend to use it for the good of all.

Dark: Dark aligned characters only care about themselves and those who are currently useful to them. While they may not go out of their way to harm others, they do not care if others are harmed as long as they succeed at their personal goals. They are generally only willing to help others/society if they get something they want or need out of it. If given power over others they tend to abuse it and use it mainly to help themselves.

Neutral: Neutral characters tend to put themselves and their friends first, but will generally not allow others to come to unnecessary harm or inconvenience in order to succeed. They are willing to help others/society so long as doing so is not inconvenient. If given power over others, they tend to use it for good, but they and their friends come first.

Virtues and Vices (Optional): As in real life, each character has virtues (admirable character traits) and vices (not so admirable character traits). Players select six traits from the lists below before play starts. Neutral characters must select three from each list. Light aligned characters must select at least one (but no more than two) vices. Dark aligned characters must select at least one (but no more than two) virtues. Players can select virtues and vices not on the list with GM approval.

| Virtues | Vices |
|---------------|---------------|
| Academic | Arrogant |
| Austere | Bigoted |
| Bold | Capricious |
| Cheerful | Cowardly |
| Compassionate | Egoistical |
| Courageous | Fearful |
| Daring | Hateful |
| Determined | Hidebound |
| Fair | Impulsive |
| Faithful | Insensitive |
| Friendly | Lazy |
| Generous | Manipulative |
| Gregarious | Miserly |
| Honest | Petty |
| Hopeful | Power Hungry |
| Industrious | Rude |
| Just | Self-Centered |
| Kind | Spendthrift |
| Patriotic | Stubborn |
| Thoughtful | Thoughtless |
| Thrifty | Vengeful |

Version Suitability: Any. Included in Microlite74 Extended.

Notes for the GM: Alignment is in the original 0e system in both a simple and a complex form. Unfortunately, it tended to

do little but cause arguments as to what was "good" or what was "evil" or what was lawful vs. what was chaotic. This optional alignment system tries to avoid such issues by limiting what behaviors are covered and by acknowledging that everyone has at least some traits of every alignment.

Character Goals and Personality Traits

The alignment system is a simple way to handle character "personalities" at a very simple level. While alignment is suitable for many types of campaigns, a more flexible system is needed for others. If this system is used, the GM will "enforce" it with Experience Point bonuses for using the character's goals and traits in play.

Character Goals: In order to individual characters, each player must select four goals from the list below and arrange them in order of importance to the character from first to fourth. Goals not on the list may be selected with prior GM approval. The GM may award bonus XP for goal achievements during a session. Characters can also earn points by helping their friends (fellow PCS and associated NPC's) achieve their goals, so long as their friends goals do not clash with their own goals. Players may change a goal or change the order of their goals during a campaign with GM approval.

Suggested Goals: (The player must select a particular aspect to stress for those marked with an asterisk)

| | |
|-----------------------------------|--|
| Furtherance of Scholarly Studies* | History, linguistics, literature, etc. |
| Furtherance of Art* | Music, architecture, crafts, etc. |
| Furtherance of Science* | Astrology, engineering, etc. |
| Wealth | Accumulation of treasure or other wealth |
| Earthly Pleasures | Wine, women/men, drugs, etc. |
| Romance | True love |
| Power over Others | Political, religious, in criminal underworld, etc. |
| Fame | Personal renown far and wide |
| Rank* | On social scale or in institution like religion or military |
| Preservation of the Status Quo | Prevention of change (in government, religion, social system, etc.) |
| Preservation of Nature | |
| Preservation of Order | Prevention of breakdown of law and order |
| Comradeship | Establishment and maintenance of friendships |
| Risk Tasking | Taking physical, financial, or spiritual risks |
| Commercial Business | Setting up and running profitable businesses |
| Collecting* | Jewelry, antiques, weapons. Etc. (for pleasure of ownership, not for actual use) |
| Religious Service | Serving religions and Gods |
| Battle Glory | Winning renown in battle |
| Image Cultivation | Adopting a distinctive appearance and style to impress others |
| Freedom | Preservation of individual freedoms |
| Chivalry | Mercy, fairness, compassion |
| Honor | Duty to liege, family, friends, or own dignity |
| Mystic Power | Finding spells, magic items, etc. for own use |
| Patriotism | Acting in country's best interest |
| Discovery | Bringing new knowledge to own civilization |
| Experience Wonders | Travelling through strange lands, other planes, etc. |
| Intrigue | Political/Social secret scheming and plotting |
| Materialism | Spending money on displays of wealth: manors, castles, useless expensive items, etc. |
| Welfare of Others | |

| | |
|---------------------------|---|
| Responsibility | Desire to carry out duties, take care of charges, etc. |
| Expansion of Civilization | Into new lands, etc. |
| Wanton Destruction | Desire to destroy things for the pleasure of destroying |
| Cruelty | Desire to cause pain in others |
| Persecution of Evil | "Evil" as defined by your culture or religion |
| Competition | Desire to compete for competition's sake |
| Personal Feats | The "do it because it's there" spirit |
| Creation* | Make magic items, works of art, etc. |
| Self-Discipline | Controlling one's behavior and emotions |
| Trickery* | Thwarting authority, playing practical jokes, etc. |

Character Personality Traits: In order to further individualize characters, players must select three of the following Personality Traits for their character. Personality Traits other than those listed may be used with prior GM approval. Players should be careful not to select traits that they are not interested in playing or that strongly conflict with their goals or religion (unless that is what the player wants). Players should also try to avoid selecting conflicting Personal Traits for their characters. If such traits are selected (for example, the first two on the list below), the negative trait (passion for drink, in this case) is applied to the character while the positive trait is directed toward the behavior of others – which tends to make the character a hypocrite.

Suggested Personality Traits:

- True passion for alcoholic beverages
- Disapproves of drunken ways
- True passion for gambling
- Disapproves of gambling
- Enjoy a good public brawl and will start one given a good reason
- Disapproves of public brawling
- True passion for members of the opposite sex
- Disapproves of lewd and/or flirtatious behavior
- Braggart who exaggerates his/her deeds
- Modest about own deeds and disapproves of bragging
- Gourmet who will not tolerate poor cuisine
- Glutton who will eat just about anything and think it great
- Rather crude and rough manners
- Excellent manners, cannot tolerate bad manners
- Will lie when it suits his/her needs
- Truthful character who does not tolerate falsehood
- Grasping and greedy
- Miserly and begrudges spending money
- Spendthrift whose money never lasts long
- Tends to forgive (or forget) personal insults and injuries
- Tends not to forgive or forget personal insults and injuries, and always tries to get even – sometime
- Social snob who demands due respect from his/her social inferiors
- Social egalitarian that places little worth in social class differences when a person has shown his/her worth
- Character will not kill except in self-defense (and only after all else has been tried and has failed)
- Sexist who belittles the abilities of the opposite sex.
- Mild prejudice against a specific race or class (belittles their abilities)
- Overconfident of own abilities
- Little confidence in own abilities
- Mild phobia
- Always optimistic
- Always pessimistic

Version Suitability: Any.

Notes for the GM: Alignment (especially with the optional vices and virtues) is enough for many campaigns, but the systems here provide much finer control over character personality for those who want the fine control accompanied by mechanical effects that benefit a player who plays in character and penalize a player who does not.

Supplemental Saving Throws

Traditional Saving Throws

This system completely replaces the saving throw system in the original rules. There are nine types of saving throws, which are grouped into five categories. The nine types are described below:

Death Ray - This saving throw covers instant death magic as well deadly attacks and hazards in general.

Poison - This saving throw covers poison-based attacks and hazards.

Wand - This saving throw covers attacks originating from magic wands.

Paralysis - This saving throw covers attacks and hazards that cause paralysis.

Turn to Stone - This saving throw covers attacks and hazards that cause petrification.

Dragon Breath - This saving throw covers breath attacks made by dragons or other creatures.

Rod - This saving throw covers attacks originating from magic rods.

Staff - This saving throw covers attacks originating from magic staffs.

Spell - This saving throw covers spell-based attacks and hazards.

The five categories of saving throws covered on the chart below are: Death Ray or Poison (DR/P), Wand (W), Paralysis or Turn to Stone (P/TS), Dragon Breath (DB), and Rod, Staff, or Spell (R/S/S).

To resolve a saving throw, the player (or GM) rolls d20, making any adjustments that may apply to the saving throw. If the adjusted result is equal to or greater than the target number listed on the table below, the saving throw is successful.

| Class | Level | DR/P | W | P/TS | DB | R/S/S |
|---------|-------|------|----|------|----|-------|
| Fighter | 1-3 | 12 | 13 | 14 | 15 | 16 |
| Fighter | 4-6 | 10 | 11 | 12 | 13 | 14 |
| Fighter | 7-9 | 8 | 9 | 10 | 10 | 12 |
| Fighter | 10-12 | 6 | 7 | 8 | 8 | 10 |
| Fighter | 13-15 | 4 | 5 | 5 | 5 | 8 |
| Fighter | 16+ | 2 | 3 | 3 | 3 | 5 |
| MU | 1-5 | 13 | 14 | 13 | 16 | 15 |
| MU | 6-10 | 11 | 12 | 11 | 14 | 12 |
| MU | 11-15 | 8 | 9 | 8 | 11 | 8 |
| MU | 16-20 | 5 | 6 | 5 | 8 | 3 |
| MU | 21+ | 3 | 4 | 3 | 5 | 2 |
| Cleric | 1-4 | 11 | 12 | 14 | 16 | 15 |
| Cleric | 5-8 | 9 | 10 | 12 | 14 | 12 |
| Cleric | 9-12 | 6 | 7 | 9 | 11 | 9 |
| Cleric | 13-16 | 3 | 5 | 7 | 8 | 7 |
| Cleric | 17+ | 3 | 3 | 5 | 6 | 5 |

All fighting classes save as Fighters. Arcane classes and Thieves save as Magic-users; all other classes save as Clerics. Monsters save as Fighters unless they have a class assigned. The Class Saving Throw bonus (and the class bonuses to the standard rules saving throws) listed in class descriptions are not used. The Paladin's +1 to all savings per 5 levels is still used, however.

Version Suitability: Any.

Notes for the GM: While many like the saving throw system used in 3e games, some prefer a saving throw system closer to that used in 0e. This optional system is much closer to that used in 0e.

Supplemental Skills

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 GM selected skill roll 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, 21 for very difficult tasks, etc.

Version Suitability: Any but most suited for Microlite74 Basic.

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.

Contest of Skills

A contest of skills is handled similar to combat, except the opponents aren't trying to kill one another; they are trying to defeat their opponent with their skills. Like in a combat, opponents in a contest of skills make an initiative roll for each round to determine who "attacks" first in the round. Instead of making a roll of attack bonus vs. Armor Class, each contestant makes the appropriate skill roll based on his class and background. If the attacker's result is equal or higher than the defender's result, he causes "skill damage" equal to 1d6 + stat bonus of the stat used by the skill. Skill Damage is removed from a set of Contest Points. At the beginning of the contest, each contestant's Contest Points which are set equal to the score of the stat used by the skill plus the character's level. When a character's Contest Points fall to 0 (zero) or less, the contest of skills is over, and the loser is defeated (knocked unconscious, humiliated, loses the bet, etc.). Contest Points cannot normally be increased during a Contest of Skills – unless someone successfully cheats.

Version Suitability: Any.

Notes for the GM: This is a simple system that can be used to

resolve non-lethal competitions between characters (boxing matches, card games, poetry writing contests, etc.) It plays fairly fast but usually takes more than a single die roll for more suspense while taking into account differences in skill and level between characters.

Talents

At level 2 (and every 2 levels thereafter), characters may select one narrow area of skill where they are better than average: something they are "Good at." This talent should be either something directly related to their class or background -- or something they have spent game time and/or money learning. If the player wishes (and the GM approves), instead of selecting a new talent a talent the character is already "Good at" be improved to "Expert at" at a later even-numbered level and a talent the character is "Expert at" may be improved a final time to "Master at" at yet a later even-numbered level. The GM will consider the character's talents just as he would the character's class and background when deciding if a character will succeed with an action.

Version Suitability: Any.

Notes for the GM: Many players used to more "new school" styles of play want rules-based, mechanical ways to customize their characters. Talents provide a way to do this that does not add much complexity nor restrict characters from trying to do things anyone should be able to try because they failed to select some special mechanical customization feat. Talents let characters choose to be better than average in some specific, limited field. For example, while any character can try to swing from vines, a character that is "Good at: Swinging from Vines" is going to be more successful at it than the average character. If you need to assign numerical benefits to talents for when a success roll is needed, +2 per level is a good place to start for most talents (i.e. Good at +2, Expert at +4, Master at: +6).

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 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. Some special rituals may require the sacrifice of intelligent beings. The sacrifice of intelligent beings is normally against the law in civilized societies.

Version Suitability: Any. Included in Microlite74 Extended.

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 and 6. A spell with metamagic abilities applied 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.

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.

Version Suitability: Any.

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.

Version Suitability: Any. Included in Microlite74 Extended.

Notes for the GM: If you want a spell system more like that of “0e” 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.

Counterspells

Arcane spell casters have the ability to disrupt other arcane casters by attempting to counter the spell. Casters can attempt to counter any type of arcane spell; however they get a -1 penalty when countering spells cast by a class different from their class.

The moment that a spell is cast, any caster within range (10 feet per level) and who has not yet acted that round may abandon their planned action to try to counter the spell. In order to succeed the countering caster must make a magic attack roll and beat a DC equal to 20 + (spell caster’s level) at a cost of 3 + the level of the spell being countered in HP. Before rolling they may choose to use their magical energies to improve their

chances of success: for each additional 2 HP spent (for each 3 HP spent if the caster is of a different class), their roll gains +1 bonus.

If a magic-user was casting a spell and stops doing so to counter a spell, the effect is the same as if the magic-user were hit in combat.

Version Suitability: Any.

Notes for the GM: Counterspells make magic and combat more complex and can lengthen combat quite a bit. However, they add a new dimension to magical combat.

Fire-and-Forget Magic

The “0e” 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 be cast once. This system can easily be substituted for the standard Microlite74 spell casting system using the following rules.

Fire-And-Forget Magic (Basic): 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.

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 |

Fire-And-Forget Magic (Standard/Extended): Magic-Users can cast any arcane spell (and Clerics any divine spell) from the Microlite74 list appropriate to their class as shown on the charts below. Arcane casters start with Read Magic and 1d2 additional first level spells in his spell book (which must be approved by the GM) and can add more spells by finding (or buying) them on scrolls or books and copying them into his spell book. Divine casters 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 arcane and divine casters 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: arcane casters must study their spell books while divine casters must meditate and commune with their deity.

Number of Spells Prepared Per Day (Arcane Spell Casters):

| Magic-User Level | Spell Level | | | | | | | | |
|------------------|-------------|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 1 | 2 | | | | | | | | |
| 2 | 2 | | | | | | | | |
| 3 | 3 | 1 | | | | | | | |
| 4 | 4 | 2 | | | | | | | |
| 5 | 4 | 2 | 1 | | | | | | |
| 6 | 4 | 2 | 2 | | | | | | |
| 7 | 4 | 3 | 2 | 1 | | | | | |
| 8 | 4 | 3 | 3 | 2 | | | | | |
| 9 | 4 | 3 | 3 | 2 | 1 | | | | |
| 10 | 4 | 4 | 3 | 2 | 2 | | | | |
| 11 | 4 | 4 | 4 | 3 | 3 | 1 | | | |
| 12 | 4 | 4 | 4 | 4 | 4 | 1 | | | |
| 13 | 5 | 5 | 5 | 4 | 4 | 2 | | | |
| 14 | 5 | 5 | 5 | 4 | 4 | 3 | 1 | | |
| 15 | 5 | 5 | 5 | 5 | 4 | 4 | 2 | | |
| 16 | 5 | 5 | 5 | 5 | 5 | 5 | 2 | 1 | |
| 17 | 6 | 6 | 6 | 5 | 5 | 5 | 2 | 2 | |
| 18 | 6 | 6 | 6 | 6 | 6 | 5 | 3 | 2 | 1 |
| 19 | 7 | 7 | 7 | 6 | 6 | 6 | 3 | 2 | 2 |
| 20 | 7 | 7 | 7 | 7 | 7 | 7 | 3 | 3 | 2 |

Number of Spells Prepared Per Day (Divine Spell Casters):

| Cleric Level | Spell Level | | | | | | |
|--------------|-------------|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 1 | 1 | | | | | | |
| 2 | 2 | | | | | | |
| 3 | 2 | 1 | | | | | |
| 4 | 2 | 2 | | | | | |
| 5 | 2 | 2 | 1 | | | | |
| 6 | 2 | 2 | 1 | 1 | | | |
| 7 | 2 | 2 | 2 | 1 | 1 | | |
| 8 | 3 | 3 | 2 | 2 | 1 | | |
| 9 | 3 | 3 | 3 | 2 | 2 | | |
| 10 | 4 | 4 | 3 | 3 | 2 | | |
| 11 | 4 | 4 | 4 | 3 | 3 | | |
| 12 | 5 | 5 | 4 | 4 | 3 | 1 | |
| 13 | 5 | 5 | 5 | 4 | 4 | 1 | |
| 14 | 6 | 5 | 5 | 5 | 4 | 2 | |
| 15 | 6 | 6 | 6 | 5 | 5 | 2 | |
| 16 | 7 | 6 | 6 | 6 | 5 | 3 | |
| 17 | 7 | 7 | 7 | 6 | 6 | 3 | 1 |
| 18 | 8 | 7 | 7 | 7 | 6 | 4 | 1 |
| 19 | 8 | 8 | 8 | 7 | 7 | 4 | 2 |
| 20 | 8 | 8 | 8 | 8 | 7 | 5 | 2 |

Both Versions: 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.

In combat, if a caster is hit and takes damage (or other effect that could interfere with spell casting like paralysis) before

casting a spell, the spell fizzles and the caster loses the spell from memory just as if he had cast it.

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.

Reduced Caster Hit Points (Optional): As casters do not use hit points to cast spells, their hit dice are capped at 9 for arcane casters (+ 1 hit point per level thereafter) and at 12 for divine casters (+2 hit points per level thereafter).

Version Suitability: Any.

Notes for the GM: Some people don't think it is "old school" if Magic-Users and Clerics do 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 "mnemonic" school of magic from a different location or culture.

Weird Science

Weird Science: A techno can create non-magical items with spell-like effects through his study of weird science. Weird science allows the artificer to create devices that combine the effects of one or more spells. Any number of spells can be combined into a single device. Spell statistics (casting times, etc.) remain unchanged, although no components are required and the artificer is considered the "caster" for the purposes of casting level.

Weird science devices must be invented in advance, however -- they cannot be created on the fly. The time to create such devices is 4 hours per spell level used and technos must have a written copy of each spell they use in a weird science device to create the device. As such, a techno usually has a fixed collection of regularly-carried devices.

Weird science devices are temporary and unreliable. They are able to be used reliably a number of times per day equal to 1 plus half the class level of the techno who built the device (rounding up, naturally). The device may be used by anyone -- but if used by someone other than the techno who built it, it requires a MIND roll at DC 15 to activate (a failed roll indicates that the device fails to activate for that user, and a roll of 1 means that the device breaks down for good).

If the device is used more times than allowed (by anyone), it requires a MIND roll with a DC equal starting at 20 and rising by 1 every additional time the device is used. A failed roll means that the device breaks down and may not be used again (the artificer will have to build another).

Combining multiple magical effects into a single device means that both effects function simultaneously upon activation (effectively casting two or more spells at once) -- but such devices are even more unstable than usual: The MIND roll for extra activations starts at DC 25 + the number of effects used, and goes up for each additional usage by the number of effects used.

If Weird Science is used, the Techno class should also be used:

Technos (Specialist Class) can wear light or medium armor, use any light or medium weapon and any weird science armor or weapons. *Physical Combat Bonus* is level/3, rounded up. *Magical Combat Bonus* is level/2, rounded up. Experience Base is 25. Class Saving Throw Bonus is +1. They add +1 to REF and WIL saves. Technos can create non-magical items with spell-like effects through their study of weird science. Technos use spells (of any class-type) up to 4th level to create their devices. They start with the ability to create 1st level effects and gain one additional level every third level.

Version Suitability: Any.

Notes for the GM: Allowing technos and weird science gives a simple way to allow a type of technology into the campaign without having to create a complex system of technology levels, invention rules, magic/tech interaction rules, etc. It assumes that technology is simply an attempt to recreate the effects of magic without magic. As written, this system should not throw balance out the window. Note, however, it isn't a set of rules for combining real world technology and magic.

Supplemental Combat

Combat Stunts (Simple)

At a cost of 1 hit point, Fighting and Specialist classes 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 Fighting Class may take up to 2 plus Level/3 (round up) in penalties on a single attack roll. A Specialist class 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.

Version Suitability: Any.

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)

Fighting Classes 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 saving throw.

The maximum number of hit points a Fighter can spend on stunts for a single attack is ((Level/2, round up) x 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.

Version Suitability: Any.

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.

Armor for Everyone

All character classes can wear armor; however, wearing armor has negative effects on the abilities of some classes. Armor Class in this system is Armor Class (AC) = Base Armor Class + DEX bonus + Armor bonus

Base Armor Class: Each class has a base armor class that is in effect anytime the character is conscious and not tied up to the point they can't move at all. This base armor class takes into account the character's combat training which allows him to dodge and parry blows.

- Fighter -- Base AC of 14
- Paladin/Ranger -- Base AC of 13
- Cleric/Druid/Bard -- Base AC of 12
- Thief/Assassin -- Base AC of 11
- Magic-User/Illusionist -- Base AC of 10

Any character that is unconscious or heavily restrained has a Base AC of 10. Other classes should be slotted in on the level of the character that makes the most sense. ONLY the fighting man should get a Base AC of 14, however. Other fighter classes/subclasses should come in on the Paladin/Ranger line at best. The Monk is a special case, and still can't use armor as their training replaces it.

Armor: Armor adds to the character's Base AC when worn. Armor may have side effects for some classes.

Light Armor: +1 to AC. Magic-Users and Illusionists cannot cast their highest level of spells known while wearing Light Armor.

Medium Armor: +2 to AC. Magic-Users and Illusionists cannot cast their two highest levels of spells known while wearing Medium Armor. Thief abilities are halved while wearing Medium Armor.

Heavy Armor: +3 to AC. Magic-Users and Illusionists cannot cast their three highest levels of spells known while wearing Heavy Armor. Thief abilities are unusable while wearing Heavy Armor.

Shield: +1 to AC, only when character is conscious and mobile. Magic-Users and Illusionists cannot cast their highest level of spells known using a shield -- if they are using a shield and armor the shield adds 1 to the levels of spells they cannot use.

Examples: An unarmored average DEX fighting man is AC 14. The same fighting man in plate armor and using a shield would be AC 18.

An unarmored average DEX 10th level wizard would be AC 10 and could cast spells normally. If that tenth level wizard wears chainmail, she would be AC 12 but would not be able to cast any of her 4th or 5th level spells. A 1st through 4th level magic user wearing chainmail would not be able to cast any spells at all.

Wearing Armor affects Bards based on the type of magic they cast. If they use Illusionist magic, wearing armor reduces their ability to cast spells just as it does for magic-users or illusionists. If they use Druid magic, it has no effect on their ability to cast spells.

Version Suitability: Any.

Notes for the GM: One thing that really seems to sit wrong with some players in early editions are the armor and weapons

limitations on classes. Some players really want their magic-users to wield swords and wear armor. This optional armor system allows this while still trying to maintain the balance between classes.

Weapon Damage By Class

Characters of any class can use any weapon. However, because of different levels of training, the amount of damage a character can do with a given weapon varies the type of weapon and the wielder's class. The Weapon Damage Table below is used instead of any other weapon damage given in the rules.

Weapon Damage Table

| Class Type | Light Wpn | Medium Wpn | Heavy Wpn |
|------------------|-----------|------------|-----------|
| Fighting Class | 1d6 | 1d8 | 1d10 |
| Specialist Class | 1d4 | 1d6 | 1d8 |
| Arcane Class | 1d4 | 1d4* | 1d6** |

*Arcane classes wielding a Quarterstaff using both hands do 1d6 damage.

**Arcane classes wielding a heavy weapon do so at -1 to hit.

Magic Weapons: A character only benefits from a magical hit or damage bonus on a weapon if the character's class is able to use the weapon under the standard class rules.

Version Suitability: Microlite74 Standard or Microlite74 Extended

Notes for the GM: In some campaign worlds the weapon restrictions on classes make little sense. This optional rule allows any class to use any weapon but limits the damage a weapon does based on the amount of "weapons training" a class receives. A fighter wielding a two-handed sword will do more damage with it than a magic-user will because fighters train with them and magic-users don't.

No Initiative

Use Physical Combat Bonus (Attack Bonus for monsters) to determine attack order instead of rolling for initiative.

Version Suitability: Basic or Standard.

Notes for the GM: This will speed up combat by eliminating 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.

Version Suitability: Any.

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.

Black Powder Weapons

In some campaign settings, early black powder firearms may be available. Black powder weapons have the potential to cause a lot of damage, if the maximum is rolled on a black powder weapon's damage die (for example, 8 for a pistol), roll again and add the new result to the total. Keep rolling as long as the maximum is rolled. A black powder weapon can only be fired once before it has to be reloaded, which takes an entire round.

| Weapons | Range | MinSTR | Cost | Damage |
|---------|-------|--------|-------|--------|
| Pistol | 30ft | 14 | 200gp | 1d8 |
| Musket | 200ft | 11 | 500gp | 1d10 |

Version Suitability: Any.

Notes for the GM: Black powder can be considered an alchemical or even magical substance in a campaign setting if the GM desires. Adding black powder weapons will not unbalance a campaign, but it will certainly change the feel of a campaign setting, especially if such weapons are common.

Miniatures and Battle Maps

If you have miniature figures (about 1 inch or 25 to 28 mm tall) to represent the characters and their enemies and wish to use them to create more tactical battles, you will need a ruler or a battle map covered in spaces (squares, hexes or 1 inch measurements). One space equals 5 feet or 2 yards, and the average character and monster moves 6 spaces per turn even diagonally.

Small characters (like halflings or gnomes) move 5 spaces per turn, while characters wearing heavy armor (splint mail, banded mail, half-plate, full plate) move 1 space less each turn. On older-style maps, where one space equals 10 feet, the average character moves 3 spaces per turn.

Characters can move through the same space as another character or enemy, but cannot end movement in the same space as another figure. Attempting to move past an enemy (through the enemy space or a space next to an enemy) may trigger an opportunity attack. Rubble, darkness, heavy growth and other difficult terrain costs 2 spaces of movement per space moved by the character. Moving up and down is the same as moving horizontally (a character does not have to spend extra movement to climb or fly). Moving just 1 space is considered a "free" action, as long as the character does not move any farther that turn.

If there's a question whether a character could see an enemy to hit it, draw an imaginary straight line from the center of the attacker's space to the center of the target's space (or one of its spaces, if it takes up more than one space on the map). If there is no major obstacle or enemy in the path, the character can make the attack. Allies of the attacker do not block its path. Characters can attack through windows and other partial obstacles at a -2 penalty to hit.

To avoid calculating attack ranges each turn, melee attacks must be made against an enemy in a space adjacent to the character. Thrown and short-range weapon attacks can be made against an enemy up to 10 spaces away. Long-range weapon attacks can be made against an enemy up to 25 spaces away.

Version Suitability: Any.

Notes for the GM: Combat in Microlite74 is not really intended to be played out with minis and battle maps. However, some groups will want to use them. These rules provide a simple system for those who wish to use it. GMs can make it more complex if their groups really want detailed, tactical combat.

Hit Points and Body Points

Replace the standard character damage and healing system with the following:

Hit Points (HP) = 6 + 1d6/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 1d2+1 Body Points. A Cure Serious Wounds (or equivalent) will cure 3d2+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.

Version Suitability: Any. Included in Microlite74 Extended.

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.

General

Action Points

All characters have 1 action point per character level. Actions points may be used to simulate a heroic effort by a character or to simulate a lucky break. Action Points recover 1 per day of total rest in safe surroundings.

Heroic Effort: Each action point spent on heroic effort allows the player to roll a 1d6 and adjust any single die roll affecting the character or made as a result of the character's actions in the character's favor by the amount rolled. The action point must be expended before the die roll to be adjusted is made.

Luck: Spending one action point for luck will cause a minor bit of good luck to come the character's way. Spending two action points for good luck will cause a major bit of good luck to come the character's way. In both cases, the GM decides exactly what the good luck is, but it should be helpful in a minor/major way to the character's immediate situation.

Shake Off Fatigue: Recover half your lost hit points instantly. This counts as an action.

Strike Now: The character can take his action right now instead of waiting for his normal strike speed position to come up. This cannot be used to cast a spell over 3rd level or if the character has taken a defensive Combat Stance for the round (Full Defense or Active Defense).

Version Suitability: Any.

Notes for the GM: Action points are a way for players to avoid or lessen the effects of truly disastrous die rolls at critical points or to have something lucky/helpful happen by "chance." While some think they go against the "let the dice fall where they may" old school attitude (and to some extent they do), in reality they turn out to be just another very limited resource for players to manage, which is a very old school thing. If your players complain about bad rolls to the point they are annoyed with the game, adding action points might be something to consider.

Fame

A side-effect of adventuring is Fame: other people may recognize the character, even if he would rather not be recognized. Fame is rated from 0 to 10.

Gaining Fame: All character start with a Fame (FAM) of 0 and FAM never goes higher than 10. Each time a character goes on an adventure, the character adds 1 to his Adventure Total. When his Adventure Total is equal to (or greater than) his current FAM +1, he rolls a d20 at the end of the adventure. If the roll is higher than his current FAM, his FAM increases by 1 and his Adventure Total is reset to zero.

Using Fame: Famous people might be recognized by others who see them, even if they do not wish to be. When the GM thinks a character might be recognized by a stranger, he rolls a D20. If the result is less than or equal to the character's Fame, the stranger correctly recognizes the character. If the character is disguised, the character will not be recognized. Characters who wish to be recognized may drop their name or the like and force a Fame roll.

Effects of Fame: Reaction to being recognized will vary depending on what the character has done. A mass murderer who is recognized will get a much different reaction than the famous general who saved the country from invasion, for example. If a character has been recognized, the GM may adjust NPC reactions accordingly.

Version Suitability: Any.

Notes for the GM: Fame is an abstract way to track how "important" player characters are in the campaign. You may want to modify how Fame is gained and used based on the needs of your campaign. NPCs can also be assigned Fame. If characters recognize them, they should be told a bit about them as the NPC's fame means that his life is not as private as he might like.

Sanity

All character start with a Sanity (SAN) of 0. To make a SAN roll, roll d20 + Mind bonus. If the result is greater than the character's current SAN, the roll is successful. If the roll is failed, the character suffers some type of overwhelming fear or temporary insanity. When characters see or experience something mind-shattering, their SAN may increase. For a mild experience, roll 1d2-1 and add the result to the character's SAN. For a major experience, roll 1d3-1 and add the result to the character's SAN. For a truly terrible experience (like encountering terrible deities of madness), roll 1d4-1 and add the result to the character's SAN. If a character's SAN total ever surpasses 20 + MIND bonus, the character is totally and permanently insane (and becomes an NPC). Small SAN reductions can come from defeating SAN roll causing situations or from special spells and/or rituals.

Version Suitability: Any.

Notes for the GM: Sanity is generally only included in campaigns which feature eldritch horrors whose mere existence can warp the mind.

Aspects

Aspects are non-mechanical parts of a Character that a player wants to mechanically influence the game. An epithet, quote, relationship, possession, or anything else can be an Aspect.

Characters start with one Aspect in the 1st Level and gain an additional aspect every 3rd level (at level 4, 7, 10, etc.). For each Aspect, a player gets an Aspect Point (often 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 an Aspect Point, thereby gaining a +4 to the roll. The GM may also invoke a Character's Aspect (called a "compel") for a -4 to the roll. The player may refuse a compel at the cost of one Aspect Point; if the player accepts a compel, he gains one Aspect Point.

Version Suitability: Any.

Notes for the GM: Aspects are popular feature from another RPG. This rule allows the limited use of aspects in Microlite74 without allowing them to take over the game or to have the silly effects (for example, being pitch black in the middle of the night has no effect on events unless someone spends a point to invoke the "darkness" aspect as is true in some games which use aspects).

Deities and Divine Intervention

Characters will find it helpful to follow one of the gods. Although Clerics, Druids, and Paladins have special access to the deities, other classes may receive advice and assistance at times as well. A character may select any deity (or pantheon in some campaigns) to follow from the campaign allowed by the GM.

Divine Intervention: Deities will occasionally assist their followers when petitioned for aid. There is a chance of angering the deity and a strong possibility that the deity will not deign to take an interest in mortal affairs at that time. The petitioner may thus receive aid, suffer harm, or get no response at all. Petitioning for divine intervention more often than once a week results in automatic retribution.

Petitioning for divine intervention can be done at any time provided the character is capable of thought. A d100 roll on the appropriate table using the column for the characters level below will determine the result. Clerics, Druids, and Paladins add 5 to their level before consulting the chart.

| Greater Deity Result | 1-5 | 6-10 | 11-15 | 16-20 | 21+ |
|----------------------|-------|-------|-------|-------|-------|
| Retribution | 01-80 | 01-70 | 01-60 | 01-50 | 01-40 |
| No Effect | 81-95 | 71-90 | 61-85 | 51-80 | 41-70 |
| Intervention | 96-00 | 91-00 | 86-00 | 81-00 | 71-00 |

| Major Deity Result | 1-5 | 6-10 | 11-15 | 16-20 | 21+ |
|--------------------|-------|-------|-------|-------|-------|
| Retribution | 01-70 | 01-60 | 01-40 | 01-30 | 01-20 |
| No Effect | 81-90 | 61-80 | 41-70 | 31-60 | 21-50 |
| Intervention | 91-00 | 81-00 | 71-00 | 61-00 | 51-00 |

| Minor Deity Result | 1-5 | 6-10 | 11-15 | 16-20 | 21+ |
|--------------------|-------|-------|-------|-------|-------|
| Retribution | 01-60 | 01-40 | 01-30 | 01-20 | 01-15 |
| No Effect | 61-85 | 41-75 | 31-65 | 11-55 | 16-45 |
| Intervention | 86-00 | 76-00 | 66-00 | 56-00 | 46-00 |

| Demi-God Result | 1-5 | 6-10 | 11-15 | 16-20 | 21+ |
|-----------------|-------|-------|-------|-------|-------|
| Retribution | 01-50 | 01-30 | 01-20 | 01-10 | 01-05 |
| No Effect | 51-80 | 31-65 | 11-55 | 11-45 | 06-35 |
| Intervention | 81-00 | 66-00 | 56-00 | 46-00 | 36-00 |

Characters may make an offering to their deity before rolling for divine intervention. All offerings must be in the possession of the petitioner at the time of the request (deities do not accept IOUs). This table lists the die roll modifier for various types of offerings:

| Offering | Die Roll Modifier |
|------------------------------|-------------------|
| Treasure (1000gp) | +1 |
| Each Potion | +2 |
| Magic Weapon/Armor | +Bonus |
| Magic Scroll (per spell) | +2 |
| Magic Ring, wand, or rod | +5 |
| Magic Staff | +10 |
| Miscellaneous Magic item | +10 |
| Minor Artifact | +15 |
| Minor Artifact | +25 |
| Accept Minor Quest | +10 |
| Accept Major Quest | +20 |
| Intelligent Being Sacrificed | +Level or HD |

Only evil deities accept the sacrifice of intelligent beings. A minor quest will take 4 to 8 months. A major quest will take 1 to 3 years. The quest will be imposed by the deity (and need not involve actual questing).

There is an additional modifier of -15 if the character does not regularly donate at least 10% of income to the deity's temple. Characters who ignore their deity except when in need of help suffer a die roll modifier of -10 to -30 as determined by the GM.

If the result is intervention, the deity will do the minimum needed to answer the request. For Demi-Gods, the maximum would be about the ability of a limited wish spell. For Minor Deities, the maximum would be about the power of a single wish spell. For Major Deities, the maximum would be about the about ability of several wish spells. There is no effective limit for what Greater Deities can do.

If the result is retribution, the petitioner takes his level in D6 of damage (plus Body Point damage equal to the character's level if Body Points are being used).

Conversion (Optional): Characters may not willingly change their allegiance to another deity/pantheon except at a full temple of the new deity and then only with a favorable reaction roll from the new deity's priests (large donations to the temple will give favorable modifications to the roll). Lay people accepted by a new god must spend 1d4 weeks (at their own expense) at the temple learning the basic rituals and dogma of their new faith before they can receive any benefits from that faith. Clerics and Druids must spend 1d6 months (plus their level in weeks) in such study before they can cast divine spells above 2nd level again. Druids can only convert to another nature deity.

Spell Level Availability (Optional): A character's deity may limit the level of Divine Spells the character may cast. If the character's deity is a Demi-God, the maximum level of Divine Spells the character has access to is 5th level. If the character's deity is a Minor Deity, the maximum level of Divine Spells the character has access to is 6th level. If the character's deity is a Major or Greater Deity, the maximum level of Divine Spells the character has access to is 7th level.

Special Spells by Deity (Optional): Deities may not offer all of the standard Divine Spells (Cleric) to their clerics. They may simply not provide some of the standard spells, substitute special spells for some of the standard spells, or even add additional spells to the standard spells.

Version Suitability: Any.

Notes for the GM: Divine Intervention gives characters an expensive way to try to get themselves out of extremely bad situations by paying for a miracle. It doesn't work all that often (especially for lower level characters), but when it does it is often a memorable moment in the campaign. Note that successful divine intervention need not be splashy and obviously "deities acting in the world" if that is not suitable for the campaign. The spell options allow easy customization of deities so that each deity has a somewhat unique list of spells. The optional conversion rules make it easy to stop characters from switching deities depending on their current needs.

Equipment

Many players prefer to select their equipment rather than use the standard quick packs. The GM may use these lists or GM created lists if the GM allows equipment selection. Characters start with 2d6+6 times 10 gold pieces.

Minimum Strength (optional): Characters wielding weapons who lack the minimum strength needed for the weapon as listed on the equipment table are at -1 to hit for each point their STR is below the listed MinSTR.

| Weapons | Range | MinSTR | Cost | Damage |
|----------------------|-------|--------|-------|--------|
| Arrows (20) | | -- | 1gp | — |
| Axe, throwing | 10ft | -- | 8gp | M |
| Battle axe | | 13 | 10gp | H |
| Bolts, crossbow (10) | | -- | 1gp | — |
| Bullets, sling (10) | | -- | 1sp | — |
| Club | 10ft | 11 | — | M |
| Crossbow, heavy | 100ft | 15 | 50gp | H |
| Crossbow, light | 80ft | 13 | 35gp | M |
| Dagger | 20ft | -- | 2gp | L |
| Dart | 20ft | -- | 5sp | L |
| Falchion | | 11 | 75gp | H |
| Flail | | 13 | 8gp | H |
| Flail, heavy | | 13 | 15gp | H |
| Gauntlet | | -- | 2gp | L |
| Gauntlet, spiked | | -- | 5gp | L |
| Glaive-gisarme | | 13 | 18gp | H |
| Great axe | | 15 | 20gp | H |
| Great club | | 13 | 5gp | H |
| Greatsword | | 17 | 50gp | H |
| Halberd | | 15 | 10gp | H |
| Hammer, light | 20ft | -- | 1gp | L |
| Hand axe | | -- | 6gp | M |
| Javelin | 30ft | 10 | 1gp | M |
| Lance | | 15 | 10gp | H |
| Longbow | 90ft | 13 | 75gp | H |
| Longbow, composite | 100ft | 13 | 100gp | H |
| Long Spear | | 13 | 5gp | H |
| Longsword | | 13 | 15gp | H |
| Mace, heavy | | 13 | 12gp | M |
| Mace, light | | -- | 5gp | L |
| Morningstar | | 13 | 8gp | M |
| Net | 10ft | -- | 20gp | — |
| Pick, heavy | | 13 | 8gp | M |
| Pick, light | | -- | 4gp | L |
| Quarterstaff | | -- | — | L |
| Rapier | | 11 | 20gp | L |
| Scimitar | | 11 | 15gp | M |
| Scythe | | 11 | 18gp | H |
| Shield, heavy | | 15 | | M |
| Shield, light | | 13 | | L |
| Short bow | 50ft | 10 | 30gp | M |
| Short bow, composite | 60ft | 10 | 75gp | M |
| Short Spear | 15ft | 10 | 1gp | M |
| Sickle | | 11 | 6gp | M |
| Sling | 50ft | -- | — | L |
| Sword, bastard | | 15 | 35gp | H |
| Sword, short | | 10 | 10gp | M |
| Trident | 10ft | 13 | 15gp | H |
| War Axe, Dwarven | | 15 | 30gp | H |
| War Hammer | | 13 | 12gp | H |
| Whip | | -- | 1gp | L |

| Armor | Cost | Bonus |
|----------------------|----------|--------|
| Leather | 10 gp | L (+2) |
| Studded leather | 25 gp | L (+3) |
| Scale mail | 50 gp | M (+4) |
| Chain mail | 150 gp | M (+5) |
| Splint mail | 200 gp | M (+6) |
| Half-plate | 600 gp | H (+7) |
| Full plate | 1,500 gp | H (+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

| 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 |
| Water skin | 1 gp |

| Mounts/Animals | Cost |
|------------------|--------|
| 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 |

Version Suitability: Basic (ignore weapon damage column) or Standard. Included in Extended.

Notes for the GM: Buying items for starting characters takes much longer than selecting an equipment pack, but more experienced players often prefer selecting their own equipment.

Psionics

Psionics are mental powers which aren't magic but sometimes duplicate magical abilities. If psionics are used in a campaign, any highly intelligent being has a slight change of being psionic.

Creating Psionic Characters: Characters should check for psionics ability at character creation. Roll a d20 and add MIND bonus. On a roll of 21 or higher, the character may opt to have psionics abilities that will manifest as the character go up levels. If the roll is successful and the player opts for the character for the character to have psionics, roll 2d6. The result is the maximum number of psionic abilities the character will manifest. This number is immediately added to the character's Experience Base.

Manifesting Psionic Abilities: At character creation and every time a psionic character goes up a level, the character rolls to see if a new psionic ability manifests. Roll 1d20 + MIND bonus against a DC of (21 – the maximum number of psionic abilities the character may manifest). On a successful roll, the character manifests a new psionic ability. Roll on the Psionic Ability Table below to determine the new ability. Reroll if the character already has the ability rolled.

Manifesting Psionic Attack and Defense Modes: Psionic characters manifest psionic attack and defense modes as they gain psionic abilities. Specific modes manifest as the character manifests a specific number of abilities. See Psionic Combat below for more information.

| Number of Psionic Abilities Manifested | Attack Mode Manifested | Defense Mode Manifested |
|--|------------------------|-------------------------|
| 1 | Mind Thrust | Thought Shield |
| 2 | | Mind Blank |
| 3 | Ego Whip | |
| 4 | | Mental Barrier |
| 5 | Psionic Blast | |
| 6 | | Intellect Fortress |
| 7 | Id Insinuation | |
| 8 | | Tower of Iron Will |
| 9 | Psychic Crush | |

Using Psionic Abilities: Using a psionic ability is an action. Successful use requires a 1d20 + MIND Bonus + Level/2 versus the DC given in the ability description. Certain abilities also cost HP (even if the attempt is unsuccessful). The power of many psionic abilities is determined by the Ability Level of the specific psionic ability. This is the number of levels the character has possessed the specific ability. Simply recording the character's level when he gets the ability will make calculating this easy.

Psionic Abilities: The following psionic abilities may manifest. Which abilities manifest should be determined randomly. The GM is free to create other abilities.

| Roll | Psionic Ability | Roll | Psionic Ability |
|------|---------------------|------|-------------------|
| 1 | Animal Telepathy | 13 | Etherealness |
| 2 | Astral Projection | 14 | Healing Trance |
| 3 | Aura Alteration | 15 | Invisibility |
| 4 | Body Control | 16 | Levitation |
| 5 | Body Equilibrium | 17 | Mind over Body |
| 6 | Clairaudience | 18 | Precognition |
| 7 | Clairvoyance | 19 | Psychic Surgery |
| 8 | Dimension Door | 20 | Shape Alteration |
| 9 | Domination | 21 | Telekinesis |
| 10 | Empathic Projection | 22 | Telepathy |
| 11 | Empathy | 23 | Teleportation |
| 12 | ESP | 24 | Suspend Animation |

Animal Telepathy: Character can establish 2-way mental communication with an animal. DC is 12. HP Cost is 1 HP per minute. Level of communication depends on the intelligence of the target. Does not require target to obey or be helpful.

Astral Projection: Character can enter a trance and project himself into the Astral Plane. This works like the Astral Spell except that speed of travel and other effects depend on Ability Level. DC is 15. HP Cost is 1 HP per 10 minutes.

Aura Alteration: Character can alter a target's aura to either to disguise the target's alignment and level, or to remove a

compulsion or charm. Disguise has a DC of 15, costs 5 HP, lasts 10 minutes per Ability Level, can make the target appear as any desired alignment and can modify the character's apparent level by up to Ability Level levels. Removing a charm, compulsion, or curse costs 10 HP and grants the target another saving roll.

Body Control: Character can adjust his body to exist in unusual conditions (extreme temperatures, hostile/destructive elements like poison gas, water, acid, fire, lava, etc.). DC is 12 for unusual conditions like extreme temperatures, 15 for hostile environments like underwater or lack of good air. 18 for extreme conditions like acids, lava, etc. Costs 1 HP per 10 minutes. Maximum duration is Ability Level x 10 minutes. Reroll Ability check every hour.

Body Equilibrium: Character can adjust his body weight to correspond to the surface he is walking on so as not to sink into water, mud, quicksand, etc. DC is 12. Costs 1 HP per 10 minutes. Maximum duration is Ability Level x 10 minutes. Reroll Ability check every hour.

Clairaudience: Character can hear at a distance (30 feet + Ability Level x 10). DC is 12 (plus +2 for each foot of material between psionic and target area). Costs 1 HP per minute.

Clairvoyance: Character can see at a distance (30 feet + Ability Level x 10). DC is 12 (plus +2 for each foot of material between psionic and target area). Costs 1 HP per minute.

Dimension Door: Character can teleport up to Ability Level x 20 feet. DC is 12 is target location visible, 15 otherwise. Costs 5 HP.

Domination: Character can force another to do their will. DC to establish is 15 + target's level/hit dice. DC to maintain for another round is 15 + target's level/hit dice. Costs the target's level/hit dice in HP per minute.

Empathic Projection: Character projects an emotional state upon targets. This works similar to the Suggestion spell but is limited to suggesting emotions. DC is 12 if touching a single target, 15 otherwise. Range: 30 feet + (Ability Level x 10). Can affect up to Ability Level targets. HP Cost is 3 per target.

Empathy: Character senses the emotions/emotional needs of the target(s). DC is 15. Cost: 1 HP per minute if a single target, 3 HP per minute otherwise. Range: 30 feet + (Ability Level x 10).

ESP: Character can read the surface thoughts of the target. DC is 10 + target's level/hit dice. Cost: 1 HP per minute if touching target, 3 HP per minute otherwise. Range: 30 feet + (Ability Level x 10). Searching for specific/deeper thoughts adds 5 to the DC (+10 if the target is specifically hiding them) and doubles the HP cost.

Etherealness: Character can alter his body vibrations to those of the Ethereal Plane, but is only able to carry Ability Level * Ability Level pounds of material with him. DC is 12 + 1 per 20 pounds of weight carried. HP Cost: 1 HP per 10 minutes.

Healing Trance: Character can go into a trance and heal Body Points quickly. A maximum of one BP per Ability Level can be healed. DC is 10 + number of BP to be healed. Trances lasts a number of hours equal to the BP to be healed, and 1 BP is healed per hour of trance. HP Cost: BP healed x 2.

Invisibility: Character can turn invisible by making those in range not notice the character. Character cannot attack and maintain invisibility. Range is Ability Level x 10 feet. DC is 12 (or 15 if the targets are highly alert).

Levitation: Character can float in the air. DC to float is 12 and it costs 1 HP per minute. Character can ascend or descend Ability Level feet per minute by making an ability check with a DC of 15. Character can move laterally Ability Level feet per minute by making an ability check with a DC of 18.

Mind over Body: Character can suppress bodily needs like food, water, and sleep for two days per Ability Level. Thereafter the character must spend an equal number of days resting before this ability can be used again. No ability check or HP cost.

Precognition: Character has a vague sense of the future. While using this power the character cannot be surprised and adds his Ability Level/2 (round up) to initiative, combat rolls, and any other d20 rolls where an ability to know what might happen in the near future would be helpful. DC is 15 and the roll must be made each minute the ability is used. HP cost is 5 HP per minute.

Psychic Surgery: Character and target go into a trance to heal target's Body Points quickly. Character must be touching target. A maximum of one BP per Ability Level can be healed. DC is 10 + number of BP to be healed. Trances last a number of hours equal to the BP to be healed and 1 BP is healed per hour of trance. HP Cost: BP healed x 2.

Shape Alteration: Character can modify his appearance similar to the Polymorph Self spell. DC is 12 to make minor changes to appearance (remaining same species), 15 to make major changes (another species of similar size), and 18 to make more extreme changes. Cost is per hour and is based on type of change: 3 HP for minor changes, 8 HP for major changes, and 15 HP for extreme changes. Maximum duration is Ability Level hours.

Telekinesis: Character can move objects up to Ability Level x Ability Level pounds by mental power. DC is 12 (18 if precise control is needed). HP Cost is 3 HP per minute for slow movement, 8 per attack for combat speed movement.

Telepathy: Character can establish 2-way mental communication with an intelligent target. DC is 12 if target is willing, 18 otherwise. HP Cost is 1 HP per minute. 1 minute of telepathy allows an information exchange equal to 10 minutes of talking.

Teleportation: Character can teleport up to Ability Level * 100 miles. DC is 12 if the target location is intimately known to character, 18 if the target location is well known, and 24 if the target is only known from a clear description. HP Cost is 15.

Suspend Animation: Character can virtually stop all body functions for a predetermined amount of time. Maximum duration is Ability Level x Ability Level weeks. Character will not change during this time. A number of days equal to the number of weeks spend in suspended animation must pass before this ability can be used again. No ability check or HP cost.

Psionic Combat: Only psionic characters that have manifested a psionic attack ability can make a psionic attack. Psionic attacks are made at Strike Speed 10 (the same as Glance attacks). The Psionic Attack Roll is 1d20 + MIND bonus + number of psionic abilities manifested. The attack is successful if it is higher than the target's Psionic Armor Class (10 + MIND bonus + armor bonuses from a psionic defense mode).

Psionic attacks do psionic damage (see below for amounts). Tally psionic damage separately. If the total psionic damage ever becomes greater than the character's current hit points, the character falls into a coma and remains in a coma until he has more hit points than psionic damage points and makes a successful WIL save (may be attempted once per hour). With a night's sleep, psionic damage "heals" 1d6 + twice the number of psionic abilities manifested, if any.

Psionic Defense Modes: Defense modes increase the character's psionic armor class when in use. Only one mode can be in effect at one time. Thought Shield costs 0 HP to use and gives a +1 bonus to the character's psionic armor class. Mind Blank costs 0 HP to use and gives a +2 bonus to the character's psionic armor class. Mental Barrier costs 0 HP to use and gives a +4 bonus to the character's psionic armor class. Intellect Fortress costs 2 HP to use and gives a +4 bonus to the psionic armor class of the character and everyone within 10 feet. Tower of Iron Will costs 3 HP to use and gives a +6 bonus to the psionic armor class of

the character and everyone within 3 feet.

Psionic Attack Modes: Mind Thrust costs 1 HP to use and does 1d8 points of psionic damage. Ego Whip costs 2 HP to use and does 2d6 points of psionic damage and the target must make a WIL save or be stunned for one minute. Psionic Blast costs 4 HP to use and attacks everyone in a conic area in front of the psionic doing 1d6 damage to everyone in the affected area, double damage to those in short range (10'), half damage at long range (30'). One attack roll is made and used against all possible targets. Id Insinuation costs 2 HP to use and does 3d6 psionic damage and the target must save vs. Fear or be affected as a fear spell for 1d6 rounds. Psychic Crush costs 5 HP to use and does 4d6 psionic damage and 2d6 physical (HP) damage.

Version Suitability: Standard or Extended.

Notes for the GM: Psionics were one of the least used and poorest described abilities in Oe. While the Oe system can be made to work, it does not work well. This psionics system therefore has been made to have similar abilities and power levels to the Oe psionics system, but the implementation is much different. Few campaigns will need psionics, but the system is here for those (like one of the author's) that do.

Spirits

Spirits of many types occupy the spirit plane. These spirits can be summoned to the material world and even bound by intelligent material beings. When a spirit is encountered it will generally either attack or flee. If a spirit attacks, the spirit rolls a d20 and adds its power. The material being makes a magic attack roll. The higher roll wins and does the difference between the rolls in spirit damage. Spirit damage reduces a spirit's power, but just accumulates in a physical being. If the spirit's power reaches zero it loses the combat and may be bound (if the defender wishes and knows how). If the material being takes a total of 20 points of spirit damage from a specific spirit, it is unconscious and may be possessed by the attacking spirit (becoming a NPC until the spirit is exorcised).

Spirits have names, personalities, intelligence, power, and may have special powers that they can manifest if they possess a body or are bound.

Intelligence: 2d6+6

Power: Weak: 2d6; Average: 2d6+6; Above Average: 2d6+12;

Strong: 2d6+18; Powerful: 2d6+24;

Languages: Spirits know one language for each point of intelligence above 10.

Powers: Spirits may have a number of supernatural powers that they can manifest if they possess a body or can be forced to manifest on command if they are bound. Some spirits may also take physical form to act as combatants in service of their binder. If bound by a spell-caster, their Power points may be used by their binder as HP to cast spells. They regenerate daily.

Spirit Powers:

| d20 Roll | Number of Powers |
|----------|---------------------|
| 1-6 | 1 lesser |
| 7-10 | 2 lesser |
| 11-13 | 2 lesser, 1 greater |
| 14-16 | 3 lesser |
| 17-18 | 3 lesser, 1 greater |
| 19 | 2 greater |
| 20 | 3 greater |

Lesser Spirit Powers:

| d20 Roll | Power |
|----------|--|
| 1-2 | Charm Person 1/day |
| 3-4 | Crystal Ball 3/day |
| 5-6 | Cure Light Wounds 3/day |
| 7-8 | Inflict Light Wounds 3/day |
| 9-10 | Knock 1/day |
| 11-12 | Light or Dark 1/day |
| 13-14 | Telekinesis, 10 pounds, 3/day |
| 15-16 | Purify or Putrefy Food and Drink 1/day |
| 17 | Read Languages 3/day |

- 18 Read Magic 3/day
- 19 Speak with Animals 3/day
- 20 Take physical form 1 hour/day; AC 12, HD 2

Greater Powers:

- | d20 Roll | Power |
|----------|--|
| 1 | Animate Dead, 2d6 undead, 1/week |
| 2-3 | Contact Other Plane 1/week |
| 4 | Cure Serious Wounds 2/day |
| 5 | Dimensional Door 1/day |
| 6 | Dispel Magic, 1/day |
| 7-8 | Fly for 1 hour/day |
| 9 | Hold monster 1/day |
| 10 | Invisibility 1/day |
| 11-12 | Levitate, 1 turn duration, 3/day |
| 13-14 | Phantasmal Force, 1/day |
| 15 | Protection from Normal Missiles 1/day |
| 16-17 | Remove Curse 1/day |
| 18-19 | Take physical form 1 hour/day; AC 14, HD 5+2, Move 6 |
| 20 | Telekinesis, 100 pounds, 1/day |

Ego Conflicts: Each spirit will have an ego equal to its intelligence +1 for every lesser power and +5 for every greater power. The Ego of a material being is equal to its intelligence + charisma + level. A possessed being may try once per day to throw out a possessing spirit, however, its ego for future attempts falls by one for every unsuccessful attempt. Ego conflict is resolved by each side rolling 1d20 and adding their Ego, higher result wins. If a bound spirit's ego is greater than his binder's ego, the spirit may elect to restart spirit combat in an attempt to break its binding.

Binding Spirits: Members of spell-casting classes automatically know how to bind spirits they defeat in spirit combat once they reach 3rd level. Other classes cannot bind spirits but may be given a spirit bound to an object by another person. Binding a Spirit costs 15 HP and causes the spirit to invisibly hover around the binder. Binding a spirit to an object requires a non-magical item and costs 25 HP. A spirit bound to an item may be given to another person as the spirit treats the owner of the item it is bound to as its binder. If the item is severely damaged or destroyed, the spirit is freed. A spirit who is not bound to an item is freed immediately upon his binder's death.

Version Suitability: Any.

Notes for the GM: These rules are not appropriate for most campaigns; however, they make campaigns set in certain types of primitive/limited magic settings possible. GMs may also use these rules for humanoid monsters like orcs and goblins. GMs should feel free to create their own tables of spirit powers to reflect their campaign world.

No Level Advancement

For some campaigns, the players and GM may prefer to create characters at a certain level of power and have them remain at about that level of power for their entire adventuring career. This can be easily handled with Microlite74. Simply create characters at the level desired and use these alternate advancement rules. These rules require the use of the Action Point and the Talents optional rules.

Characters accumulate experience points normally; however, when they would normally gain a level they only gain the following benefits:

- Hit Points: Add +1 to their total hit points.
- Action Points: Add +1 to their total action points.
- Talents: Add a talent every second level gain.

Their character level, combat bonuses, skill bonuses, etc. do not increase. The only increases gained are those listed in this section above. After applying these benefits, the characters XP total is set back to 0 just as if they had actually gained a level. Note that when using No Level Advancement where other Microlite75 rules refer to a character's level, they are referring to the fixed level the character was created at, unmodified by any gains from experience.

Version Suitability: Any.

Notes for the GM: While most people like the farm boy to hero aspect of level advancement, it does not make much sense for some campaigns and/or some play styles. This system allows for fixed level campaigns where characters start at a given power level and stay there. Their improvement from experience comes from learning how to make things happen their way (action points) and from picking up special skills (talents).

Science Fantasy

Some GMs like to set their campaigns in science fantasy settings, perhaps a Sword and Planet setting like Barsoom or an "After the Holocaust" setting when a fantasy world is built on the ruin of an ancient technological civilization. These types of setting were not uncommon in the 1970s and early 1980s. The optional rules in this section will be useful for such settings.

Radiation: Areas of radiation do horrible damage and can cause mutations in those affected. Merely being in an area of radiation causes damage unless a FORT save is made. A new save must be made every hour. Radiation does both Hit Point damage equal to the damage rolled and Body Point Damage equal to the number of dice rolled. Those affected by Radiation are allowed a second FORT save to avoid the Body Point damage. Those who take Body Point damage must roll a d20 against the mutation chance for the level of radiation in the area, a roll over the listed "Mutation Chance" means that the being will develop a random mutation or defect in 1d20 days.

| Radiation Level | Effects |
|-----------------|---|
| Low Level | Save Modifier: 0 Damage: 3d6 Mutation Chance: 19 |
| Medium Level | Save Modifier: -4 Damage: 5d6 Mutation Chance: 18 |
| High Level | Save Modifier: -8 Damage: 8d6 Mutation Chance: 17 |

Mutations: The following random tables can be used to determine mutations of beings mutated by radiation or can be applied to animals and monsters to create radiation mutated species. Roll 1d20. A roll of 1-4 means a defect; any other roll is a regular mutation. Some mutations have to be activated each time they are used. Activation costs 5 HP.

Random Mutation Table:

| d10 | Mutation Description |
|-----|---|
| 1 | Amazing Stat - +1d6 to one stat: 1-5 STR, 6-10 DEX, 11-15 MIND, 16-20 CHA |
| 2 | Amazing Defense - +1d6 to AC |
| 3 | Tougher - +2 Hit Points per level |
| 4 | Immunity - Takes no damage from: 1 Fire, 2 Cold, 3 Acid, 4 Poison, 5 Radiation, 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 Blindsense (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 - Natural ranged attack that inflicts 1d8 damage up to 30'; source: 1 Fire, 2 Cold, 3 Acid, 4-6 Normal physical damage. Activation required. |
| 8 | Psionic Attack - Mental attack that inflicts 1d8+Mind bonus up to 30'; source: 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). Activation required. |
| 9 | Special Mutation - 1 Extra Arms (hold extra weapons or shields), 2 Bigger (use med. Weapons 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. (A) means Activation required.

- 10 Player's Choice - Player may choose specific mutation subject to GM approval(i.e. Immunity to Fire)

Random Defect Table

d10 Defect Description

- | | |
|----|---|
| 1 | Terrible Stat -1d6 to one stat: 1-5 STR, 6-10 DEX, 11-15 MIND, 16-20 CHA |
| 2 | Poor Defense -1d6 to AC |
| 3 | Weaker -1 HP per level(min 1hp/level) |
| 4 | Vulnerability - Take x2 damage from: 1 Fire, 2 Cold, 3 Acid, 4 Poison, 5 Radiation, 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 -1d6 to Strike Speed and movement |
| 8 | Allergic - Mutant suffers -2 on all tests when in contact with: 1 Ferrous Metal, 2 Non-ferrous Metal, 3 Plastic, 4 Sunlight, 5 Insect bites, 6 Alcohol, 7 Chemical, 8 Player's choice |
| 9 | Special Defect - 1 Hemophilia (-1 hp/round after taking combat damage), 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 round of combat), 5 Smaller (cannot apply STR bonus to melee damage 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) |

Version Suitability: Any.

Notes for the GM: Oe was created at a time when science fiction and fantasy were not the completely separate fields of literature they have become today. It was fairly common to mix science fiction and fantasy in early campaigns. These rules are a simple start toward doing so in Microlite74 today. For maximum effect, these rules should probably be used with the Weird Science and the Psionics rules.

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*Microlite74 Companion 1: Optional Rules
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Note: This is a Companion volume for Microlite74, a variant of Microlite20 designed to have the "feel" of the original "Oe" edition of the world's most popular fantasy roleplaying game. You can obtain a free copy of Microlite74 here:

<http://www.retroroleplaying.com/content/microlite74>

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Many Microlite74 gamers know that Randall Stukey, the author of Microlite74 and other M20-based old school games 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.

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- 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. Artwork is by Håkan Ackegård. This Special Edition incorporates the rules from the first supplement. The text has been reformatted into a single column in a large enough font to easily read.

To get access to these downloads and access to a private donor forum where you can get advance information on upcoming Microlite74 releases, 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:

<http://www.retroroleplaying.com/node/153>



Microlite74

Companion 1: Optional Rules

Microlite74 games are trimmed-down miniature versions of the Primary Fantasy SRD rules designed to be quick and easy to play, especially when compared to modern incarnations of the game. The goal of *Microlite74* games is to recreate the style and feel of that very first (“0e”) fantasy roleplaying game published back in 1974 without giving up all of the clearer mechanics of modern D20-based versions.

The *Microlite74* rules are based on the 1974 0e edition of the world’s most popular fantasy roleplaying game with its supplements and material from 0e magazine articles, some 0e third party material, some of the house rules the author used in the 1970s, and selected ideas from other roleplaying games. These rules are not intended to be a clone of the 0e rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules.

Microlite74 Companion 1: Optional Rules contains a large number of optional rules a GM may elect to include in a campaign. Each optional rules section is independent and can be included or excluded on its own. Most optional rules are usable with any of the three versions of *Microlite74*: *Basic*, *Standard*, or *Extended*.

This book includes optional rules for:

- Stats, races, classes, class Abilities, advantages and disadvantages
- Traditional saving rolls, skills and talents
- Metamagic, ritual magic, counterspells, weird science, fire-and-forget magic
- Combat stunts, armor for all classes, weapon damage by class, minis and battlemats,
- Action points, fame, sanity, aspects,
- Psionics, spirits (combat, powers, and binding),
- Fixed level campaigns, science fantasy, and more.

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MICROLITE 77

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

I would like to thank everyone whose work has inspired or contributed to this work: E. Gary Gygax, Dave Arneson, Randall Stukey, Robin V. Stacey, Ryan Dancey, and especially, **J. Eric Holmes**

HOW TO CREATE A CHARACTER

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

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

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

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

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

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

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

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

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

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

Table of ability score effects

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

adjusting ability scores to be more advantageous

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

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

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

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

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

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

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

CHARACTER CLASSES

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

MICROLITE 77

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

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

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

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

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

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

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

| | |
|-----------------|---|
| Cleric, level 1 | 0 |
| Cleric, level 2 | 1 |
| Cleric, level 3 | 2 |

OPTIONAL: Fighting-men of level 4-9

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

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

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

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

Special Abilities and Restrictions for Halflings and Dwarves:

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

Dwarves can advance no higher than level 7.

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

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

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

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

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

OPTIONAL: Clerics of level 4-9

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

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

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

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

MICROLITE 77

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

their ability to turn undead increases as follows:

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

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

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

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

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

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

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

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

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

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

MICROLITE 77

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

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

OPTIONAL: magic-users of level 4-9

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

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

Their spell-casting ability increases as follows:

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

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

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

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

Thieves' abilities progress according to this chart:

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

OPTIONAL: thieves of level 4-9

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

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

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

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

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

Their special abilities advance as follows:

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

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

They are immune to the paralyzing touch of ghouls.

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

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

MICROLITE 77

OPTIONAL: elves of higher levels

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

OPTIONAL: *dual-class halflings*

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

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

Microlite20 OSS (Old School Style) is a trimmed-down, subminiature version of the Primary Fantasy SRD 3.5 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 3.5 (monsters, spells, adventures and equipment) could be used without conversion. Microlite20 OSS is a Microlite20 variant designed for old school style play with a modern game system and nearly any 3.5 fantasy adventure module or setting you can pull off your shelf.

The Rules

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 armor and use shields. They add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels on.

Rogues can use light armor. If they successfully Sneak up on a foe they can add their level to the damage of their first attack.

Magi wear no armor. They can cast arcane spells.

Clerics can wear light or medium armor. They cast divine spells. 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.

Backgrounds

Characters may select, with the approval of the GM, a one or two-word background that represents a broad base of skills and knowledge, e.g. Farmer, Merchant, Desert Nomad, Noble, Shaman, Templar, Thyatian Mercenary, Ritualist, etc. Backgrounds need not be related to the PCs class, e.g. a player who creates a deeply religious fighter skilled in the arts of vision interpretation, divination and oration might pick 'Prophet' as a background. Backgrounds may not duplicate a class.

The GM will consider the character's background just as he would the character's class when deciding if a character will succeed with an action. For example, a character with an "Engineer" background should have a much better chance of damming a creek or building a bridge over it than a character with a "Courtier" background.

Skills

There are no specific skills in Microlite20 OSS. 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, taking into account the character's class and background. If the GM decides a random success chance is truly needed, he may resolve the situation with a roll of his choice or he may call for one of the following rolls (human characters always add +1 to their roll):

Primary Skill Roll: 1D20 + Stat Bonus + Class Level if the character is attempting something directly related to their class or background.

Secondary Skill Roll: 1D20 + Stat Bonus + (Class Level/2, round

up) if the character is attempting something only loosely related to their class or background.

Minor Skill Roll: 1d20 + Stat Bonus + (Class Level/3, round down) if the character is attempting something not really related to their class or background.

When the GM calls for a skill roll, he will declare the type of skill roll, which stat the skill roll falls under, and any situational modifiers and the player will make a skill roll.

Roll higher than the GM assigned Difficulty Class to succeed. Unless the GM rules otherwise, a natural roll of 20 always succeeds for a Primary Skill Roll. Suggested Difficulty Classes with Easy defined as a 50/50 chance of an average person succeeding on the first try: Easy - 10, Moderate - 15, Difficult - 20, Extremely Difficult - 25, Legendary - 30, Improbable - 35, Unbelievable - 40.

Note that there are no "saving throws" in this game; use level + 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 spells from the appropriate spell list in the SRD.

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 by magic 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.

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 = STR Stat + 1d6/Level. If HP reach 0, unconscious and near death. Further damage directly reduces STR. If that reaches 0, death. A character heals either 1 STR point or twice his level hit points per full day of total rest. A night of rest will allow a character to recover 1 Hit Point from damage and all Hit Points used to cast spells. STR lost to damage must be recovered before hit points from damage can be recovered.

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 + 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. A Natural 20 is an automatic hit and if the roll would normally hit, the hit is a critical doing maximum

damage. A natural 1 always misses.

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.

There are no "iterative attacks" in Microlite20 OSS. However, if the total 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.

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

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. (Note that monsters can be defeated without being killed.) 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 who do not participate in the encounter in some way do not get XP for it.

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). Characters can also lose up to 5 XP for generally ignoring their alignment or other very poor roleplaying.

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 25 x your next 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 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: Four newly minted second level adventurers have just completed a dungeon adventure. They each have 36 XP and need 75 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 for a total of 76 XP. She advances to 3rd level and resets her XP to 0. The other party members earned 29 XP each for a total of 65 XP each. They remain 2nd level.

Monsters

Use the monster descriptions from the SRD, ignoring unneeded stats, feats, etc. To create new monsters quickly: Pick a name, assign a level, hit dice = level, hit points = 1d8 per level, magic save = 10 + level, all attack bonuses = level, damage = 1d8 for ordinary claws, bites, and weapons, 2d8 for large maws, giant clubs, 3d8 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. Intelligent monsters may have classes at the GM's option. If needed, assign stats to suit. Equip and add abilities as required.

Monster Reactions: Some monsters (like skeletons guarding a tomb) may always attack. In cases where the reaction of the monsters to the party is not obvious, the GM may opt to make a reaction roll for the monsters by rolling 2d6 and adding the MIND bonus (and any other appropriate modifiers) to the roll and consulting this table.

| Adjusted Reaction Roll | Result |
|------------------------|-------------------|
| 2 or less | Very Unfavorable |
| 3-6 | Unfavorable |
| 7 | Neutral/Uncertain |
| 8-11 | Favorable |
| 12 or more | Very Favorable |

Interpretation of the results is left to the GM, however, these general principles may prove helpful. Very Unfavorable means the monsters will most likely attack unless the odds are overwhelmingly against them. They will not help the characters. Unfavorable means the monsters are hostile and might attack unless they are given a good reason not to. They will not help the characters. Neutral means the monsters are unsure of the party. They are not likely to attack immediately, but are not friendly or helpful. Favorable means the monsters are willing to listen and are open to negotiation. They might be willing to be slightly helpful. Very Favorable means the monsters like the characters and are willing to be somewhat helpful and are open to working with the party to mutual advantage.

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- Pdf copies of the two issues of The Grimoire Randall published in the late 1970s (which Randall blogged about here: The Grimoire #1 and The Grimoire #2)
- 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 -- with artwork is by Håkan Ackegård and incorporating the rules from the 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.

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Notes on "Old School" Play

While Microlite20 OSS is designed using tried and true "D20" systems filtered through the Microlite20 rules, 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. This section will give a brief overview of "old school" play.

What is "Old School" Play?

There are two major styles of roleplaying games. The first (and older) style says "Here is the situation. Pretend you are there as your character, what do you want to do?" This style has been superseded over the years with a style that says "Here is the situation. Based on your character's stats, abilities, skills, etc. as listed on his character sheet and your knowledge of the many detailed rules of the game, what is the best course of action to solve the situation?" Old school play strongly favors the first style and frowns on too much of the second.

Here are some major points where old school play is different:

No Skills: Unlike most modern RPGs, there aren't any skills in Microlite20 OSS, not even the streamlined four or five 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 Microlite20 OSS. Instead, you just tell the GM what your character is trying to do. If you need to keep a door open or shut, you might 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.

No Assumption of "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. Don't assume that you can beat every monster that you encounter, running away from monsters too tough to handle can mean the difference between character survival and character death. You can also get creative in how you defeat monsters. Perhaps those goblins you bypassed could be talked into (or tricked into) attacking that giant you know you can't beat, perhaps killing it for you or at least softening it up so your party has a chance of defeating it and living to tell the tale. Also remember that treasure can be turned into XP, even if you can't kill the monsters, perhaps you can still acquire some of their treasure. Part of the skill of playing "old school" style is coming up with creative solutions when a direct attack is likely to fail.

It's Not All About Combat: Many modern fantasy RPGs have made combat the star of the system, combats in these systems are time-consuming and very crunchy with rules for everything. Microlite20 avoids this by having a fast-playing abstract combat system. Microlite20 OSS takes this one step further, combat isn't intended to be the main source of fun in the game. The game is as much about exploration and treasuring finding as it is about combat. Sure, you are going to have to fight things to explore and find treasure, but always remember that combat may not be the best or safest way to handle every situation. Think before you rush into combat. After all, it's not the only way to earn a good pile of experience -- and monsters don't have to be killed to be

defeated (and get XP for them).

Forget "Rules Mastery": Player skill in "old school" style games isn't about mastering the game rules so you can solve any problem by knowing the right combination of rules from 20 different rule books. Microlite20 is designed to be rules light and Microlite20 OSS tries to stress this even more by encouraging GMs to make rulings on the spot taking into account specific circumstances instead of trying to hunt up special cases in the SRD or a stack of optional rule books. It's faster and helps players immerse themselves in their character and the game world instead of in rule books. Both players and GMs should 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 Microlite20 OSS.

Styles of "Old School" Play

If you read some "old school" blogs, forums, and web sites, you might get the impression that there is only one "old school" style of play: a style with expendable player characters who spend all their time in dungeons designed in the style of the *old Tomb of Horrors* module where a party is only one slipup away from death. This style of play is often shown in early modules.

What most people forget is that these early modules were designed for tournament play where the party that lasted longest and made it deepest into the dungeon was the winner. While a few gaming groups did run their regular campaigns like this and enjoy it, most people did not enjoy such games and the GMs who ran them were often referred to as "Killer GMs" (who often found themselves without players). Instead most home campaigns were a mixture of the following four styles – some campaigns stressing one or two over the others.

Power-Gaming: Many players start out playing in this style. Many soon get bored with it and add more and more of other styles. A power-gaming campaign is all about character power. They are known by their class, level, special items, and amazing powers and deeds. ("I killed the Demon King with my 15th Level Fighter/Magic-User/Druid. It only took two hits from Thor's Hammer to knock him out. Then I cut off his head with my vorpal blade.") There is often a lot of player competition for the most powerful character in campaigns that stress power-gaming. A lot of people look down on this style, but it can be a lot of fun to play a pure power-game in a group of players who all like the style.

Wargaming: This was probably the style old school rules were originally written for. The wargaming style of play is a competition between the player group and the GM. The GM sets up tactical battles, puzzles, and the like and the players solve them for treasure and experience. Fudging die rolls and ignoring rules (either for or against the players) is frowned upon as it detracts from the challenge and fun of the adventure. Characters in pure wargaming campaigns often were expendable and had little personality or goals (beyond staying live and getting rich) as a character with such might be tempted to do things dysfunctional to survival. Published tournament dungeons like *Tomb of Horrors* could be considered examples of extreme forms of this still. Once the RPG hobby became known outside of the minis and board wargaming community, pure forms of the wargaming style quickly became uncommon.

Role-Playing: A pure role-playing campaign is almost the opposite of a pure wargaming campaign. Player skill, tactics, and rules aren't really important. What is important is the player's character and that character's life in the game. In a pure role-playing campaign, players create the personality of their

characters in great detail and players generally have a large emotional investment made in them and do not consider their characters expendable. Players tend to have their characters act within their personalities and within the beliefs they're supposed to hold – even when doing so is not the best thing to do at the time within the game. The object is to live your character's life in the campaign world. You "win" by having your character achieve his goals, goals which may or may not have anything to do with the game's goals of exploring and accumulating treasure and experience points. The modern computer game *The Sims* is an example of this style of play.

Story-Telling: While all campaigns tell a story after-the-fact (that is, you can tell a story based on the characters' actions in the game), in a story-telling campaign, the GM has worked out a story in advance and the player characters are the protagonists. The campaign world usually has a detailed background and back story behind it. Knowing this background may be more important than knowing the rules. Some pure story telling campaigns are little more than single-line railroads where the characters play their almost pre-scripted parts in the story. In other cases, things are more free-form with story flow and events created by interactions between the GM's basic outline of story events and the actions of individual characters during the campaign. Some people consider the more pure forms of story-telling campaigns boring straight-jackets while others love the idea of being a major part of a real story.

These four major styles of play appeared early in the history of role-playing games. They were first mentioned in a general circulation publication in Glenn Blacow's article "Aspects of Adventure Gaming" in *Different Worlds* #10 (the October 1980 issue).

The important thing to take from this section isn't the four styles or their labels (as there are other systems for describing this with their own labels), but the idea that there were many different styles of "old school" play back in the "old school" days – not just the single style stressed in "old school" blogs, forums, and web sites. Don't let those sites make you believe that you aren't playing old school right if your campaign isn't strongly in the wargaming camp. Most successful campaigns back in "old school" days were a mixture of all four major styles – and a heaping helping of minor styles.

Advice for the New Old School Gamemaster

If you are comfortable running a rules-light game like standard Microlite20, you'll probably have no trouble running Microlite20 OSS as you have already learned to run a game without having hundreds of pages of rules detailing how to handle every situation that might possibly arise in the game. You've already learned to just make a ruling that you think fits the situation and keep the game moving.

The greatest change between Microlite20 and Microlite20 OSS is the removal of all character skills. If you are used to just allowing players to just say "I'm searching the room. What do I find?" and make search skill roll or just say "I'll try to persuade the baron to loan us a catapult." and make a persuade skill roll, running without skill rolls is going to require as much change to your thinking as it will to your players' thinking.

First, you need to get your players to tell you what their characters are actually doing in the campaign world, instead of talking in terms of what skill they are using. Then you need to learn to listen to what they say and decide if their description of what they are doing a) would most likely solve the problem, b) wouldn't have a chance of solving the problem, c) might not immediately solve the problem but would provide more info that would help solve the problem, or d) would not definitely solve the problem but has a fair chance of doing so. Only d would require a die roll.

Let's take checking a chest for traps as an example. Get the players to describe in general terms how they are going to check the chest for traps. Note general terms are enough, the idea is to see what the characters are doing, not to require them to describe every single muscle and eye movement they make. Having to "click on one exact pixel on the screen" to succeed is boring and frustrating in a computer game, the verbal equivalent of it is even more frustrating in a tabletop game. Don't fall into the trap of doing it as it turns players off fast.

Let's say a player says "I'll look the chest quickly over for obvious traps, paying special to the keyhole, clasp, and anything that looks out of the ordinary. I'm not touching it yet."

If the chest had a poison needle near the clasp or some holes for poison gas or needles to shoot out of, this should be enough for the character to notice it without a roll, even if he isn't a Rogue or the like. However, if the chest is set to explode (or shoot daggers out of the opening when opened, such a search is not going to discover the trap – again no matter what the character's class or background as such a trap isn't visible from the outside. If you are feeling generous, you might have a Rogue make roll and if she makes it tell her player that while she doesn't see a trap, something still doesn't seem right about the chest.

If the character had said he was then poking the chest with a pole instead of rushing to open it, he might hear something strange if the chest had the above-mentioned dagger trap. Of course, unless he is a Rogue or has some strange background, chances are he would not associate the noise with a trap, but rather just that there was something loose in the chest. Again, you might give a Rogue a roll, especially an experienced Rogue.

As this example shows, it really isn't hard – unless you choose to make it hard. It's just different. After a few sessions both you and your players will find that it really isn't as hard as it looks.

Some players, however, really want die rolls. Because of previous bad experiences with poor GMs, they just can't trust the GM enough to handle some decisions being made without die rolls. If your players are like this, you can use "skill" rolls as a safety net. The players will still have to describe what their character does to solve the problem just as above. Once the player describes what his character is doing, the GM calls for a class/background based "skill" roll as described in the skills section of these rules. The results are determined by your opinion as GM of the action described and the skill roll. There are basically two situations:

In the first case, you feel that the player has a good plan that should likely succeed. Therefore it will succeed regardless of the result of the roll, but how well it succeeds is determined by the skill roll. A failed skill roll is a minimal success, the character succeeds, but just barely. A successful skill roll means the character's plan succeeds without any major hitches.

In the second case, either the player obviously knows less than his character does about the situation or just comes up with a bad idea that you feel is unlikely to work. You let the skill roll decide the result. A failed roll means the plan fails, while a successful roll means the plan somehow worked after all, but probably not perfectly.

Players who refuse to even try to come up with some type of rational statement about what their character is actually doing but just want to let the skill roll decide automatically fail.

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**Also Publishes Microlite74, The Microlite20 RPG Collection,
Microlite75, Advanced Microlite20 OSS**

Free Rules-Lite Games * Old School Play with Modern Mechanics

Advanced Microlite20 OSS (Old School Style) is a trimmed-down, subminiature version of the Primary Fantasy SRD 3.5 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 3.5 (monsters, spells, adventures and equipment) could be used without conversion. Advanced Microlite20 OSS is a Microlite20 variant designed for old school style play with a modern game system and nearly any fantasy adventure module or setting you can pull off your shelf.

The Rules

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 bonus to all skills

Elves get +2 MIND

Dwarves get +2 STR

Halflings get +2 DEX

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 MIND

Lizardmen get +1 to STR, +1 to DEX, -2 to MIND

Classes

The classes are Fighter, Rogue, Mage, Cleric, Paladin, Ranger, Druid, Bard. Characters begin at Level 1. Fighters, Paladins, and Rangers are considered "Fighting Classes."

Fighters wear any kind of armor and use shields. They have a +3 bonus to the Physical skill 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 armor. They have a +3 bonus to the Subterfuge skill. If they successfully Sneak up on a foe they can add their level to the damage of their first attack.

Magi wear no armor. They have a +3 bonus to the Knowledge skill and can cast arcane spells.

Clerics can wear light or medium armor. They have a +3 bonus to the Communication skill and cast divine spells. 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.

Paladins wear any kind of armor and use shields. They have a +1 bonus to the Physical skill and a +2 bonus to the Communication skill. 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 have a +3 bonus to the Survival skill. They are +1 to hit and damage with ranged weapons (increases by +1 at 5th level and every five levels on.) and only incur a -1 to hit penalty when fighting with 2 weapons.

Druids wear any non-metal armor or shield. They have a +1 bonus to the Knowledge skill and a +2 bonus to the Survival skill. They cast Druid spells. 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 have a +1 bonus to the Communication, Subterfuge, and Knowledge skills. 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 a Druid of 5 levels lower.

Backgrounds

Characters may select, with the approval of the GM, a one or two-word background that represents a broad base of skills and knowledge, e.g. Farmer, Merchant, Desert Nomad, Noble, Shaman, Templar, Thyatian Mercenary, Ritualist, etc. Backgrounds need not be related to the PCs class, e.g. a player who creates a deeply religious fighter skilled in the arts of vision interpretation, divination and oration might pick 'Prophet' as a background. Backgrounds may not duplicate a class.

The GM will consider the character's background just as he would the character's class when deciding if a character will succeed with an action. For example, a character with an "Engineer" background should have a much better chance of damming a creek or building a bridge over it than a character with a "Courtier" background.

Skills

There are five general skills in Advanced Microlite20 OSS: Physical, Subterfuge, Knowledge, Communication, and Survival. Each skill has a skill bonus (starting at +0). These skills are not used directly by the players in most cases. 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, taking into account the character's class and background. If the GM decides a random success chance is truly needed, he may resolve the situation with a roll of his choice or he may call for one of the following skill-based rolls:

Primary Skill Roll: 1D20 + Skill Bonus + Stat Bonus + Class Level if the character is attempting something directly related to their class or background.

Secondary Skill Roll: 1D20 + Skill Bonus + Stat Bonus + (Class Level/2, round up) if the character is attempting something only loosely related to their class or background.

Minor Skill Roll: 1d20 + Skill Bonus + Stat Bonus + (Class Level/3, round down) if the character is attempting something not really related to their class or background.

When the GM calls for a skill roll, he will declare the type of skill roll, which skill and stat the roll will use, and any situational modifiers and the player will make a skill 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.

Roll higher than the GM assigned Difficulty Class to succeed.

Unless the GM rules otherwise, a natural roll of 20 always succeeds for a Primary Skill Roll. Suggested Difficulty Classes with Easy defined as a 50/50 chance of an average person succeeding on the first try: Easy - 10, Moderate - 15, Difficult - 20, Extremely Difficult - 25, Legendary - 30, Improbable - 35, Unbelievable - 40.

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

Talents: At level 2 (and every 2 levels thereafter), characters may select one narrow area of skill where they are better than average: something they are "Good at." This talent should be either something directly related to their class or background -- or something they have spent game time and/or money learning. If the player wishes (and the GM approves), instead of selecting a new talent a talent the character is already "Good at" be improved to "Expert at" at a later even-numbered level and a talent the character is "Expert at" may be improved a final time to "Master at" at a later even-numbered level. The GM will consider the

character's talents just as he would the character's class and background when deciding if a character will succeed with an action. Numerical benefits for talents will only be needed when the GM decides a skill success roll is required, +2 per level is a good place to start for most talents (i.e. Good at +2, Expert at +4, Master at: +6).

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 spells from the appropriate spell list in the SRD.

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 by magic 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.

For purposes of things like saves and dispelling, the Difficulty Class (DC) for all spells is:

10 + Caster Level + Caster's MIND bonus

Combat Casting: In combat, if a character is hit and takes damage (or other effect that could interfere with spell casting like paralysis) before casting a spell, the spell fizzles. This costs the caster 1 HP per level of the spell he was attempting to cast and the caster loses his action for the round. The character may expend an action point on Heroic Effort to avoid these effects and cast the spell as if the character had not been hit.

Metamagic: Spellcasters may select one metamagic ability from this list at levels 3 and 6. 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.

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.

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. A character heals either 1 STR point or twice his level hit

points per full day of total rest. A night of rest will allow a character to recover 1 Hit Point from damage and all Hit Points used to cast spells. STR lost to damage must be recovered before hit points from damage can be recovered.

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.

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. A Natural 20 is an automatic hit and if the roll would normally hit, the hit is a critical doing maximum damage. A natural 1 always misses.

Fighters, Rangers, 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.

There are no "iterative attacks" in Advanced Microlite20 OSS. However, for fighting classes if the total 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 Fighter, Paladin, or Ranger is dropping foes, he can continue attacking others until one does not fall to the might of his weapon.

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

Special Combat Situations:

Opportunity Attacks: 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 - this attack is in addition to their normal attack for the round. If the attack is successful, the opponents takes damage and can move no further that round.

Ranged Attack into Melee: Shooting or throwing into a crowded melee is not a good idea, there's a 50% chance you'll hit a friend instead of an opponent. Fighting classes may take -4 to hit to avoid hitting a friend.

Dodge: A character who is not making an Active or Full Attack may forgo his next attack at any time and dodge out of the way. Roll 1d20 + DEX bonus + Physical Combat Bonus. The total is the character's effective AC until his next attack. If it's lower than his real AC, well, the character zigged when he should've zagged. The GM may modify the roll by +2 or -2 (or more) to reflect the terrain and cover of the area.

Aid Another: A character who can make a melee attack on an opponent engaging an ally in melee combat can help that character attack or defend by distracting or interfering with an opponent. Make an attack roll against AC 10. If successful, the ally gains either a +2 (+1 at levels 5, 10, 15, etc. for fighting classes) bonus on his next attack roll against that opponent or a +2 (+1 at levels 5, 10, 15, etc. for fighting classes) bonus to AC against that opponent's next attack (aiding character's choice), as long as that attack comes before the beginning of the aiding

character's next turn. Multiple characters can aid the same ally.

Grapple: A character can make a grapple attack on an adjacent target. A successful attack roll means they are then grappled with their target. When grappled, both the attacker and the defender's AC becomes 10 and neither can make move actions. When grappled, the defender can't make normal actions and must make opposed rolls (1d20 + PCB) against the attacker to attempt to break free. As long as the defender is grappled the attacker can make automatic unarmed attacks on the defender.

Knockout Blow: A character can attempt an armed melee attack against an adjacent creature to stun them. On a successful hit the target is stunned one minute for every point the attacker rolled higher than their defense. Rogues add their level in minutes to this time.

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.

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.

Action Points

All characters have 1 action point per character level. Actions points may be used to simulate a heroic effort by a character or to simulate a lucky break. Action Points recover 1 per day of total rest in safe surroundings.

Heroic Effort: Each action point spent on heroic effort allows the player to roll a 1d6 and adjust any single die roll affecting the character or made as a result of the character's actions in the character's favor by the amount rolled. The action point must be expended before the die roll to be adjusted is made. An action point may also be spend on Heroic Effort to allow a spell-caster to continue to cast a spell if hit during casting.

Luck: Spending one action point for luck will cause a minor bit of good luck to come the character's way. Spending two action points for good luck will cause a major bit of good luck to come the character's way. In both cases, the GM decides exactly what the good luck is, but it should be helpful in a minor/major way to the character's immediate situation.

Second Chance: Spending one action point allows the player to reroll any roll he just made, but he must accept the result of the new roll even if it is lower. Exception: Using a second chance for a failed "save-or-die" roll changes the result to the minimum needed for success.

Shake Off Fatigue: Recover half your lost hit points instantly. This counts as an action.

Strike Now: The character can take his action right now instead of waiting for his normal strike speed position to come up. This cannot be used to cast a spell over 3rd level or if the character has taken a defensive Combat Stance for the round (Full Defense or Active Defense).

Level Advancement

Characters get Experience Points (XP) when their party defeats

monsters. (Note that monsters can be defeated without being killed.) 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 who do not participate in the encounter in some way do not get XP for it.

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). Characters can also lose up to 5 XP for generally ignoring their alignment or other very poor roleplaying.

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 25 x your next 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

+1 to a single skill bonus (player choice)

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 two (i.e. level 2, 4, 6, 8, etc.) select a new Talent.

Fighters gain +1 to their attack and damage rolls at levels 5, 10, 15, etc. Paladins gain +1 to their saving rolls at levels 5, 10, 15, etc. Rangers gain +1 to their attack and damage rolls with ranged weapons at levels 5, 10, 15, etc.

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

Example: Four newly minted second level adventurers have just completed a dungeon adventure. They each have 36 XP and need 75 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 for a total of 76 XP. She advances to 3rd level and resets her XP to 0. The other party members earned 29 XP each for a total of 65 XP each. They remain 2nd level.

Monsters

Use the monster descriptions from the SRD, ignoring unneeded stats, feats, etc. To create new monsters quickly: Pick a name, assign a level, hit dice = level, hit points = 1d8 per level, magic save = 10 + level, all attack bonuses = level, damage = 1d8 for ordinary claws, bites, and weapons, 2d8 for large maws, giant clubs, 3d8 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. Intelligent monsters may have classes at the GM's option. If needed, assign stats to suit. Equip and add abilities as required.

Monster Reactions: Some monsters (like skeletons guarding a

tomb) may always attack. In cases where the reaction of the monsters to the party is not obvious, the GM may opt to make a reaction roll for the monsters by rolling 2d6 and adding the MIND bonus (and any other appropriate modifiers) to the roll and consulting this table.

| Adjusted Reaction Roll | Result |
|-------------------------------|-------------------|
| 2 or less | Very Unfavorable |
| 3-6 | Unfavorable |
| 7 | Neutral/Uncertain |
| 8-11 | Favorable |
| 12 or more | Very Favorable |

Interpretation of the results is left to the GM, however, these general principles may prove helpful. Very Unfavorable means the monsters will most likely attack unless the odds are overwhelmingly against them. They will not help the characters. Unfavorable means the monsters are hostile and might attack unless they are given a good reason not to. They will not help the characters. Neutral means the monsters are unsure of the party. They are not likely to attack immediately, but are not friendly or helpful. Favorable means the monsters are willing to listen and are open to negotiation. They might be willing to be slightly helpful. Very Favorable means the monsters like the characters and are willing to be somewhat helpful and are open to working with the party to mutual advantage.

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- Pdf copies of the two issues of The Grimoire Randall published in the late 1970s (which Randall blogged about here: The Grimoire #1 and The Grimoire #2
- 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 -- with artwork is by Håkan Ackegård and incorporating the rules from the 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 and the Advanced Microlite20 OSS Special Edition will also be available to donors as soon as the games are completed and Special Editions for donors are 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 link below.

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Notes on "Old School" Play

While Advanced Microlite20 OSS is designed using tried and true "D20" systems filtered through the Microlite20 rules, 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. This section will give a brief overview of "old school" play.

What is "Old School" Play?

There are two major styles of roleplaying games. The first (and older) style says "Here is the situation. Pretend you are there as your character, what do you want to do?" This style has been superseded over the years with a style that says "Here is the situation. Based on your character's stats, abilities, skills, etc. as listed on his character sheet and your knowledge of the many detailed rules of the game, what is the best course of action to solve the situation?" Old school play strongly favors the first style and frowns on too much of the second.

Here are some major points where old school play is different:

Skills Rolls Downplayed: Unlike most modern RPGs, skill rolls are downplayed in Advanced Microlite20 OSS. While the streamlined five skills of Microlite20 are used, players only make skill rolls when the GM determines that a random result is needed. Instead, players are intended to have their characters act like adventurers, just telling the GM what they are trying to do. The GM will decide (based on the character's class, background, skills, talents and the players description of what the character is trying to do) if the attempt succeeds or fails. The GM may ask for a particular skill roll if he thinks a random result is needed. So don't search your character sheet or the rules for the perfect solution in Advanced Microlite20 OSS. Instead, you just tell the GM what your character is trying to do. If you need to keep a door open or shut, you might 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.

No Assumption of "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. Don't assume that you can beat every monster that you encounter, running away from monsters too tough to handle can mean the difference between character survival and character death. You can also get creative in how you defeat monsters. Perhaps those goblins you bypassed could be talked into (or tricked into) attacking that giant you know you can't beat, perhaps killing it for you or at least softening it up so your party has a chance of defeating it and living to tell the tale. Also remember that treasure can be turned into XP, even if you can't kill the monsters, perhaps you can still acquire some of their treasure. Part of the skill of playing "old school" style is coming up with creative solutions when a direct attack is likely to fail.

It's Not All About Combat: Many modern fantasy RPGs have made combat the star of the system, combats in these systems are time-consuming and very crunchy with rules for everything. Microlite20 avoids this by having a fast-playing abstract combat system. Advanced Microlite20 OSS takes this one step further, combat isn't intended to be the main source of fun in the game. The game is as much about exploration and treasuring finding as

it is about combat. Sure, you are going to have to fight things to explore and find treasure, but always remember that combat may not be the best or safest way to handle every situation. Think before you rush into combat. After all, it's not the only way to earn a good pile of experience – and monsters don't have to be killed to be defeated (and get XP for them).

Forget "Rules Mastery": Player skill in "old school" style games isn't about mastering the game rules so you can solve any problem by knowing the right combination of rules from 20 different rule books. Microlite20 is designed to be rules light and Advanced Microlite20 OSS tries to stress this even more by encouraging GMs to make rulings on the spot taking into account specific circumstances instead of trying to hunt up special cases in the SRD or a stack of optional rule books. It's faster and helps players immerse themselves in their character and the game world instead of in rule books. Both players and GMs should 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 Microlite20 OSS.

Styles of "Old School" Play

If you read some "old school" blogs, forums, and web sites, you might get the impression that there is only one "old school" style of play: a style with expendable player characters who spend all their time in dungeons designed in the style of the old "Tomb of Horrors" module where an adventuring party is only one slipup away from death. This style of play is often shown in early modules.

What most people forget is that these early modules were designed for tournament play where the party that lasted longest and made it deepest into the dungeon was the winner. While a few gaming groups did run their regular campaigns like this and enjoy it, most people did not enjoy such games and the GMs who ran them were often referred to as "Killer GMs" (who often found themselves without players). Instead most home campaigns were a mixture of the following four styles – some campaigns stressing one or two over the others.

Power-Gaming: Many players start out playing in this style. Many soon get bored with it and add more and more of other styles. A power-gaming campaign is all about character power. They are known by their class, level, special items, and amazing powers and deeds. ("I killed the Demon King with my 15th Level Fighter/Magic-User/Druid. It only took two hits from Thor's Hammer to knock him out. Then I cut off his head with my vorpal blade.") There is often a lot of player competition for the most powerful character in campaigns that stress power-gaming. A lot of people look down on this style, but it can be a lot of fun to play a pure power-game in a group of players who all like the style.

Wargaming: This was probably the style old school rules were originally written for. The wargaming style of play is a competition between the player group and the GM. The GM sets up tactical battles, puzzles, and the like and the players solve them for treasure and experience. Fudging die rolls and ignoring rules (either for or against the players) is frowned upon as it detracts from the challenge and fun of the adventure. Characters in pure wargaming campaigns often were expendable and had little personality or goals (beyond staying live and getting rich) as a character with such might be tempted to do things dysfunctional to survival. Published tournament dungeons like Tomb of Horrors could be considered examples of extreme forms of this still. Once the RPG hobby became known outside of the minis and board wargaming community, pure forms of the wargaming style quickly became uncommon.

Role-Playing: A pure role-playing campaign is almost the opposite of a pure wargaming campaign. Player skill, tactics, and rules aren't really important. What is important is the player's character and that character's life in the game. In a pure role-playing campaign, players create the personality of their characters in great detail and players generally have a large emotional investment in them and do not consider their characters expendable. Players tend to have their characters act within their personalities and within the beliefs they're supposed to hold – even when doing so is not the best thing to do at the time within the game. The object is to live your character's life in the campaign world. You "win" by having your character achieve his goals, goals which may or may not have anything to do with the game's goals of exploring and accumulating treasure and experience points. The modern computer game *The Sims* is an example of this style of play.

Story-Telling: While all campaigns tell a story after-the-fact (that is, you can tell a story based on the characters' actions in the game), in a story-telling campaign, the GM has worked out a story in advance and the player characters are the protagonists. The campaign world usually has a detailed background and back story behind it. Knowing this background may be more important than knowing the rules. Some pure story telling campaigns are little more than single-line railroads where the characters play their almost pre-scripted parts in the story. In other cases, things are more free-form with story flow and events created by interactions between the GM's basic outline of story events and the actions of individual characters during the campaign. Some people consider the more pure forms of story-telling campaigns boring straight-jackets while others love the idea of being a major part of a real story.

These four major styles of play appeared early in the history of role-playing games. They were first mentioned in a general circulation publication in Glenn Blacow's article "Aspects of Adventure Gaming" in *Different Worlds* #10 (the October 1980 issue).

The important thing to take from this section isn't the four styles or their labels (as there are other systems for describing this with their own labels), but the idea that there were many different styles of "old school" play back in the "old school" days – not just the single style stressed in "old school" blogs, forums, and web sites. Don't let those sites make you believe that you aren't playing old school right if your campaign isn't strongly in the wargaming camp. Most successful campaigns back in "old school" days were a mixture of all four major styles – and a heaping helping of minor styles.

Advice for the New Old School Gamemaster

If you are comfortable running a rules-light game like standard Microlite20, you'll probably have no trouble running Advanced Microlite20 OSS as you have already learned to run a game without having hundreds of pages of rules detailing how to handle every situation that might possibly arise in the game. You've already learned to just make a ruling that you think fits the situation and keep the game moving.

The greatest change between Microlite20 and Advanced Microlite20 OSS is the modification of character skills. If you are used to just allowing players to just say "I'm searching the room. What do I find?" and make a search skill roll or just say "I'll try to persuade the baron to loan us a catapult." and make a persuade skill roll, running without skill rolls is going to require as much change to your thinking as it will to your players' thinking.

First, you need to get your players to tell you what their characters are actually doing in the campaign world, instead of talking in terms of what skill they are using. Then you need to learn to listen to what they say and decide if their description of what they are doing a) would most likely solve the problem, b)

wouldn't have a chance of solving the problem, c) might not immediately solve the problem but would provide more info that would help solve the problem, or d) would not definitely solve the problem but has a fair chance of doing so. Only d would require a die roll.

Let's take checking a chest for traps as an example. Get the players to describe in general terms how they are going to check the chest for traps. Note general terms are enough, the idea is to see what the characters are doing, not to require them to describe every single muscle and eye movement they make. Having to "click on one exact pixel on the screen" to succeed is boring and frustrating in a computer game, the verbal equivalent of it is even more frustrating in a tabletop game. Don't fall into the trap of doing it as it turns players off fast.

Let's say a player says "I'll look the chest quickly over for obvious traps, paying special to the keyhole, clasp, and anything that looks out of the ordinary. I'm not touching it yet."

If the chest had a poison needle near the clasp or some holes for poison gas or needles to shoot out of, this should be enough for the character to notice it without a roll, even if he isn't a Rogue or the like. However, if the chest is set to explode (or shoot daggers out of the opening when opened, such a search is not going to discover the trap – again no matter what the character's class or background as such a trap isn't visible from the outside. If you are feeling generous, you might have a Rogue make a Subterfuge skill roll and if she makes it tell her player that while she doesn't see a trap, something still doesn't seem right about the chest.

If the character had said he was then poking the chest with a pole instead of rushing to open it, he might hear something strange if the chest had the above-mentioned dagger trap. Of course, unless he is a Rogue or has some strange background, chances are he would not associate the noise with a trap, but rather just that there was something loose in the chest. Again, you might give a Rogue a roll, especially an experienced Rogue.

As this example shows, it really isn't hard – unless you choose to make it hard. It's just different. After a few sessions both you and your players will find that it really isn't as hard as it looks.

Some players, however, really want die rolls. Because of previous bad experiences with poor GMs, they just can't trust the GM enough to handle some decisions being made without die rolls. If your players are like this, you can use "skill" rolls as a safety net. The players will still have to describe what their character does to solve the problem just as above. Once the player describes what his character is doing, the GM calls for a class/background based "skill" roll as described in the skills section of these rules. The results are determined by your opinion as GM of the action described and the skill roll. There are basically two situations:

In the first case, you feel that the player has a good plan that should likely succeed. Therefore it will succeed regardless of the result of the roll, but how well it succeeds is determined by the skill roll. A failed skill roll is a minimal success; the character succeeds, but just barely. A successful skill roll means the character's plan succeeds without any major hitches.

In the second case, either the player obviously knows less than his character does about the situation or just comes up with a bad idea that you feel is unlikely to work. You let the skill roll decide the result. A failed roll means the plan fails, while a successful roll means the plan somehow worked after all, but probably not perfectly.

Players who refuse to even try to come up with some type of rational statement about what their character is actually doing but just want to let the skill roll decide automatically fail.

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Argo

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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 Sorcerer 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 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.

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. $8 \times 2 = 16$ 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 skeleton = 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.

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

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.

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.

M20 HYBORIAN AGE

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. $8 \text{ (roll 1d20)} + 5 \text{ (Caster Level)} + 6 \text{ (Mind Bonus)} = 19$. 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,

M20 HYBORIAN AGE

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 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
+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 in 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 loose 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.

M20 HYBORIAN AGE

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Microlite Conan: This is a trimmed down version of Mongoose Publishings 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:

| | Cost |
|--|-------------|
| Black Lotus: Poison - Causes 2d6 damage | 100gp/dose |
| Purple Lotus: +1 MIND for 24 hours, then -1 for 24 hours | 50gp/dose |
| Yellow Lotus: Induces sleep, and hallucinations | 50gp/dose |
| Explosive Powder: Missile attack, 1d6 damage | 20gp/dose |

Prehistoric Microlite20

by PsychoSama

Think "Land of the Lost".

Stats:

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

Share a total of three points between them. You can reduce one stat to -1 to get an extra point. These are your stat bonuses.

Race:

All characters in this game are of the same race, but because of the level of sexual dimorphism males and females have slightly different statistics.

Males get +1 to STR

Females get +1 to DEX

Both Genders have retractable claws capable of 1d4 damage, and get DR1 due to their tough hides.

Classes:

The classes are Warrior, Expert, and Caster. All characters receive three skill points to assign as they wish. Characters begin at Level 1.

Warriors add +1 to all attack and damage rolls. This increases by +1 at third level and every three levels thereafter.

Experts receive a free skill point and an additional skill point every other proceeding level.

Casters are capable of using either Shamanistic or Elemental magic and spell gains one level of Spell Mastery at first level and every four levels following.

Skills:

There are only 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 + whichever stat is most applicable to the use.

Please note that all rolls in the game can be further affected by situational modifiers and magical effects.

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Hiding from a predator is Subterfuge + MIND bonus. Setting 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.

Saving against magic (Will save) is usually MIND + your level.

To reduce the chances of failure on certain skill checks by assuming an average die roll result (10 on a d20 roll). You can't take 10 if distracted or threatened, such as during combat.

To assume that a character makes sufficient retries to obtain the maximum possible check result (as if a 20 were rolled on d20). Taking 20 takes as much time as making twenty separate skill checks (usually at least 2 minutes). Taking 20 assumes that the character fails many times before succeeding, and thus can't be used if failure carries negative consequences.

Spirit Points

The lives of the player characters are directly affected by the spirit world. Spirit Points represent the investment in time and energy that the spirits have placed in them, as well as their connection to the memory and skills of their past incarnations. Spirit points represent 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 3d6 Spirit Points. As they spend them, they don't replenish on their own. Each level attained grants d6 points. Additional points may be gained by showing ones respect to the spirits through, rite, ritual, and religious observance. 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

A character has both wounds and vitality. Wounds represent their actual physical ability to absorb damage. Vitality represents both fortune in battle and the ability to press on unaffected despite minor injury or a close call. Wounds = STR X 2 + 10. Vitality Points = 2 + 4/Level. If Vitality reaches 0, the Character is injured. Further damage directly reduces Wounds.

The first time a character takes wound damage—even a single point—he becomes fatigued. A fatigued character can't run or charge and takes a -2 penalty to both Strength and Dexterity until he has rested or the damage has been healed. Additional wound damage doesn't make the character exhausted.

In addition, any time an attack deals wound damage to a character, he roll must roll Physical + STR v. 5 + number of wound points lost from the attack or be stunned for 1d4 rounds. During that time, any other character can take help the stunned character recover; doing so ends the stunned condition. If Wounds go below 0, the character is knocked unconscious and is dying. If a character reaches a number of wounds equal to the negative of their WP, they are dead.

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

Melee attack bonus = STR + Level.

Missile attack bonus = DEX + Level.

Magic attack bonus = MIND + Level.

Add attack bonus to d20 roll. If higher than your opponent's Defense, it's a hit. Then, subtract the target's Damage Resistance (DR) from the base damage to determine final damage. A natural 20 is a critical hit that strikes automatically, dealing damage directly to wounds.

Add STR to Melee damage, x2 for 2-handed weapons.

Defense = 10 + DEX + Defense Bonus + Enchantment Bonus.

Damage Resistance = Natural Armor + Worn Armor + Enchantment Bonus.

If a character successfully Sneaks (usually sub+DEX, but depends on situation) against a foe they can Sneak Attack, adding their Subterfuge skill rank to the damage of their attack. This ability may not be used with Magical Attacks.

A character may choose to make a Called Shot, adding their enemies DR to its Defense. If they hit, their blow does direct damage, ignoring DR. This ability may not be used with Magical Attacks.

A character may make a Called Shot Sneak Attack if they desire.

A character may choose to grapple with an enemy instead of attacking them. To grapple a character must roll a successful melee attack. If they succeed then test Physical + STR. If they succeed they've latched onto the enemy. To shake a grappling enemy a character may roll a contested Physical + STR roll.

A character in a grapple may not add their DEX bonus to their Defense nor may they move without first breaking the grapple.

To damage an enemy when grappled, roll a contested Grapple test. The Attacker takes a -4 unless noted and may only use light or natural weapons. If the attacker fails the roll, they do not do damage. If they succeed they do normal damage.

Magic

A Caster 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.

The Difficulty Class (DC) for casting all spells is Number of Spell Attributes - Ranks of Spell Mastery x 3 + Type of Spell

Code:

| Spell Type | DC |
|----------------------------------|--------------------|
| Direct Damaging | Target's Defense |
| Stat affecting, Unwilling Target | 10 + Affected Stat |
| Mind affecting, Unwilling Target | 10 + Target's MIND |
| Self/ Willing Target | 0 |

Inanimate Object 10*

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

Each spell cast (failed or otherwise) increases the DC by +2. An extended period of uninterrupted rest will reset the DC.

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 Attribute Level to damage, range, area of effect or duration. If they are unstated, then the defaults are used.

The Difficulty Class (DC) for resisting all spells is 10 + Caster Level + Caster's MIND + situation modifiers.

Please note that costs may be modified based on description of the spell and its effects. The below is only a general guideline. All spells and effects are subject to GM approval.

Code:

| Spell Attribute | Default | Effect |
|-------------------|------------|--------------------------------|
| Damage | 0 | Add 1d6 |
| Heal/VP | 0 | Add 1d6 |
| Heal/WP | 0 | Add 1 |
| Stat/Skill Mod | 0 | Add 1 Stat\Skill Bonus\Penalty |
| Range | Touch | 10 meters increase |
| Area of Effect | Target | 4 meter radius increase |
| Duration/Combat | Instant | 1 Round |
| Duration/Stat Mod | 20 minutes | Add 20 minutes |

There are two forms of Magic: Elemental and Shamanism. Elemental magic manipulates the elements to cause physical effects. Shamanistic magic manipulates the spirit world to cause metaphysical effects. A character may not use both forms of magic.

Level Advancement

Encounter Level = Hit Dice of defeated monsters (plus one step due to VP/Wounds) or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes.

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:

+4 to Vitality 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 to their defense bonus. If the level divides by five (i.e.

level 5,10,15,etc.) add 1 point to STR, DEX or MIND. Apply class based

Bestiary

Tyrant (Tyrannosaurs Rex with Spinosaurus features)

STR: +10 DEX: +1 MIND: -5

Huge Level 12 (60/60), DEF 14, DR 5, Bite (3d6+20) or Claw (1d8+5)

+5 to rolls to Resist/Dodge Fire Damage

Dragon

STR: +6 DEX: 0 MIND: -5

Huge Level 10 (50/44), DEF 11, DR 4, Bite (2d6+12) or Fire Breath (6d10) DC24 phys+DEX to dodge for half Flier

Sabrefang (Gorgonopsid Inostrancevia)

Large STR: +5 DEX: +2 MIND: -5

Level 6 (30/20), DEF 13, DR 4, Bite (2d6+10)

Terror Bird

STR: +4 DEX: +4 MIND: -5

Large Level 6 (30/18), DEF 15, DR 3, Bite (2d6+8)

Razorclaw (Deinonychus)

STR +3 DEX: +5 MIND: -5

Medium Level 3 (15/16), DEF 17, DR3, Rake (2d6+6) Claws (1d6+3) or Bite (1d6+2)

Razorclaws may only use their Rake ability while in a Grapple and suffer no penalty to attack

Swarmie (Compsognathus)

STR: 0 DEX: +4 MIND: -5

Tiny Level 1/4 (1/4), DEF 16, DR 0, Bite (1d3)

Prowler (Small Theriodont)

STR: +1 DEX: +1 MIND: -5

Small Level 1/2 (3/12), DEF 12, DR1, Bite (1d4+2)

Creeper (Small Cynodont Scavenger)

STR: -3 DEX: +2 MIND: -5

Tiny Level 1/8 (1/2), DEF 14, DR 0, Bite (1d3-3)

Vipertooth (Euchambersia)

STR: +2 DEX: +1 MIND: -5

Small Level 2 (10/12), DEF 12, DR 1, Bite (1d4+2 plus Poison)

Ogre

STR: +3 DEX -1 MIND -2

Large Level 3, DEF 9, DR 3, Claws (1d8+3) or Great Club (1d6+6)

Wrecker (Ankylosaurus)

STR: +10 DEX: -2 MIND: -5

Huge Level 9 (40/60), DEF 9, DR 16, Tail Slap (2d6+20)

Digger (Diictodon)

STR: -2 DEX: 0 MIND: -5

Tiny Level 1/4 (1/3), DEF12, DR0, Bite (1d4-2)

Bull Digger (Lystrosaurus)

STR: +2 DEX: 0 MIND: -5

Level 1 (5/14), DEF10, DR3, Bite (1d6+4)

Tusker (Placerias)

STR: +5 DEX: 0 MIND: -5

Level 4 (20/14), DEF 10, DR 5, Bite (1d8+10)

Boomer (Parasaurolophus)

STR: +3 DEX: 0 MIND: -5

Level 4 (20/32), DEF 9, DR 3, Slam (1d6+3) or Sonic Attack (stunned for d6 rounds, Mind + Level to resist DC 16)

Behemoth (Argentinosaurus)

STR: +16 DEX: -2 MIND -5

Gargantuan Level 16 (80/168), DEF 9, DR 4, Tail Slam (1d8+32), Kick (1d8+16)

Gargant (Sauroposeidon)

STR: +14 DEX: -2 MIND -5

Gargantuan Level 14 (70/152), DEF 8, DR 4, Tail Slam (1d8+28), Kick (1d8+14)

Shieldhorn (Triceratops)

STR: +6 DEX: 0 MIND: -5

Huge Level 8 (40/44), DEF 10, DR 4/11 (Front), Gore (3d6+12)

Spiketail (Stegosaurus)

STR: +5 DEX: 0 MIND: -5

Huge Level 8 (40/40), DEF 10, DR 8, Tail Spikes (2d6+10)

Devil Fish (Hyneria)

STR: +3 DEX: +2 MIND: -5

Large Level 5 (25/16), DEF 12, DR 3, Bite (1d8+6)

Bonehead (Pachycephalosaurus)

STR: +4 DEX: 0 MIND: -5

Large Level 4 (20/18), DEF 10, DR 3, Head Butt (1d6) or Charge (2d6+8)

Runner (Gallimimus)

STR: +2 DEX: +2 MIND: -5

Large Level 2 (10/16), DEF 11, DR 2, Bite (1d3+1) or Kick (1d6+1)

Greatwing (Quetzalcoatlus)

STR: +2 DEX: +2 MIND: -5

Large Level 4 (20/14), DEF 12, DR 0, Bite (2d6+4) or Claws (1d6+1)

Flier

Redfang Spider (Giant Mesothelae)

STR: -2 DEX: +3 MIND: N/A

Tiny Level 1/2 (2/4), DEF 15, DR 1, Bite (1d4-3 plus Poison)

Buzzer (Meganeura)

STR: 0 DEX: +2 MIND: N/A

Tiny Level 1/4 (1/3), DEF 14, DR +2, Bite (1d3)

Flier

Groundcomber (Arthropleura)

STR: +2 DEX: +1 MIND: N/A

Medium Level 4 (20/14), DEF 11, DR 7, Bite (1d8+2) or Irritant Spit (3d6*)

*Vitality damage only. Target may roll phys+DEX v. DC 16 for half. Target must Roll phys+STR v DC 15 or be blinded for 2d6 rounds.

Supercroc (Deinosuchus)

STR: +7 DEX: -1 MIND: -5

Huge Level 10 (50/50), DEF 12, DR 7, Bite (2d6+14)

Bigmouth Salamander (Rhinesuchus/Koolasuchus mix)

STR: +4 DEX: +1 MIND: -5

Large Level 4 (20/18), DEF 11, DR 1, Bite (1d8+4)

Microlite20 Bronze Age

by Kaiisaxo

Those campaigns are set in the bronze age/age of myth, as such they feature nymphs, gods and the like, however they reflect a bigger setting with particular rules for the supernatural that go beyond magic and extend further, this homebrew uses Purest Essence with the following changes:

Stats

No changes.

Skills

All 4 skills form the core rules.

Survival form the Expert rules.

3 New skills, Domain, Harmonizer & Mind Link, those are only available to selected classes or races.

Magic

Magic is cast using Mana Points (MP) instead of HP, for starters MP are equal to Mind + 1d6, MP does only increase by 1d6 every 5 levels (at levels 6, 11, 16, etc). MP spent is regained every 8 hours by an amount equal to the user Level. If MP reaches 0 = faint and near death and every additional decreases Mind instead if Mind reaches 0 = Death.

Only Arcane Spells and Illusionist Spells available.

Arcane spells are excluded form the Illusionist Spell list

Classes

From the core rules: All classes but Cleric

From the expert rules: Illussionist and Ranger (Renamed Hunter)

New classes: Layman and Archer.

Races

From the core rules: Humans (renamed mortals) only.

From the Expert Rules: None.

New races: Nypmh, Nymphling, Immortal, Demigod and Inhuman.

Equipment

Everything in the core list that isn't made of Iron, Steel, Glass, Silk or Paper. Also no Mails (Chainmail, Splint Mail, etc.), no Halberds, No Crossbows, no mirrors, no lanterns or anything starting with "Holy-".

Changes to costs: All gold and silver costs are reduced to 1/10th it's value on the core rules (To account for a couple of millennia worth of inflation)

Changes to starting wealth: Fighter starts with 15gp, rogue with 125 sp, mage with 75 sp, Illusionist with 8gp, Hunter with 13 gp, Archer with 14 gp, Layman with 95 sp.

Changes to armor: Breast Plate gives +4, Half-Plate gives +5 and Full Plate gives +6 AC.

Now that I've enumerated the changes, I'll go more in depth with the new skills, races and classes.

Races

Races marked as restricted can't be used without GM's Consent

Nymph. Get +2 to Mind, +10 to HP, -5 to STR, MP increases by 1d6 every level also STR can't go beyond 15, Get's Mind Link, Can't be Mage class.

Immortal. Get a -3 to Dex, +2 to Mind, +10 to MP, +2 to STR, HP increases by 2d6 every level, MP increases by 2 every level, Dex Can't go beyond 21, Requires 15 additional EL to advance Level. Gets Domain skill. Can't Be Layman, Mage or Illusionist class (Restricted Race)

Nymphling (Half Nymph). Get +1 Mind -2 to STR, +5 to HP, MP increases by 1d6 every third level (3,6,9,etc)

Demigod. Get +1 Str or +1 Dex, +1 to 1 skill, every third level has a 20% chance to unlock Domain Skill(roll d20 + Mind bonus, Target number 17)

Inhuman. Get +6 Str, -3 Dex, -2 Mind, + 3 to Survival. Can't be Layman, Illusionist, Fighter or Archer. Can't Handle ranged weapons. (Restricted Race)

Classes.

New classes:

Layman.- Wear light armour, Get a +4 to Communication and +1 to Subterfuge, Get a -1 penalty to Damage Rolls, Every Fifth level have a 50% Chance of learning either 1 Spell of 4 levels lower, Mind Link (Roll d20 + Mind, Target number 11), or Harmonizer (Roll d20 + Mind link. Target Number 16). (As soon as 1 arcane spell is learned, Mind link and Harmonizer can't be learned anymore, as soon as Mind Link or Harmonizer is learned, no arcane spells can be learned. The user must choose between trying to learn a Spell, Mindlink or Harmonizer)

Archer.- Wear Light or medium Armor, Get +1 to Knowledge, Get a +3 to all Missile attack rolls, range penalty is - 1 instead of -2.

Changes to existing classes

Mage.- In addition to everything else in the core and expert rules, they also get +1 MP every level.

Illusionist.- In addition to everything else in the core and expert rules, they also get +1 MP every level,

Illusionists get Mind Link at level 10 and get a 10% chance (Roll d20 + Mind Link, target Number 18) to learn Harmonizer every fifth level after that.

Skills

Domain. - Supernatural skill, must be obtained, when first obtained select a concept, by rolling d20 + Domain + the proper modifier (target 15 + user level) the user gets to influence an item, animal or person that falls under that concept. The user pays as much MP as the roll + Modifiers regardless of success or failure. (If attacking use a d12 + Domain for the damage roll).

Mind Link. Supernatural skill, must be obtained, when used the user pays as much MP as the roll + modifiers (regardless of success), this is used to do stuff like mind reading, telepathy, empathy (transfer damage from target to user), dreamwalking, astral walking, remote sight and foresight. Can't be used to hurt people or to interact with inanimate things.

Harmonizer. supernatural skill, must be obtained, when used the user pays as much MP as the roll + modifiers (regardless of success), this can be used to affect the environment or attack with sound. Can only be used by singing (use Str bonus), playing an instrument (use Dex Bonus) or in conjunction with Mind Link (Use Mind Bonus + Mind Link). (If attacking use a d6 for the damage roll regardless of level, no modifiers allowed). People with Harmonizer can't learn Arcane spells, people knowing arcane spells can't obtain Harmonizer

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.

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 "manifestor 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
Dispell 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

Baazrag

HD 2d8+4 (13 hp), AC 17, Bite +2 (1d6+1, wounding)

Baazrag, 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 (manifest 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 (manifest 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 (manifest 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 (manifest 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 (manifest 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 (manifest 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 (manifest 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 paralysis 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 (manifest level 3rd): 3/day--ego whip, control object

Razorwing

HD 4d8+20 (38 hp), AC 17, Wing +5 (1d6+3), psi-like abilities (manifest 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)

Spinewyrm*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 (manifest 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 (manifest 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 (manifest level 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 (manifest 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”
(FOR D20 FANTASY)
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, through 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. 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 hardier, but will have to work hard and long to achieve the same status as the typical milieu. 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.

System features

OMERIAN TALES is a variant of the Microlite-d20 system. Among the differences: *Omerian Tales* does not include “classes,” but rather has “roles.” *OT* also includes a different damage mechanic, a different magic system, a different levelling system, and a “luck” component called “Karma.” Finally, and perhaps most importantly, there is only one player character “race” in *Omerian Tales* – Human. The campaign world is intended to be played exclusively 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!

System Mechanic

OMERIAN TALES uses a Difficulty Check (DC) system similar to the d20 system. Basically, the player rolls a d20 against an assigned difficulty. He adds in one Ability bonus (called a “Stat”) and a Skill Bonus from an applicable pool: $d20 + \text{Ability Score (AS)} + \text{Skill Rank (SR)}$, plus any additional modifiers due to situation. If the roll equals or exceeds the DC, the character succeeds in his action. Some typical DC’s:

Dodge falling rocks (DC 15, DEX+Pysical)
Read ancient runes (DC 20, INT+Knowledge)
Negotiate a good price (DC15, CHA+Communications)
Notice a secret door (DC20, WIS+Perception)

Abilities

The 6 abilities in *Omerian Tales* are: Strength (STR), Dexterity (DEX) Constitution (CON) and Intelligence (INT), Wisdom (WIS) and Charisma (CHA). Ability

Scores are the bonuses/minuses with each ability. They range from a +5, maximum, to a minimum of -5. All Characters start with ‘0’ in each ability. Abilities are then adjusted by background, role, and discretionary point allocation. Starting PCs get 3 points to allocate to Abilities. Additional points can be added to starting Abilities by dropping other abilities on a 1-for-1 basis (EX: A PC could take a -1 INT to raise another ability). No ability can ever be lowered below -5.

Skills

Alls skills start at 0 ranks. Characters increase their skill mainly through levelling. The maximum rank a character may have in any single skill is +10. Characters may not have negative skill ranks. Starting skill points are determined by a character’s background, role and discretionary points: 2 for Warriors, 3 for Mystics and 4 for Specialists

Communications: used for interactions, diplomacy, persuasion, and so forth.

Knowledge: A general measure of the PCs education, memory and academic training.

Perception: This is the character’s general alertness, or ability to notice things out of the ordinary.

Physical: used for defense, swimming, running, leaping, etc.

Subterfuge: Used to physically hide, deceive and sneak around, basically.



“OMERIAN TALES—CORE RULES”
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KARMA (KAR)

KARMA, which represents “forces that work in the character’s favour.” In other games, it’s called Luck, Conviction, Hero Points or Action Points. A PC’s starting KAR is 3+CHA. A PC cannot start the game with less than 1 KAR point. A PC’s KAR pool is finite. Each time a KAR point is used, it is gone for good. KAR points are gained in the following ways:

- Leveling (+1 every even number level)
- Accomplishing a major story goal (beating a boss; freeing the slaves; saving the town, “saving the day;” etc.)
- Acting according to character (see “Character Ethos,” below)The group plays an entire session, overcoming real and dangerous threats without using any KAR (group award; GM’s discretion)

Using KARMA: KAR is used to perform heroic feats. In game mechanics:

- A +10 bonus to any single die roll (1 KAR, must choose this *before* rolling the die)
- Avoid certain death (2-4 KAR, depending on certainty).
- OPTIONAL: get a straight answer from the GM (1-3 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.

Mana

Mana represents a PC’s “Magic Potential.” It can only be used by PCs in the “Mystic” role, and is used to activate their spells. A character’s starting Mana is equal to 1, plus his INT. For more on Mana and how to cast spells, see “Using Magic,” below.

Max Armor (MaxArm) and Weapons (MaxWpn)

There are three types of armor and weapons: Light, Medium and Heavy. The armor and weaponry a PC is allowed to use is determined by the character’s role (see below).

Intiative

Signifies how rapidly a character reacts in combat. A PC’s initiative modifier is his DEX+Physical rating

Defense

Determines how hard a character is to hit. A PC’s base defense rating is 10+Physical. This can be modified through magic, training, and, of course, armor.

Melee Attack

This number is added to hit rolls using hand-to-hand or hand-held weapons. When making a Melee Attack, add this number to the PC’s STR to hit.

Missile Attack

This number is added to hit rolls using hand-to-hand

or hand-held weapons. When making a ranged attack add this number to the PC’s Dex to hit.

ARMOUR and WEAPONS

There are 3 types of armour in the game: Light (+1/+2), Medium (+3+4), and Heavy (+5/+6). Shields provide an additional +1 protection.

Subterfuge penalty: wearing armour penalizes any attempts at stealth at a rate equal to the armour’s protection.

• **Crit Absorption:** Armour absorbs crits. Basically, armour has Body Points. The armour’s BP’s are equal to its protection score. When a character is critted, the armour, rather than the PC’s body, absorbs the blow. The downside to this is that each time the armour absorbs a crit, it is compromised, and loses two steps of protection. EX: A character wearing Scale +3, receives a crit. The armour absorbs the crit, leaving the PC unscathed. His armour, however, suffers a “BP” of damage. It is now Scale +1, until repaired by a craftsman. The armor still retains the same penalties, just as if it had never been damaged.

• **Weapons:** Weapons are light, medium, or heavy. Exceptional and/or weapons may have bonuses of +1 (awell above average craftsmanship) to +5 (very rare or unique). Certain weapon might also grant bonuses based on a variation of the weapon itself (composite bows; daggers made specifically for throwing, etc.; a very sharp sword, etc.)

COMBAT OPTIONS

Players have a variety of options they can use in combat to increase their chances to hit, to damage, or to avoid being hit.

“Extra Effort”: PCs made add “oomph” to their attacks by “burning” up to 5-STA to gain +’s to hit and damage equal to the points burned. The STA can be regained through normal rest or healing. Characters may boost their defense in the same manner, burning a point of STA for each additional point of defense. The STA must be burnt at the beginning of the round.

“Called Shots”: A PC may also try to hit a creature in a “critical area” by taking a penalty to hit in exchange for additional damage. Subtract up to 10 from your to hit roll to earn a bonus damage equal to the amount of penalty you paid (EX: take a -5 to hit to get a +5 to damage; this is called a “CS5”). CS10’s automatically Crit,s even if the die roll is not a 20. CS’s must be announced prior to striking. A character making a CS can make only ONE attack in the round (the CS itself).

Multiple Melee Attacks: Characters can get two melee attacks a round by wielding up to a medium, one-handed weapon in each hand. The character accepts a -3 to each attack (sacrificing accuracy for speed). Each attack is made separately, and occurs during the character’s turn in the round.

“OMERIAN TALES—CORE RULES”
(FOR D20 FANTASY)
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Multiple Missile Attacks: Characters may make up to two missile attacks a round at a -2 for each attack (sacrificing accuracy for speed).

Body Points and Stamina

Characters in OMERIAN TALES 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:

Starting Body Points=3+CON. Each BP is worth 3 STA. Partial loss of a BP is the same as losing the BP itself (BP’s have no fractions, in other words).

Starting Stamina =6+CON+d6

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+CON+Physical)-(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.

Dying: Critical failure on a WILL check means the Character is dying, or “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 or potion (automatically stabilizes), or application of first aid (d20+WIS+Knowledge-BP’s lost) versus DC=15. Once a PC is stabilized, all bleeding stops.

Death: Characters are considered dead when they lose all their BP’s. When all BP’s are lost, any additional damage to the PC’s corpse goes against the his STR Ability on a 1-for-1 basis. When a PC’s STR is zero or below, the character is unrecoverable.

Healing: Healing spells and potions heal BP’s and STA, in that order. Any damage healed by a spell first goes to BP’s lost, then STA lost. Remember that 1 BP=3 STA. First aid checks can only stabilize a

dying character. Characters recover lost BP’s at a rate of 1 per week of complete rest. STA is regained at 2 STA per 10 minutes rest. Restful sleep doubles this rate. Increased comfort can triple it or better.

Monster BP’s and STA

Monsters use HP’s for STA, and 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.

“CritKills”

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.

PC Roles

Starting PCs choose from among three roles: Warrior, Mystic or Specialist. Each role has certain bonuses and weapons/armor requirements, as follows:

- WARRIORS: +1 to STR or CON; +1 Physical; +1 to one of the following: Melee Attack, Missile Attack, Defense; may use any armor and any weapon; 2 skill points.
- MYSTICS: +1 INT or WIS; +2 Knowledge or Charisma; may use light weapons; may use all Spell disciplines; may not wear armor or use shields; 3 skill points.
- SPECIALISTS: +1 to any ability; +2 to any skill; may use medium weapons and medium armor; 4 skill points.

PC Backgrounds

All PCs 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.

Altheria (The Kingdom of Altheria) Thanks to its mercantile instincts and ability to get along with the other countries, Altheria 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 them. Few, however, outright despise Altherians. Jealousy? Yes. Hatred? No (not usually). Altherians are well-educated, and get +1 INT. They are natural merchants and diplomats (+1 Communications). Altheria is the starting point for almost all voyages to the new world. Altherians usually travel to the new world for opportunity and fame. Since they also have the most representatives there, PCs might also be joining family members in colonizing the new world.

“OMERIAN TALES—CORE RULES”
(FOR D20 FANTASY)
BY CHARLES J. EICHMAN (AKA “HONESTIAGO”)

Lathloria The emerald island of Lathloria freed itself from Altherian rule less than 50 years ago. Since then it has risen 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 typically fierce, red-maned warriors when called upon, they are typically a people of great mirth and zest for life. They have a strong devotion to simplicity, and value the earth for its gifts. Lathlorians get a +1 WIS. They are naturally gregarious and tough (+1 Physical). Lathlorians tend to be homebodies. They would almost have to be forced to leave for the new world.

Kzet (pronounced ‘zet’). Kzetans hail from a desert continent located in the southeastern 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 and easily with each other, there isn’t a Kzetan alive who does not jump at the chance to outdo his friends and neighbors. Abroad, Kzetans are mostly well-liked for their personalities, yet distrusted for their reputations. Few would ever immediately trust them with anything of real worth. All Kzetans are nimble, and get +1 DEX. All Kzetans start out naturally alert and stealthy (+1 Perception). Kzetans come from a nomadic heritage that values individual achievement, so it is not unusual for a Kzetan to travel to the New World so that he could return home to brag about it.

Amon Amon is a cold, harsh environment, home to great and powerful, fair-haired warriors intent on testing their mettle against the elements and their enemies. Amonites have no real friends. Only alliances of convenience. They are regular raiders of the Hormunese and the Gamnans. They patrol the shores of North Alkaghi and its great inland sea in longboats, a vestige of an ancient seafaring heritage that sprouted the rumor that Amon was the first to send ships to the new world, centuries before the current crop of Altherian-sponsored voyages. All Amonites are hardy, and get +2 STR. Their lack of formal education garners them a -1 INT, however. Their great physical stature also grants them a +1 Physical. Amonite sensibilities normally preclude them from engaging in rogue-like pursuits, like *Thievery* (they tend to slay thieves on detection). Amonites often travel to the new world hoping to accomplish feats worthy of song and remembrance. Their reputation as inland sailors often translates well to the open sea.

Gamna This hardy, stocky race of craftsmen are a collection of individual tribes, bound together by cultural memory and a code of ethnic devotion. Though there is a constant struggle over resources, Gamnans rarely take arms against each other, preferring to test their mettle against Hormu, Amon, and sometimes, Izur. Gamnans are tough, and get +1 CON. Their physical prowess also grants them a +1 Physical. They are admirers of metalcraft and

precious gems (hard to find in Gamna, but fairly abundant in the Izurian foothills). Gamnans who travel to the new world may do so out of a sense of curiosity, or as a way to obtain riches more quickly. They are often in demand for their outstanding crafting abilities. It is said that, if there is something to be made, a Gamnan is the one to make it.



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 (sometimes called Hormunese) come from innumerable tribes and settlements on the rocky frontier. They are a mongrel race whose bloodline is indecipherable. Very few Hormunese live to a ripe old age. All Hormu get a +1 STR and +1 CON, but suffer a -1 CHA due to their barbarous ways. The Hormu’s barbarism excludes them from using any magic at all. That same barbarism leads them to be shunned and sometimes even reviled by others. For this reason, the Hormu maintain a low profile (+1 Subterfuge). A Hormunese obtaining passage to the new world is rare indeed, though the reasons to leave Hormu are abundant.

**"OMERIAN TALES—CORE RULES"
(FOR D20 FANTASY)**

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Izur (The Izurian Empire) The magic-infused Izurians hail from a hilly, 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 who serve the Emperor of Izur, who is believed to be descended from the Sun God, Izu (whom a vast majority of Izurians hold as the one, true God). The intelligent, alert Izurians get +1 to INT, and a +1 to Perception. 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 honour.



Savaglia

Though the name sounds like a land of fishnet-wearing sirens, Savaglia is actually an vast, overgrown morass of an island. Located southwest of Alkaghi, it is a realm populated with fell creatures, awful disease and hidden dangers. It is also filled with gemstones, which is why people go there from time to time (especially the Amonites and Gamnans).

Delrithia, The Merchant Kingdom

Delrithia is a chain of islands due west of ALKAGHI. It has a powerful navy, which controls the flow of ships between the old world and new. One detours around Delrithia at their own peril. The northern seas are icy and dangerous, with unpredictable, harsh winds. Many a ship braving this path has been forced

to make landfall among of a number of inhospitable islands, with predictable results. The route south is even worse, home to warm-water serpents, a pair of pirate kingdoms, the isle of Savaglia, and the legendary "Vortices," remnants of ancient magic that manifest as great 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.

"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 and skills.

Languages

All PCs speak "Lukarian," the Old World tongue.

Character Ethos

There are no alignments in OMERIAN TALES. 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 one virtue and one vice from the list below (feel free to supplement with your own, if these aren't enough).

VIRTUES:

Academic
Bold
Compassionate
Courageous
Daring
Determined
Fair
Faithful
Free-spirited
Generous
Gregarious
Honest
Industrious
Just
Kind
Thoughtful

VICES:

Addicted
Arrogant
Capricious
Cowardly
Cynical
Egoistic
Hidebound
Impulsive
Insensitive
Lazy
Manipulative
Petty
Power Hungry
Selfish
Stubborn
Vengeful

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 may award a point of KAR. KAR awards for role-playing should not exceed more than 1 pt. every few sessions.

Using Magic

Magic is divided into disciplines: *Earth, Air, Fire, Water, Body* and *Mind*. Each of the disciplines has "Effects" the caster can create (for specifics, see

“OMERIAN TALES—CORE RULES”
(FOR D20 FANTASY)
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“Magic Effects,” below. General rules for magic use are as follows:

Casting spells:

- **Casting:** roll (d20+Caster Level+WIS) vs (Effect DC and modifiers). See “Magic Disciplines to determine specific DC of effects. If the DC check is not made, the point of MANA is lost, and the spell fizzles.
- **Spell cost:** 1 MANA to activate the spell. And additional MANA used in casting adds +3 to the check. When a Character runs out of MANA, he cannot cast spells until he recovers ALL his MANA.
- **Using STA to overcome Mods:** Each spell has its own DC check and modifiers. A Mystic may spend STA to increase his chances of making the DC on a 1-STA for each +1 basis. If the check misses, the STA is lost (as well as the MANA, above). STA lost in this way can be regained with normal healing spells.
- **Using BP to overcome Mods:** A Character can spend BP's to increase his chances of making his spell DC. Each BP “burned” adds a +3 to the spell attempt. HOWEVER, the PC MUST make a WILL check as if receiving wounds, the same as a PC who sustains BP damage in combat. BP's lost in this way CANNOT be healed with magic, but must be regained thru normal rest.
- **“Specialist Mages:”** When a Mystic gains access to a new spell discipline through levelling, he may instead opt to forgo the new discipline and take a +1 modifier to any previously known disciplines (see *Levelling*, below). This represents the PCs increased focus on that specific area of magic.

Starting Wealth

Each PC starts with 100 gp. modified by the CHA stat, plus the PCs Class and Background:

Background modifier to wealth:

- Altherians, Lathlorians, Delrithians= +3d6x10 gp's
- Gamnans= +3d6x5 gp's
- Amonites, Izurians=no bonus
- Hormunese= -2d6x4 gp's
- Kzetans= roll d6; 1-2=treat as Altherian; 3-5=Treat as Izurian; 6=Treat as Hormunese

Levels in Omerian Tales

OMERIAN TALES 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 harder than usual (BP's and STA). Relatively speaking, by the time a PC reaches level 5, they should be considered full-fledged heroes by those around them. Level 10 heroes are legendary in the OT world.

Level Cap: All OMERIAN TALES characters are capped at level 10. 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 sea of lava. GMs should keep this in mind when designing stories.

Levelling

Characters level when the GM feels they should. Levelling should only occur when major story goals are met (i.e., “beating the big nasty,” “saving the princess,” foiling the pirates,” “escaping the dreaded island,” etc.)

Level Benefits

Characters in OMERIAN TALES gain different benefits at different levels. Some benefits are role specific:

Every Even level

- **STA gain:** Warriors=2d6+CON; All others= d6+CON
- **Skill Boost:** Specialists: 3 skill points; All Others: 2 skill points
- **Combat Bonus, Warrior:** +1 to Melee or Missile Attack, OR +1 to Defense.

Every Odd Level

- **MANA GAIN:** +2 MANA, New Spell Discipline (mystics only)
- **MAGIC SPECIALIZATION (Mystic Only):** Disregard new MANA and Discipline, above for a +1 to all checks involving currently known disciplines.
- **ABILITY BUMP:** +1 to any single ability (all)
- **KARMA GAIN:** +1 KARMA point (all)
- **Combat Bonus, Specialist:** +1 to Melee or Missile attack, OR +1 to Defense

**"OMERIAN TALES—CORE RULES"
(FOR D20 FANTASY)
BY CHARLES J. EICHMAN (AKA "HONESTIAGO")**

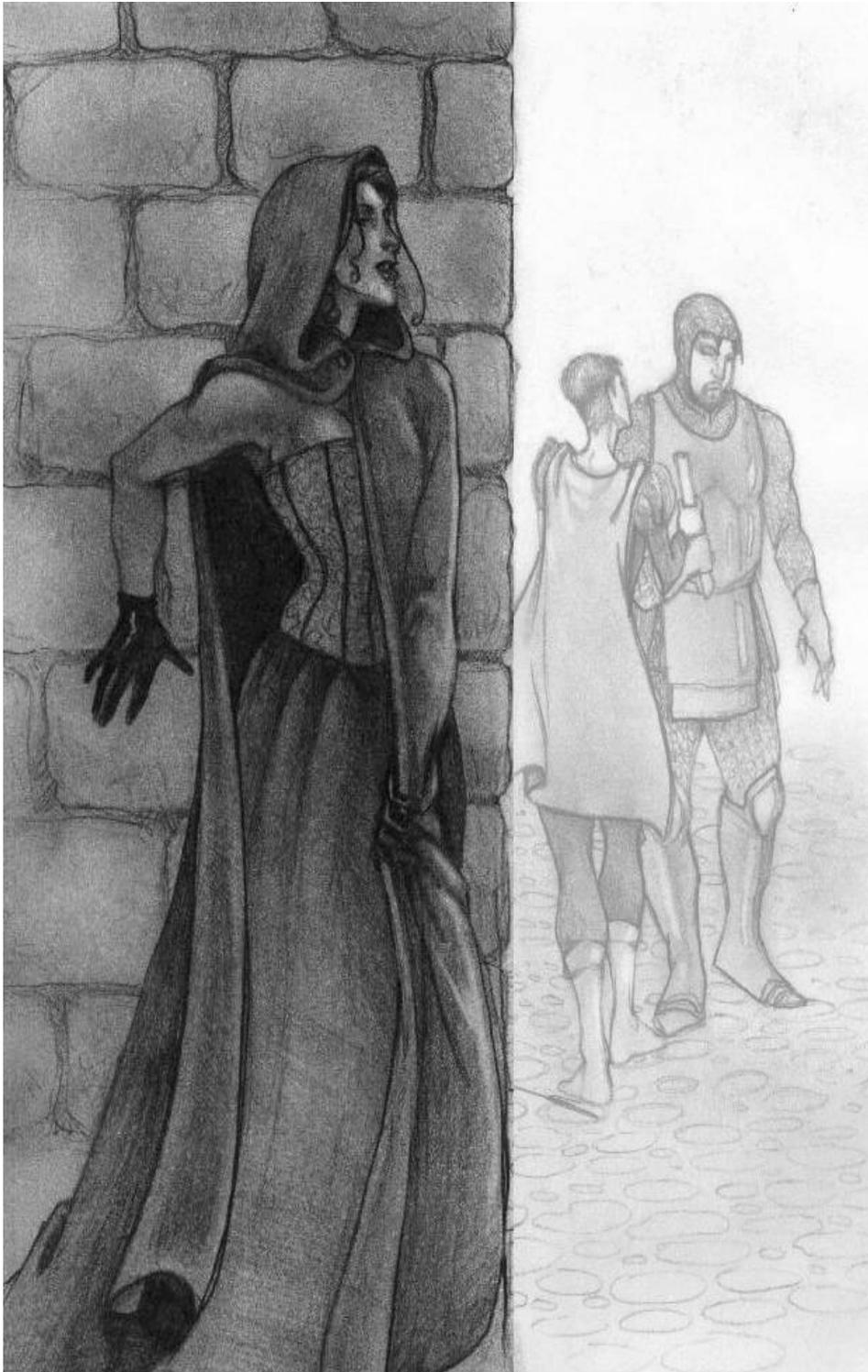
CREDITS

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; multiple humorous discussion concerning Laxar the Priest of Semit).

Player contributors/testers: Rob Beals, Russel Boyd, Kathryn Eichman, Jason Frisbie, Eddie Garza, Brendan Grayson, Matt Harris, Matt Olejarczyk, Mack Morris, Stephen Puckett, Neal Scott, Erik Skiles, Scott Smith, William Reid, Mark Spigelmeyer, Arthur Tambur, Dwight Upton.

Art: Stephen Grant, Boris Radjuko, Jeff Carlisle, Katy Hargrove, Matteo Lolli



"OMERIAN TALES": QUICK REFERENCE SHEET

| BACKGROUND | BONUSES | NOTES |
|--|--|---|
| Altherian | +1 INT +1 Communications | <ul style="list-style-type: none"> Natural merchants Most abundant colonists Often perceived as haughty |
| Lathlorian | +1 WIS +1 Physical | <ul style="list-style-type: none"> Gregarious and friendly Tend to be homebodies Attuned to the land |
| Kzetan | +1 DEX +1 Perception | <ul style="list-style-type: none"> Nomadic people Seek personal gain Perceived as non-trustworthy |
| Amonite | +2 STR -1 INT +1 Physical | <ul style="list-style-type: none"> Imposing warriors Despise Thieves Glory Seekers |
| Gamnan | +1 CON +1 Physical | <ul style="list-style-type: none"> Tough craftsmen Admirers of gems and metals Enmity with Izurians and Hormu |
| Hormu | +1 STR +1 CON -1 Cha +1 Subterfuge | <ul style="list-style-type: none"> "Mongrel race" Hormu=harsh environment Reviled by most non-hormu Rarely seen in New World |
| Izurian | +1 INT +1 perception | <ul style="list-style-type: none"> From martial, caste-system Bound by rigid honor code Few leave Izur |
| ROLE | Starting bonuses | |
| WARRIOR | +1 to STR or CON; +1 Physical; may use any armor and any weapon; +1 to Melee or Missile Attack; 2 skill points. | |
| MYSTIC | +1 INT or WIS; +1 Knowledge or Charisma; may use light weapons; may use all skill disciplines; may not wear armor or use shields; 3 skill points | |
| SPECIALIST | +1 to any ability; +1 to any skill; may use medium weapons and medium armor; +1 to Defense; 4 skill points. | |
| Level Benefits: <u>Every Even level</u> * STA gain: Warriors=2d6+CON; All others= d6+CON * Skill Boost: Specialists: 3 skill points; All Others: 2 skill points * Combat Bonus, Warrior: +1 to Melee or Missile Attack, OR +1 to Defense <u>Every Odd Level</u> * MANA GAIN: +2 MANA (mystics only) * ABILITY BUMP: +1 to any single ability (all) * KARMA GAIN: +1 KARMA point (all) * Combat Bonus, Specialist: +1 to Melee or Missile attack, OR +1 to Defense | | Magic <ul style="list-style-type: none"> Spell Disciplines: Earth, Air, Fire, Water, Body and Mind. Each costs a Feat slot. Casting: roll d20+Caster Level+WIS vs Effect DC and modifiers. Spell cost: 1 MANA to activate the spell; additional MANA=+5 to effect. Using STA to overcome Mods: may spend STA to increase his chances of making the DC on a 1-STA for each +1 basis. Using BP to overcome Mods: Spend BP's to increase his chances; +3 per BP. Then WILL Chk. |
| VIRTUES: Academic Bold Compassionate Courageous Daring Determined Fair Faithful Free-spirited Generous Gregarious Honest Industrious Just Kind Thoughtful | | VICES: Addicted Arrogant Capricious Cowardly Cynical Egoistic Hidebound Impulsive Insensitive Lazy Manipulative Petty Power Hungry Selfish Stubborn Vengeful |
| | | Starting Body Points = 3+CON <i>Each BP is worth 3 STA. Partial loss of a BP is the same as losing the BP itself.</i> Starting Stamina =6+CON+d6 Starting KAR = 3+CHA Starting MANA =1+INT DEFENSE =10+PHYSICAL Melee Attack =STR Missile Attack =DEX |

MAGIC DISCIPLINES and Effects

ELEMENTAL MAGIC: Has four disciplines – Earth, Air, Fire and Water. Each is a separate discipline.

Earth

- *Enchanted Rock (DC 10+3 per stone+1/desired bonus):* grant small stone or pebble a max +1/lvl to hit and damage; lasts until stone is used; max stones enchanted at any one time=5. All stones must be spent before enchanting new ones.
- *Mud Pits (DC 10+2 per 5' radius+2/round duration):* turn ground into cloying mud, cutting movement and initiative by half; normal resistance. Max Rounds=caster lvl.
- *Stoneskin (DC10+1/ target +1/rnd duration+ 1/desired bonus, applied to all targets):* +AC for each target for one round; maxplus=caster level; absorbs crits as normal armor.
- *Stoneshape (DC20+1 per 10' square):* Shape or move stone into desired forms; permanent, unless used to grapple (then dispels in one hour). Max area=Caster level x 20.
- *Trackless (DC15+1 per additional target+1/ 5 minutes):* Cover your tracks and the tracks of your friends while moving through environments where you can be tracked.

Air

- *Airburst (DC10+1 per weapon+ 1 per round duration+1/desired bonus, applied to all targets):* Cast on missile weapons; grants d6 damage, +1/lvl to hit and damage; max plus=caster level.
- *Flight (DC20+1 per additional target; +3/10 minutes):* Soar through the air like a bird.
- *Float (DC15+1 per target +1/rnd):* Become light as a feather, softening falls.
- *Lightning Strike (DC15+1 per target+1 per d6 dmg [max#/d6's=caster lvl]):* damage to selected targets; CON+Physical resist for half-damage (against caster DC).
- *Sonic Blast (DC25+1 per 5' radius):* Explosive burst temporarily stuns foes for 1 rnd/lvl of caster, plus does d6/lvl damage; Resistance check to avoid stunning, but still take damage.

Fire

- *Create Fire (DC10+1/hour):* create torchlike flame; OR: start a normal fire without flint and steel
- *Everburning Lamp (DC 25):* Create a torchlike effect on an object; duration: until dispelled.
- *Flamestrike (DC10+1 per weapon+1 per round duration+1 per desired bonus, applied to target weapons [max level=caster]):* Cast on melee weapons; adds d6 fire damage +1/lvl to successful strike. No save.
- *Fireball (DC15+1 per 5' radius+1 per 50' range):* Blast your enemies with searing flame, d6/caster lvl (REF resist for half damage); minimum range=30' (or subject to own fireball).
- *Firewall: (DC15+1/rnd duration/+1 per 5' area, +1/d6 damage of flame [max lvl=caster]):* Create a wall of flame that will sear anyone trying to pass through it; CON resist for half-damage.

Water

- *Purify Water (DC10+1/gallon purified [max gallons=caster]):* Purify 1 gallon of water per level; duration: permanent.
- *Fins (DC15+2 per target+1 per minute):* sprout fin-like appendages; +4 swimming
- *Healing Balm (DC10+1 per target+1 per d6 healing effect, applies to all targets):* use clean water to heal; max d6's=caster lvl.
- *Obscure (DC15+1 per 5' radius+1/round duration):* Create a hazy mist emanating from yourself; +4 subterfuge or -4 to opponent's perception, depending on situation.
- *Water Breath (DC15+1 per target+1 per 10 minutes duration):* breathe underwater as if breathing air; include all targets in single casting.

BODY MAGIC

- *Change Appearance (DC20+1 modifier to detect/notice):* single target; change a willing target's physical appearance; duration: 1 hour/lvl or dispelled.
- *Cure Wounds (DC 10+1 per target+1/d6 healed, applies to all targets):* heal wounds; max d6's=caster lvl.
- *Cure Condition (DC 15+severity of condition):* heals diseases, curses, and other adverse conditions.
- *Enhance Physical (DC10+1 per target+1/round duration+1 per plus, applied to all targets):* Enhance Physical skill ability to a max=caster level
- *Raise Dead (DC30+1 per day dead):* Raise someone from the dead (corpse must be intact).

MIND MAGIC

- *Detect Magic (DC10+1 per 10' radius+1/rnd duration):* Detect magic around or near you, Max rounds=Caster level.
- *Dispel Magic (DC15+lvl of magic dispelled):* dispel magical effects
- *Enhance Mind (DC10+1/target+1/5 minute duration+1 per plus, applied to all targets):* gain bonus to Perception or Communications; max plus=caster level; can be used to communicate in extraordinary ways, i.e., speak with dead, extra-planar, greater powers (GM determines additional difficulty).
- *Mental Bolt (DC15+lvl of target+1/additional target difficulty to resist applied to all targets):* d6 dmg +1/lvl mental damage; resist or be stunned for #/rnds=caster level.
- *Mind Control (DC20+#/targets+targetlvl+1/rnd of control, per target):* control a target's actions; normal resistance roll; Once controlled, resistance is enhanced depending on what you try to make the target do (actions detrimental to itself will increase the resistance).

| | |
|---|---|
| <p>ARMOR:</p> <p>Light Padded +1 [10 gp] Leather +2 [20 gp] Shield +1 [5 gp]</p> <p>Medium Scale +3 [50 gp] Chain +4 [100 gp]</p> <p>Heavy Half-Plate +5 [250 gp] Full Plate +6 [500 gp]</p> <p>Subterfuge Penalty=Armor Protection</p> | <p>WEAPONS: *=must used two-handed</p> <p>Light Weapons=d6 Dagger Sling Staff*</p> <p>Medium Weapons=2d6 Sword Bow* Warhammer</p> <p>Heavy Weapons=3d6 Battleaxe* Greatsword* Blunderbuss***</p> <p>*Two-handed weapon **Composite versions do +1 damage ***RARE. Requires two rounds to load.</p> |
|---|---|

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Omerian Tales Character Record Sheet

| | | | | | |
|---|--|-----------------------|-----------------|-----------------------|-------------|
| Player: | | | | ABILITY | RANK |
| | | | | <i>Strength</i> | |
| Character Name: | | | | <i>Dexterity</i> | |
| | | | | <i>Constitution</i> | |
| Background/Role: | | | | <i>Intelligence</i> | |
| | | | | <i>Wisdom</i> | |
| Level | | DEFENSE | | <i>Charisma</i> | |
| Karma | | INITIATIVE | | SKILL | RANK |
| MANA | | MELEE ATTACK | | <i>Communications</i> | |
| MxArm | | MISSILE ATTACK | | <i>Knowledge</i> | |
| MxWpn | | Virtue | Vice | <i>Perception</i> | |
| | | | | <i>Physical</i> | |
| Armor | | | + to DEF | <i>Subterfuge</i> | |
| | | | | | |
| | | | | Body Points | |
| | | | | Stamina | |
| Weapon | | | Damage | | |
| | | | | | |
| | | | | | |
| Equipment, Items, Money, Spell Disciplines, Etc. | | | | | |

“Omerian Tales: Lands and People of Omeria”

(A d20/OT supplement)

Welcome to Omeria

This is the first background supplement for *Omerian Tales*, a d20-Fantasy RPG set in the “New World.” Settlers from Alkaghi, the “Old World, are forging new paths to fame an adventure every day. This supplement is intended mainly for GM use. A set of the d20/OT rules are required to play this game (though it can also be adapted to any d20 fantasy setting in a pinch).

Flavor of the New World: Humans are quickly making inroads in the vast, unexplored tracts of Omeria. This is primarily due to their skill in magic. To draw a real-world analogy, magic is to Omeria what gunpowder was to the actual new world. The

intelligent denizens of the New World tend to greet humans with a mixture of fear, awe, respect and contempt. Naturally, there are opposing forces at work among the Old World Folk. There are those who see Omeria and its people as one, and seek to live among them as harmoniously as possible, Then there are those who see a land ripe for exploit, dark forces long kept silent in the old world, seeking a place to make their melevolevt voices heard once again.

The Land

Upper Omeria – land of Relics: Settlers from Alkaghi have a well-established foothold in the new world in the form of Balderville, a bustling, megalopolis on the shores of Omeria. The vicinity beyond Balderville is still being explored, but already tales of ruined keeps, and vast underground labyrinths filled with amazing structures are flooding the area, attracting both the brave and the foolhardy to these shores. Upper Omeria is a land of verdant plains, old, deep forests, imposing mountains, and -- as if to balance out its wonder -- menacing threats tucked away in the dark parts of the world. Decades of seclusion have brought about the development of extremely large versions of mundane creatures, like spiders, rats, bats, and snakes (some of the latter so big, they are called “dragons”). Thankfully, there are more than enough adventurers willing to try their hand at charting this land of opportunity, thus taming the land and making safe for all.

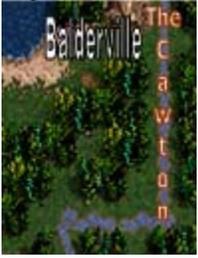


Major geographical features:

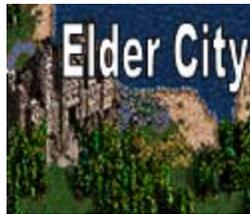
The Iznawt Expedition: Most of what is presently known about Omeria comes from the reports of adventures. There was, however, a great expedition of several years led by a Kzetan named Nethis Iznawt. His map of the area, first sketched over a decade ago, forms the basis of what is known about Omeria, since amended by the *Learned Uncles* at UMMAC (see below).

“Omerian Tales: Lands and People of Omeria” **(A d20/OT supplement)**

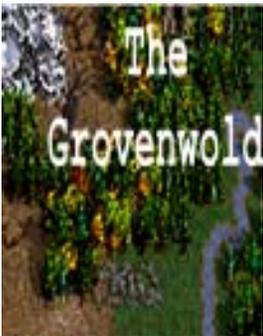
BALDERVILLE: Balderville is a thriving megalopolis built around the original New World Settlement of *Omerton*, which is now little more than a historical district and administrative center at the heart of the city. It is a collection of several smaller cities, surrounded by thick walls, guarded by an imposing garrison. Just outside the eastern wall of the city is the huge trading port of *Cawton Estuary*, which runs far inland. Pretty much anything and everything can be found in Balderville, depending on where you go, and it is said one may spend a lifetime exploring the city streets (not to mention, its vast underground). The city’s power and position are further solidified by the presence of *The Red Temple*, a large garrison housing *The Fangs of Semit* (elite warriors and their associated priests) and *The University of Metaphysics and Magic* (UMMAC), where *Learned Uncles* study many great and powerful relics, and find new means of exploiting Alkaghi magic.



ELDER CITY: A tremendous edifice, rising 20 stories and covering several miles, the city glows with a faint blue tint that can be seen for miles at night. This blue barrier has thus far thwarted all attempts to enter this perfectly preserved remnant of the long-lost civilization scholars call *The Ancients*. No one really knows what lies within its haunting spires, though everyone wants to find out.



THE GROVENWOLD: A deep, tangly, but inviting forest that is largely unexplored, if only because the few who have entered do not wish to return.



Travellers speak of a pervasive feeling of being watched by unseen eyes. There are tales among the Inwahe of an elusive, powerful spirit that resides somewhere in the heart of the Wold. The Gnoll call it *Fer Mel I’Kamen*, or “The Spirit of the Green Mist.”

CASTLE BLACKROCK: A remnant of the long-dead Baldren Empire, a rugged, human-like race that evidently ruled the realm sometime after the Ancients. The keep is well preserved, and sits atop an apparently endless labyrinth of caves and caverns, both natural and man-made (which adventurers call “Blackdeep”). The peaks of Blackrock are incongruously chilly, leading some to believe there is a curse laid upon it due to

some transgression by its citizens. Adventurers traveling to and from the ruins report many dangers, including a living city deep in the earth, populated with powerful warriors clad in glimmering metal. The description of these folk, echoed by reports from other locations, has led scholars to term these them using a name from mythology. They call these strong, wide, bearded, powerful, axe-wielding warriors “dwarves.” To date, there have been many reports of “dwarves,” none of them depicting the people as anything other than zealot xenophobes who destroy anything and anyone who enters their realm.

The Broken Lands: This flat, arid plain consists of huge fissures and canyons, some of which plunge deep into the earth. To date, no one has bothered to venture very far down, though there are several stories of a race of cliff-dwelling humanoids, blue-skinned, who traverse the canyon lands on great birds. Scholars have discounted most of these stories, though they yet to explain away the return of a gleaming sword of incredible sharpness, reportedly taken from one of these folk.

Craggiset: The land of the Grig Gnoll. Craggiset is full of precious metals and ore, which the Grig craft into strong weapons and armor. Thankfully, they are so busy at war with each other that they have taken little notice of the Omerians. Expeditions to the Craggiset always return with tales of ruined structures and Baldren statues – not to mention markedly fewer members than when they started. Most believe it the trip to Craggiset, a harsh, unforgiving environment, isn’t worth the effort. In the far south of Craggiset are twin cities of Talis and Talmued, well-preserved Baldren keeps that are, at present, completely overrun with Gnoll.



Coyne’s Pass: An armed garrison that serves as a way station for those traveling down The Longway Run. There is a large, friendly tribe of Inwahe (the *Open Hand* tribe) who inhabit the hills just west of who seem to be on peaceful terms with the Grig in the mountains nearby (a clan known as *The Whiteskull*). Omerians use the Inwahe as an

“Omerian Tales: Lands and People of Omeria” **(A d20/OT supplement)**

intermediary to placate the Grig. Coyne’s Pass is a popular launching point for expeditions across the water into Bothan, as it allows a party to avoid The Plains of Elendi, where the warlike Puningji roam.

Bothan: More inviting than the Grovenwold, Bothan features numerous ancient structures and ruins in which adventurers can find relics to return to UMMAC for great reward. The relative frequency of these ruins suggest to scholars that this area was once home to a powerful kingdom, most likely Baldren. The dangers of the forest are typical: large versions of pests (spiders, wasps, rats and the like), plus the occasional monstrosity located in the interior, when adventurers find old caves and dungeons dating from long ago. There have been reports of a swift, elusive group of creatures, who inhabit the area where the forest is most dense (the southern edge of Bothan, near the foothills of Ironhold).



No one has ever seen these creatures. What is usually found are the corpses of adventurers hanging from the trees, their gear untouched,

their bodies pockmarked with holes that appear to have come from arrows.

Ebronder: This is a collection of Inwahe tribes who have come together mainly as a means of security against the Omerians. Though on good terms with the Humans, the Gnoll are ever vigilant of deceit, citing “other dealings with your kind,” the likes of which they refuse to expound upon. Some believe this antipathy is a remnant of a long ago age, just after the Baldren period, but well before the present day.

Lawton’s Bend: Little more than a turn in the river itself, this area is home to yet another large, ruined keep, as yet unnamed (most simply call it “The Keep at Lawton’s Bend”). The keep itself is avoided, mainly because the first five expeditions who visited it all vanished without a trace. Some travellers have reported strange, winged creatures emerging from



the ruins on moon-filled nights, but no one has bothered to go find out what they could actually be (scholars assume some form of giant bat).



Ironhold: No one travels far into Ironhold, if they travel in at all. Though there is evidence to suggest abundant metals, gems and minerals, the entire mountain range emits a strange radiation that thwarts magic. The further one travels into Ironhold, the harder magic is to use. To make matters worse, there are suggestions of a massive dwarven population who inhabit not just the underground, but the surface areas, as well. Scholars have taken to calling these people *The Chaar*, based on the discovery and decipherment of runes located in the lower foothills (all examples of which appear to be warnings that one should not trespass on pain of death).

The Dreadmyre: A huge swamp, filled with precious stones and not a few Baldren ruins. There are also reports of a sunken, haunted Ancient city at the Myre’s center. Unfortunately, this area is most definitely the home to the largest versions of Omerian snakes, or “Dragons,” some of which appear to possess a rudimentary intelligence in the form of extreme cunning. Two expeditions have successfully returned from The Dreadmyre, one of which came back with a cut emerald the size of a human head. The other expedition brought back the skin of a snake, which was crafted into a suit of armor as light as leather, but hard as mail. The lure of obtaining additional skins has led many to take on the mire, but few to return, most empty-handed, with tales to freeze the bones.

The Hole: At the base of Winder’s Peak (at the tallest mountain in Omeria) is a tremendous chasm, whose sheer walls plummet deep, deep into the earth. No one has ever bothered to see what lies beneath. Only a few have bothered to climb the mountain, whose tallest spires extend into the clouds.

The Towers/Evinsfayte: this is an almost completely unexplored mountain range. “The Great Pillar of Iznowt” is a tall, narrow, needle-like spire that thrusts straight up out

“Omerian Tales: Lands and People of Omeria” **(A d20/OT supplement)**

of the range. It is obviously named for Nethis Iznawt, who headed the first Omerian mapping expedition. The range of Evinsfayte is named for Iznawt's Altherian companion, Abelard Evins, who perished there from a fall.

Rabscuttle: A completely inhospitable place that is home to several warring Grig factions, among them: *The Bonebreakers; The Bloody Skull; The Eyebiters, and The Red Sun.* None of these tribes are friendly, though it was *Red Sun* guides who took Iznawt through the region when he mapped it.

The indigenous people

Upper Omeria is (was?) primarily populated by the Gnoll, a tribal race of dog-like humanoids. Though each tribe has its own identity, special customs and mores, all currently known species of Gnoll are classified into three camps:

The Inwahe: benevolent lodge-dwellers found primarily Ebronder, and in the forests on the outskirts of Balderville.

The Puningji: fierce horseman who roam the Plain of Elendi in search of great herds.

The Grig: “advanced,” metal-using, warlike tribes who rule the harsh lands of The Cragiset.

PCs can expect to meet with Inwahe fairly early in the campaign, as the Inwahe trade freely with the “Irdruzil,” or “the Strange Folk,” (or simply “Strangers”). Encounters with the Puningji should be avoided, as their reactions depend entirely on their mood at the moment. As already noted, very few adventurers have gone into the Cragiset and returned to tell of it. Though individual Grig tribes hate each other, they despise outsiders even more. Additional information on the Gnoll, plus the other unusual races of Omeria, is found, below.

New World Races

The new world is populated by the typical races found in most fantasy milieus. In *Omeria*, however, it is assumed that there has been very little contact between the people of the old world and the people of the new, as humans only recently settled the new world. For that reason, no encounter can be considered “standard.” Stance of neutrality, enmity and empathy are forged as the campaign progresses, and there is no way to know what reactions will occur until they are played out.

Racial archetypes: Some racial descriptions are broken down into “Archetypes” and “Ethnicities.” A racial archetype is a general description of the race overall. An ethnicity is a subset or variation of the archetype. Not all races have archetypes and subsets.

Omerian Player Characters: As the campaign develops, and players come into contact with more and more Omerian people, some players may want to play these new races. For that reason, information is available under each archetype or ethnicity.

DWARVES

(Ethnicities: Hill, Mountain and Surface)

| | |
|------------------|---|
| Bonuses | +1 STR +1 BP, +2d6 STA |
| Negatives | -1 DEX, -1 CHA |
| Virtues | Determined |
| Vices | Zealous |

Dwarves are short, stout creatures resembling small, stocky (often bearded) humans. They are typically strong and wide of shoulder, and short of leg. They are generally hardy fighters, and usually bitter realists. On the whole, most Dwarven cultures are introverted and somewhat xenophobic, their initial reactions typically range from neutral to openly hostile.

Dwarves are split into three related, but unique sub-species. These sub-species, while cultures unto themselves, nonetheless share many common traits and characteristics. There are two reasons for this. First, while it is uncommon for the different types of Dwarves to mix cultures or intermarry, it is not unheard of. All Dwarves tend to cling to and carry their cultural mores with them. More integral than intermarriage, however, is the generally agreed upon belief that all Dwarves sprang from the same stock and location, during which time they shared a common tongue and culture for hundreds of years. The reasons why the race inexplicably split off into their present three branches is a secret only the Dwarves know (and they ain't talkin').

All Dwarves are by reputation excellent craftsman, known for their expert building skills, fine jewelry and well-made armament. Their communities are found in three places, the surface (rare, but usually plains), the hills and the mountains. Being less than tolerant of other races (and sometimes not even very tolerant of each other) Dwarven communities (usually) trade freely amongst themselves. Where the different terrains merge (i.e., hills with mountains, plains with hills), you will often find the two types of Dwarves living relatively close by. On occasion, there will be isolated pockets of single Dwarven races (usually consisting of Mountain or Hill Dwarves). In these cases, the community

“Omerian Tales: Lands and People of Omeria” **(A d20/OT supplement)**

consider themselves apart from even their Dwarven cousins. Such communities are invariably powerful and exert major influence on their habitats and neighboring kingdoms.

The prevalent Mountain Dwarf belief system revolves around the ability to “craft,” be it in a skill like masonry, or a task such as war. Anyone who is excellent at his craft is seen as blessed by the gods. Their most revered god is, of course, Kranrik, “the great craftsman.” Dwarven society is heavily patriarchal. Females are treated as property, for the most part, and almost all marriages are arranged (usually by cooperating clans as a means to maintain power and/or influence).

Dwarven names are usually descriptive, reflecting their backgrounds. Typical Dwarven last names include Steelhand, Ironhelm, and Goldhammer (these, of course, are translations from the Dwarven tongue). Dwarves live to be between 550-750 yrs. old.

Hill Dwarves: Hill Dwarves are seemingly a mixture of Mountain and Surface Dwarves, possessing a synthesis of traits that the others have individually. It is rumored among scholars, in fact, that the Hill Dwarves most closely resemble the original Dwarven culture to which all Dwarves once belonged. Unlike their Mountain brethren, Hill Dwarves are comfortable living both above and below ground and their architecture and lifestyle reflect this. Some Hill Dwarf

communities build their abodes completely inside the earth, while others may build entirely outside, like humans. No matter how the community is built, it is always walled, heavily fortified, and trapped to the gills. Hill Dwarves are equally adept at farming as their surface brethren (see below) and as good as their mountain brothers at mining and stone cutting. If they were as aggressive as their mountain cousins, they might rule more and larger territories than they do.

While not as prejudiced and introverted as the Mountain Dwarves, Hill Dwarves are nonetheless a relatively closed society. They rarely interact with non-Dwarves unless it is to their benefit. When they do, they prefer that the Surface Dwarves act as a go between in their relations with others (non-dwarfs). They can be as quick to anger as their Mountain brothers and are fierce fighters when provoked. They are fiercely devoted to king, clan and family (usually in that order), and tend to treat their females as subservient beings. There is relatively little infighting and political posturing among Hill Dwarven populations, due to the fact that they see their leaders as part of an unbroken line descending directly from the gods.

Mountain Dwarves: The most fiercely introverted, mysterious and warlike of all the Dwarven “races” are the Mountain Dwarves. Mountain Dwarves live in seclusion, far away from almost all outside influences. They usually maintain somewhat cordial relations with other Dwarven enclaves (except with Surface Dwarves which they view with a certain degree of contempt). All other creatures are usually treated as hostile invaders. Typically, an initial encounter with a Mountain Dwarf will be, at best, tension-filled. To say they are distrustful of all other races is an understatement. No one knows the reason behind their warlike stance, but most assume it has its roots in simple arrogance. A select few sages point to some strange historical event that occurred many years ago, perhaps the same event that causes the legendary original clan to split into the present three races.

Since the Mountain Dwarves are so secluded from the rest of the world, they tend to be greedy when it comes to anything outside of the world they live in. Metals and stones are common to a Mountain Dwarf, but such things as paper or fine cloth are sought out and hoarded. It is this greed for the unusual, in fact, that accounts for the very few (often black market) trade routes that exist between Mountain Dwarves and non-dwarves. Such trade is often conducted through several layers of middlemen, and most often is instigated by rich and/or curious Dwarven nobles.

Mountain Dwarves exist in a clan-like culture whose politics exhibit their inherent violence and capriciousness. This makes the aforementioned trade



“Omerian Tales: Lands and People of Omeria” **(A d20/OT supplement)**

agreements spotty and, sometimes, very dangerous to maintain. Like Hill Dwarves, they believe their leaders are anointed by the gods. Unlike other Dwarven ethnicities, they are much quicker to reconcile the replacement of inept leaders through combat or assassination as “the will of the gods,” particularly if the leader has acted in a weak or dishonorable manner,

Physically, Mountain Dwarves’ homes are built inside massive tunnels (either natural or carved). They are exceptional miners, stone cutters and stonemasons, with expertise beyond all other Dwarves. While they live deep inside and beneath mountains, they will still often build great fortresses inside their underground kingdom. Like all other Dwarves, the Mountain clans are skilled in any other crafts they acquire.

Through means as yet unknown, Mountain dwarves have acquired a degree of magic resistance. Some sages speculate it has something to do with the very earth in which they have created their homes. The stone deep within the Omerian mountains is said to be a strange, dark substance that, according to rumor, exudes some sort of natural anti-magic radiation. In game terms, all mountain dwarves have a +4 resistance to any sort of magical effect, including beneficial ones, like healing spells. The Mountain Dwarf cannot turn this resistance on and off as he pleases. There are some rumors, however, of Mountain Dwarves losing their resistance as they travel further away from their homelands.

Needless to say, there are no Mountain Dwarf magicians, nor or there traditional priests. Mountain Dwarf priests tend to be either seers or war priests. The seers do not cast spells or scry like the typical member of their profession, but rather utilize rune stones, or sacred objects. They are said to be remarkably accurate in their predictions. Mountain Dwarf war priests are usually just extremely devoted or proficient warriors endowed with some unusual attribute or ability (like *Battlerager* or *Improved Critical*). There are some reports, however, of war priests who have the ability to create very limited spell-like effects on themselves and their immediate followers. Such reports are largely unsubstantiated.

Surface Dwarves: The most open and (relatively) friendly of the Dwarves, relatively speaking, are the Surface Dwarves. The surface dwellers are also the tallest but least physically powerful. Sometimes called “the sundered” or “the cursed” by their Hill and Mountain brethren, Surface Dwarves seem to have originated from the same stock as Hill Dwarves. Some scholars speculate that the Surface dwarves were part of a clan that was banned (for reasons unknown) from the old Dwarven society. They now serve as a link between the outside peoples and the more secluded worlds of their Dwarven brothers. In fact, it is the ability to comfortably live in both worlds

that allows the Surface Dwarves to thrive where their cousins seem to be dwindling.

Surface Dwarves have less of a problem conducting amicable relations with other races, and seem to be accepted (or at least tolerated) in the usually secluded homes of their relatives in the Hills and Mountains. Most surface clans themselves still live in mountainous regions, but on occasion, “wilders” or “rovers” (as they are called by the other Dwarves) can be found elsewhere. There are even some tribes, like the Malaryians of Bothan, who have adopted the wholly non-traditional role of fishermen (though they still tend to be poor swimmers).

Surface Dwarves are usually excellent farmers, creating croplands where most others would never dare try. Their hill farms are built on terraces, giving their communities a unique look to them. This terracing is useful in many ways. For starters it gives them the ground they need to raise crops. The second and much more subtle use of terracing is homeland defense. With each terraces higher and generally offset from those below, it offers strategic advantage for the sureshot Surface Slingers. Swarf clans that farm traditional flatlands tend to produce large amounts of crop in small spaces. This is because Dwarven crop specimens are unusually large. No one is sure how this effect is achieved. Rumor has it the Surface Dwarves import some sort of strange powder from their Hill and Mountain relatives which spurs this remarkable growth.

Surface Dwarves live in extended families as part of tribes of various sizes. While Surface Dwarf tribes are each unique in their temperament and structure, it is not unusual at all to find several tribes occupying the same territory and sharing it with a minimum of dispute. Unlike in the Hill and Mountain culture, Surface Dwarven females live in complete equanimity with their male counterparts.

ELVES

(Ethnicities: Wood, Steel)

| | |
|------------------|-----------------------|
| Bonuses | +1 DEX |
| Negatives | -1 STR |
| Virtues | Free-Spiritied |
| Vices | Fearful |

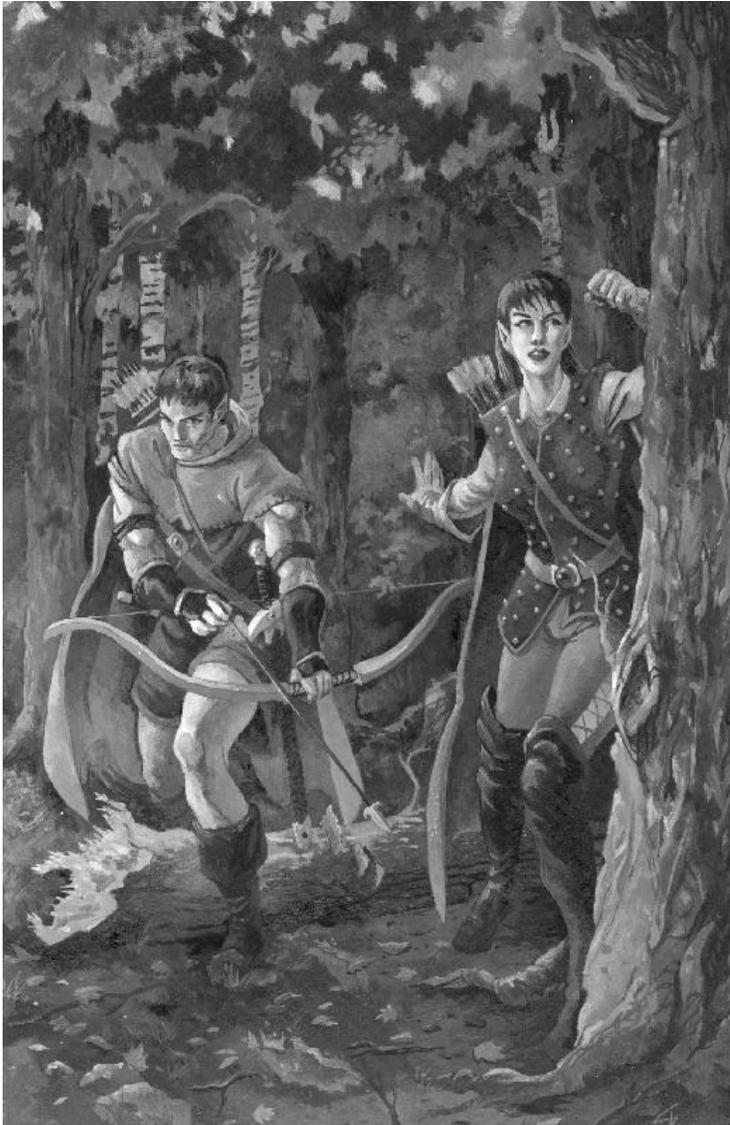
Green (Wood) Elves: Green elves inhabit the deepest, darkest forests -- areas seldom frequented by other races. They are hardy fighters, physically the strongest of elves, but are somewhat barbarous in their ways. Green Elves are normally over 6' tall, but are usually rather thin. Their skin color ranges in pigmentation, but there is always a hint of green. Hair color is usually black, though occasional, unexplainable variations have occurred. Their eyes are always a shade of green or blue.

Wood Elves are inclined toward militancy, and

“Omerian Tales: Lands and People of Omeria” **(A d20/OT supplement)**

most spend a good portion of their lives training in the use of weaponry. These 'barbarians' are extremely proficient in the use Bows and Daggers (Crit on a 19 or a 20 with these weapons). Note that most Wood Elves characters stone, wood, or bone versions of weapons, as metalworking is almost unheard of in Wood Elf society.

Green Elves live in tribes of various sizes, and almost every tribe has a dozen natural enemies (including other Elf tribes). When dealing with outsiders, they tend to “shoot first and ask question later” (though they will usually stalk potential enemies for some time before committing to action). This is not to say they are foolhardy. They will scout any threat as much as possible, using a “blending skill,” which is basically a *Sneak* attack that allows them a +4 to their Subterfuge check in their natural



environment. This particularly deadly skill allows, a “blended” Green Elf to his blending and subterfuge

bonuses to any sneak attacks. This ability can only be used in the Wild Elf's natural terrain, however, the woods.

Green elves are very superstitious, and many will have obvious problems adapting to the outside world. Players playing Green Elves should be extremely detailed in their particular tribal norms, and must incorporate at least two strange habits into their character's daily routine. Green Elves tend to have certain strange phobias, which the player is encouraged to create and play.

Wood Elves live to be 120-150 years old, and always take names that reflect their life in the wilds. They wear clothing that blends with the wild, and always carry a hunting knife.

Blue (Steel) Elves: Blue elves inhabit remote areas, generally shunning the rest of society. They are stoic to a fault, but make strong allies. In appearance, they are tall and sinewy, which belies their great strength (for elves). Most are around or over 6' tall, and no fat steel elf has ever been seen. Their skin is a glistening, metallic blue. Their hair is always black, and their eyes are always some shade of blue.

The Blue Elves are excellent metal workers, and all are trained with the blade. In addition, Steel Elves are extremely adept at survival in their natural element (consider any Survival checks in natural terrain to be at DC 5).

Steel Elves wear as little, or as much clothing as they need. They are pragmatic creatures, with little use for ornamentation. Males and females alike always carry a sword of some type. Blue Elven names reflect their affinity for strong sturdy mountains and good, solid craft. Some humans have even gone so far to say that these names closely resemble those used by dwarves. There are legends of certain Blue Elf tribes living in huge dugouts in the walls of forbidding canyons. These Elves are said to ride great, fearsome birds.

GNOLL (*Ethnicities: Grig, Inwahe, Puningji, Maotauna*)

| | |
|------------------|---|
| Bonuses | +2 STR +2 BP, +2d6 STA |
| Negatives | -2 CHA, -2 INT |
| Virtues | Industrious |
| Vices | Cowardly |

Gnoll is the human term used to describe that vast collection of tribes inhabited by this dog-like race. The Gnoll are basically large humanoids with canine facial features. They are best described as tall (6' to 7') stocky beings with human bodies and dog heads.

All Gnoll come from primitive backgrounds, and are usually short-lived. Little is known about them outside of their society, and many other races

“Omerian Tales: Lands and People of Omeria” ***(A d20/OT supplement)***

avoid them. They roam the land in tribal units, and no two tribes are the same. There are some basic similarities between tribal types, however, which allow major classification of the various enclaves. Besides their dog-like features, every Gnoll sub-race maintains the canine sense of smell. Their enhanced sense of smell grants makes them very difficult to surprise. Gnoll PCs are usually Archers, Fighters, Rangers, or Rogues.

Grig (greeg): The most common of the Gnoll, the Grig are typically barbaric. They have a “might makes right” mentality, with their size and strength more often than not placing them in “the right.” They are hardy warriors, rather large and muscular. Their appearance can be menacing. Their fur is usually dark, and their coat is invariably dirty. They take pains to keep their canines glistening and menacing, however, and love to create and wear “perfumes” that smell of blood or offal. They prefer ornamentation that makes them look as menacing as possible (spikes, sharp edges, fearsome iconography emblazoned on shields, etc.).

Grigs tend to form large tribes, and because other races tend to push them out, they usually inhabit desolate places. They are adept at making steel weapons, if given the proper materials, and can fashion armor, as well. Many tribes, in fact, prize armor and weaponry above all else, and form relatively huge empires, ruling vast tracts of mountainous or rough terrain. Characters stumbling on such territory will almost immediately notice the despoiling of arable land (if any is present), as well as many examples of fearsome heraldic symbols, such as impaled cadavers or elaborate stone and bone markers. Grig are acquisitive and fearsome, and usually not prudent about choosing enemies, so such territory is frequented only by fools. Grig still maintain the pack mentality of their ancient ancestors, with the strong dominating the weak, and little care given to those who can’t take care of themselves. They do not discriminate among male and female, each gender fully capable of exerting control (through various means) over their brethren.

Should a player run a Grig character, the bad reputation of the Grig as a whole will follow that individual character everywhere he goes. In game terms, all interactions with non-Grig, or non-party members suffer a -2. Checks concerning Elves, their natural enemies, are penalized at -4.

Inwahe (een-WAH-hee): The benevolent Inwahe take up residence in great wooden lodges next to fertile tracts of land, such as streambeds or forests. They are forest tenders and farmers, a far cry from their brothers, the many typical, warlike species of Gnoll. Inwahe are the smallest of the Gnoll, approximately the size of Elves, with whom they sometimes share territory. Inwahe, in fact, tend to

make treaties with all of their neighbors, often at the expense of land or respect. As a predominately non-violent race, they tend to collect as powerful an “entourage” as possible to protect themselves. All Inwahe are capable farmers, and many can craft hunting arrows as well, given the proper materials.

Inwahe hold reverence for all living things, especially animals, with whom they feel a kindred spirit. Each Inwahe accordingly possesses a spirit guide (or totem), which they can communicate with using various rituals. The most common form of ritual involves meditation, focused on the use of a small bag filled with special personal objects. The bag, called a Niktaki (neek-TAHK-ee), or Medicine Bag, is worn around the neck and removed only in rituals involving the totem. The preliminary “calling ritual,” or “Izh B’em’he (Eezh beh-MEH), is performed at the age of 10, and involves the actual summoning of the totem spirit. By this time, the child has collected a number of personal objects, which he removes from his pack and places on a small sheet of sacred material, usually leather or buckskin. The Inwahe then wills himself into a trance, during which time he sees his spirit guide in his mind. From that point on, the child will forever recognize his guide, and will be able to communicate with it on the spiritual level. Players running Inwahe characters should simulate the above ritual by rolling the guide's attributes on the table below (roll twice, once for type of creature, once for ecological niche).

| | TYPE (d20) | ECOLOGICAL NICHE |
|--------------|-------------------|-------------------------|
| Mammal | 1-11 | Carnivore 1-6 |
| Avian | 12-14 | Herbivore 7-12 |
| Sea creature | 15-16 | Omnivore 13-18 |
| Insect | 17-18 | Scavenger 19-20 |
| Reptile | 19-20 | |

The player should bear in mind that the totem should reflect the characters strengths and weaknesses. Thus, a physically weak character with a Carnivorous Mammal as a totem would not likely have a Wolf as a spirit guide. Players who despair of their initial rolls, or who cannot come up with an appropriate guide should be allowed one additional roll on the above tables. After the second roll, however, the character is stuck with what he gets (as is the nature of the ritual -- the animal chooses the Inwahe, NOT the other way around). If the player simply cannot accept the hand dealt by fate (i.e., the above die rolls), assume that the character simply has no spirit guide. Perhaps he has attempted the ritual several times, and a guide has not yet shown. This could be a great role-playing hook for the character, who may be roaming the lands, searching for his guide, or attempting to accomplish some great feat to enamor him in the eyes of the spirits.

Whatever the case, Inwahe characters with spirit guides have certain advantages. First off, they

“Omerian Tales: Lands and People of Omeria” **(A d20/OT supplement)**

may attempt *Communion* with the animal, which is quite similar to the above summoning ritual. In this case, however, the character merely clutches at the medicine bag, and attempts to contact the totem. If he is successful, the guide appears in a vision and imparts the requested knowledge to the character in symbolic, or cryptic form (it's up to the GM to decide how this is done). In game terms, Communion is accomplished by rolling WIS+Communication versus DC10. A successful roll indicates that the guide has appeared as above. Communion can only be attempted once per day, and takes no less than 10 minutes to accomplish. The character must have quiet and solitude to attempt the task.

A second advantage possessed by the character is *Manifestation*, which is the actual summoning of the guide in physical form. This is a more difficult feat to accomplish (DC20). If the character is successful, the guide appears within minutes, and remains to serve for a number of hours equal to the success ratio of the Check. Summoning can be attempted once per day.¹

The final ability granted through possession of a totem spirit is Transmutation, which allows the character to take on characteristics of his guide. Transmutation is difficult to achieve (DC20), and physically taxing on the character (cost=2d6 STA). If the character is successful, however, he immediately the abilities of his totem, in whatever combination he desires. A character with a shark for a guide, for example, might be able to swim underwater without need of air. He might, as well, develop a mouth full of razor-sharp teeth.

Transmutation may be attempted any number of times per day, provided the character has enough STA. There are risks, however. A character that attempts Transmutation and loses more STA than he presently has, will collapse into unconscious, and must make a WILL check at DC15 or permanently lose a BP. Further, a critical failure on the part of a character attempting Transmutation requires a STR+Physical DC20 check to resist the following effects (roll d6):

1-2: *Unconscious*: Character loses all STA, in coma for 3 days.

3-4: *Injured*: Character loses STA + 2 BPs (structural damage from aborted change)

5: *Cursed*: Spirit Guide deserts character for 2d6 days. All checks at -2 during this time.

6: *Death*: Character must make an additional roll check versus DC25 or die. If successful, character is reduced to 0 HP's, 1 BP, and bedridden for a month. Spirit Guide deserts character permanently, quest must be taken to acquire replacement. Character loses d4 KAR, permanently.

The fur of the Inwahe is varied. In all cases, however, coloration usually features a base brown shade of some type, ranging from a dull, dirty color to a gleaming metallic gold. Trace elements of white are sometimes found on the snout and jowl fur, and occasional patches of green might be seen. These green patches are highly prized by Inwahe, and represent blessings from the spirits. Characters have a 6 in 20 (30%) chance of possessing such a patch, and are granted a 2 additional KAR points if they have it.

Of all their species, only the Inwahe maintain regular trade with non-Gnoll races. In addition, they tend to settle closer to and get along better with other races. They tend to build simple wooden dwellings (“lodges”), to include the occasional walled enclosure (fort). Though they are not great warriors physically, they tend to be prudent and patient during conflict. They will create all sorts of barricades, maintain secret hideaways, and exercise hit-and-run tactics against their enemies. Unlike the Grig and Puninggi, who seem to value individual strength and prowess above common sense, the Inwahe only care about winning the war. They are tenacious foes, and, if drawn into a conflict they cannot avoid, they will carry on harassing techniques indefinitely.²

Puninggi (poo-NEEN-jie): In many ways, the Puninggi are the most ferocious of Gnoll warriors, and are feared even by the steel-using Grig. They live in small, roving tribes that follow wild herd animals across the landscape, upon which they depend for sustenance. Some scholars believe that only their nomadic tribal lifestyle keeps the Puninggi from dominating not only other Gnoll, but other lifeforms in their area.

The Puninggi are exceptional horsemen and hunters. Some even call them the best mounted warriors in the world. Simply put, this incredible skill with horses equates a +5 bonus handling horses. In addition, a Puninggi riding a horse he himself has broken and trained never has to make a Check to perform unusual or outstanding feats while on that horse. All Puninggi warriors are also capable of the following racial Feats:

¹ Note that, if the guide has no way of logically reaching the character (for example, the character summons a wolf while he is out at sea, or a fish while he is in a dry cavern), the manifestation automatically fails. The GM should, in fact, inform players whether the manifestation is logistically possible before they make the attempt. It is assumed that the character will know the best conditions for manifestation.

² An apt template for this mindset and execution would be the Viet Cong during the Vietnam War.

"Omerian Tales: Lands and People of Omeria" **(A d20/OT supplement)**

Mounted Bow shots: The Puninggi can fire without penalty from odd angles while mounted, such as leaning to one side, or bracing himself with his legs and firing from under the horse's neck (thereby using the horse as partial cover [+2 AC]).

Leaping from horseback: Puninggi can leap in attack from horseback to another target with no penalty, regardless of whether the other target is moving. The warrior must simply make a roll to hit, and gets an additional +2 if the target is dismounted. A successful attack requires the target to make a STR+Physical Check DC15 to remain upright. A Puninggi who 'misses' his leap will land unharmed, provided he makes a successful DEX+Physical Check+riding bonus vs. DC20. An offshoot of this trait is the ability leap *on* to horseback with a successful check like the one above. The mount, if it has been trained by the Puninggi, will automatically speed off in the desired direction.

Puninggi coloration resembles German Shepherds (browns and blacks), and their countenance often reflects their demeanor. Though they roam after the herds, the location of the herds is seasonally static. That is, the herds have a tendency to wander the same lands during specific times of year. Puninggi are quite possessive of their lands, and often attack trespassers first and ask questions later.

A feature of many of these lands are the Puninggi graveyards, which feature tall platforms set high above the ground on stilt-like legs. The

deceased Puninggi are placed on the platform with all their material possessions (which tend to be few, since the tribe roams). This always includes weaponry, and may include monetary possessions, if the tribe recognizes their worth (a few tribes maintain active trade with certain, trusted merchants). There is always a contingent of Puninggi warriors serving as Di'ish b'te (deesh ba'TEH), or "guardians of the dead." The graveyards are usually situated on or near the tribal "wintering lands" (Gol Narshasak [GAWL narshaSACK]), where the Puninggi settle during the cold months.

Puninggi warriors go to great lengths to present a fearsome image, often painting their faces wildly, or wearing gruesome skull masks. Some tribes have unusual rituals revolving around combat, in which mind-altering herbs or plants are consumed before battles. Still others perform bizarre rituals on the bodies of their dead enemies, such as scalping them or removing the victim's heart and devouring it to capture the former foe's 'spirit.' A Puninggi PC should have a number of these "strange habits" (suggest d6-1 habits).

Puninggi tribes usually elect their leaders through rituals of strength or skill. These rituals may include direct (sometimes lethal) combat, a test of hunting skills, an endurance trial, a "vision quest," or any combination of the above. Tribal leaders are always male, and are revered and served until they die or abdicate (either of which can occur by challenge). Some tribes feature a council of elders

with a "chief" at its head, and still others create councils of functionaries (i.e., "war chief," "hunt leader," "home guard," etc.). Puninggi are usually incredibly loyal to their rituals and their word, which sometimes leads them

into disadvantageous agreements with those who are not. They despise their Grig brothers, and tend to look down upon (and occasionally abuse) their Inwahe brothers.

Moatauna (MOW[as in HOW] -TAH-NAH):

The Maotana are a mystical, highly revered, and highly feared race amongst the Gnoll. They appear seemingly at random



“Omerian Tales: Lands and People of Omeria” **(A d20/OT supplement)**

among any of the aforementioned races (and their birth usually causes great consternation among the tribe). They are natural spellcasters, often serving as shaman (Druids) for their people, performing rituals involving all sort of strange ceremony. Indeed, they are often the only Gnolls able to wield magic, and are thus treasured, as well as feared.

Though treated as a race unto itself, a Maotana can be born into any race. Similar to the case of the Minotaur (below), the birth of one of these creatures is said to be a sign from the gods. How the sign is interpreted is up to the individual tribe. A Puningi tribe, for instance, might see the birth as a sign of great power bestowed upon their warriors, and might immediately launch a hunt, or raid their enemies. The Inwahe might see the birth as a sign of a bitter harvest, or perhaps the opposite – a bounty. Grig almost always take great pains to protect, and later serve, the spellcaster. On the whole, though, the tribal reaction often depends upon many strange, unpredictable factors.

Maotana do not resemble their parents in any way. Their features are sleek and black, and their heads resemble Doberman Pinschers. They invariably carry with them an air of mystery. Their movements are fluid and surreal, almost ghostly. Other Gnoll (even boisterous Grig) tend to give way when they approach. They are almost always stoic and reserved, and usually utterly humorless. Most Maotana might as well be outcasts among their own people, as fear inevitably causes them to be shunned or, at best, kept at arm’s length. This occurs even when they are serving in important and benevolent roles, such as that of healer, or tribal shaman, their usual occupation for much of their adult life.

At some point in their lives – no one can explain why – some inborn instinct draws the Maotana away from his home and tribe. A strange migration takes place during the winter of one of the character’s younger years, leading the magical being to an undetermined location. No one is sure where the shaman goes, but legends say that all Maotana find their way to one central tribe, to live among their own kind and indulge in their mystical arts. Some Gnoll tribes tell stories about a mythical tribe of Maotana, which is gathering strength to descend from the mountains and destroy the lands during the Glim’wo Knitokshoaw (GLEE-mao nee-TOK-show [as in cow]), or ‘The Final Time,’ when all things return to the earth. Again, no one, other than the Maotana themselves, know where or why they depart. Some eventually return from their sojourn. Others are never seen by their people again.

In game terms, Maotana are always spellcasters, usually Elementalists. They are naturally resistant to magic (+2 on all resistance rolls). They may occasionally combine a Warrior or Archer profile with their spellcasting profession (this is more common among those born to Puningi tribes). In

fact, Maotana character’s are allowed to possess all granted abilities of their parent tribe (Puningi *Riding*, Inwahe *Spirit Guide*).

It should be quite obvious that the Maotana character is *rare* and specific to their racial group. Players should only be allowed to run one of these characters if the campaign is heavily centered on or connected with the Gnoll culture. It is almost unheard of for one of these strange creatures to associate with non-Gnoll.³

Haflings

| | |
|------------------|-------------------|
| Bonuses | +3 DEX |
| Negatives | -2 STR |
| Virtues | Determined |
| Vices | Fearful |

These small folk are a mongrel race of human-kin, most often seen as slaves of the more powerful races of the realm (primarily Grig Gnolls and Dwarves). Once a thriving people found in idyllic forest glens and rolling grasslands, the Halfling now exist in small, isolated pockets, burying themselves from the sight and sound of all creatures. They are inherently distrustful of all non-halfings, and take elaborate pains to protect their lands, using all sorts



of clever tricks, traps and misdirection to thwart their enemies. When Halfings do engage in combat, their small size and great dexterity give them a +4 to AC versus creatures larger than themselves. All Halfings have the ability to *Sneak* attack like a Wood Elf. Unlike Elves, these abilities extend outside

their home terrain or domain.

In appearance, the “Little People” are a small folk, and in appearance seem to be a cross between humans and elves. Some Halfings feature the

³ Though not entirely improbable, given the right circumstances. After all, no one knows where the Maotana “migrate” to during their strange sojourn. Encounters with non-Gnoll will probably take place during such travels. It is also possible that the character is sick of being treated as an outcast, and is simply searching for a place to fit in (either before or after the strange “migration” takes place).

"Omerian Tales: Lands and People of Omeria" (A d20/OT supplement)

traditional arched eyebrows of the elves, and a select few even have pointed ears. They tend to have bushy brown or red hair, and dark eyes. For reasons no one can explain, Halflings' names reflect a sensibility that is in direct opposition to their difficult place in the world (Examples: Handy Sunwarm, Glyssa Waterbright). Halflings have the same life expectancy as humans.

Humans

(see M20/OT Core Rules for PC creation)

Humans new to the realm, and fast gaining power. They run the gamut between good and evil, prosperity and poverty, and are found mainly in well-established settlements. At present, the number of those settlements is expanding (much to the consternation of the other races). As a general rule, humans get along very well with (or at least tolerate) other races. They are also an extremely versatile and

as devious as a Halfling, and as menacing as a Grig. Thanks in part to their unusual combination of unpredictability and resourcefulness, almost all non-human races consider them to be the most dangerous creatures in the world. They are admired, envied, pitied and feared. And, much to the chagrin of certain races, they are here to stay.

Humans range from 5' to 7' tall, with weight ranges from below 100 to approaching 400 lbs. Human names are as varied as snow, though many favor appellations or titles (like "Lord," or "the Cursed," etc.). Most humans live to be around 100 years old. As for Traits, any combination of positive or negative is possible, given the eclectic nature of Human society. Human PCs are hail from the Old World, Alkaghi. There are rumors of human settlements in the New World, but none have been substantiated.

KENKU

Bonuses +1 DEX, +1 WIS

Negatives -2 STR

Virtues Charismatic

Vices Capricious

These sinewy birdmen from the high mountains are travelers, traders, and merchants, fond of acquiring and dispersing fine gems and jewels. In appearance, they are bipedal, like humans, but their bodies are completely covered in feathers. The head resembles a bird of some type, usually a bird of prey. They have no wings, but instead have formed arms and hands, like their closely related humanoid brethren. However, their legs and feet closely resemble a bird's, so they are very careful to protect these fragile elements.

Kenku are natural craftsmen and experienced travelers. They hardly ever set down roots, preferring to roam the world in search of adventure and great riches. Accordingly, the two motivations are mutually exclusive, as riches tend to weigh the traveler down. That being the case, all Kenku prefer to convert their goods to something of a portable nature (i.e., gems, jewelry). They travel light, and dress comfortably. In addition, almost every Kenku will carry some sort of disguise with them on their sojourns, for traveling undetected through areas where they may not be welcome.

Kenku numbers are not numerous, and encounters with them are relatively rare. Most of these encounters take place in marketplaces, or perhaps place of business. As a result of their wanderings and their propensity to haggle, many reputation-destroying rumors are afloat that depict Kenku as con artists. The Kenku's ability to profit from their cleverness does little to refute these reports (though, in fairness to the Kenku, they are usually better business people than the established



adaptable people. They are also, as Dwarves put it, "dangerously fertile."

Humans tend toward organization and power, and can be as covetous as the greediest Mountain Dwarf. They can also be as enlightened as a Gold Elf,

“Omerian Tales: Lands and People of Omeria” **(A d20/OT supplement)**

merchants themselves). Kenku are excellent appraisers of material goods (+2 to all checks). Though they admire sweet music, they are incapable of playing most instruments (specifically, any wind instrument, or instruments where lips are required). Many, though not all, still retain the ability to sing like a bird.

Socially speaking, Kenku are solitary creatures. They tend to come together with their own kind for mating and business purposes only. Mated pairs (Kenku never marry) live together (i.e., “nest”) only as long as is necessary, which is long enough to create and care for their children.⁴ Kenku are extremely protective of their infants, and will do all they can to protect and provide for them. Growth is rapid, and once the child reaches the age of 3, however, they are considered fully grown, and the parents abandon them (or “kick them out of the nest”). There is usually little trace of parent-child bonding, and in truth, many Kenku seem to forget their parents within a few years after setting off on their own.

The Kenku sense of detachment and wanderlust may have something to do with their short lifespans (Kenku only live to be 50 or so). Everything about them, in fact, seems to run in fast motion. Their speech patterns are fast and clipped, almost as if they must speak before they forget what they have to say. In addition, they have a high rate of metabolism, but are lucky enough to possess eclectic and tolerant palettes with which to satisfy their insatiable hunger. Kenku always seem to be pecking away at something. They can, in a pinch, almost eat any sort of grass, bark, or naturally occurring vegetation. They are especially fond of meat, mainly for its caloric content. They are not picky. They will even eat domestic and wild birds, since they do not consider them to be true relatives. They seem incapable of getting fat, and so are able to maintain and thrive on incredibly unhealthy diets of fatty foods. They *hate* being offered worms or birdseed, and consider such offerings to be the height of ignorance.

All Kenku are areligious, though they do pay obeisance to a neo-Goddess named Diksbkeu (DEEKS-ba-koo). Kenku legend holds that Diksbkeu was the mother of the first “evolved” birdman. That first egg holds great significance for the Kenku, and the more “devout” of their lot will sometimes carry a

miniature ivory replica as a sort of totem. Kenku “priests” are usually elementalists (Druids) dealing in the realms of earth and air (the domains of birds). Many Kenku are, in fact, outright thieves, are at least trained in some of the covert arts. Though there are exceptions, most Kenku are individualists who subscribe to the law only as long as it is convenient to them personally. No Kenku has webbed feet and, as a general rule, they hate the water.

Kenku travel through so many lands and encounter so many people that it is inevitable they will form many unusual liaisons. Players wishing to run a Kenku should be required to have a handful of Contacts, and possibly Enemies. The character might be a renegade, through some ‘misunderstanding,’ or perhaps they are treated as a hero in some quarters, due to some great deed they also inadvertently performed. The very fact that these creatures are well traveled should be an excellent hook for the player to create a very colorful character. Take advantage of it.

CREDITS

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⁴ Like their less evolved ancestors, Kenku still lay eggs. However, the eggs stay inside the female body throughout most of the incubation period (usually three months). The resulting eggs are then kept in a hatchery, in which the heating fires are tended daily by both male and female. It takes another month or so for the eggs to finally hatch. Kenku females normally produce only one large egg per mating, though there are scattered reports of bird-like “clutches” of up to four eggs.

“Omerian Tales: Lands and People of Omeria” ***(A d20/OT supplement)***

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"OMERIAN TALES: THE ALKAGHI PANTHEON"
(A MICROLITE 20 RULES SUPPLEMENT AND FANTASY CAMPAIGN)

Campaign Background

Religion/Omerian Mythos

The Alkaghi are Pantheistic. Here are brief descriptions of the most common deities, as well as their most common aspects.

Raciatata (ROSH-ta)

(Healer, Goddess of the Winds, True-Seer)

Raciatatans (ROSH-tans) are by far the most prevalent and influential of priest orders. The goddess has an extensive following among the public, due to her wide and varied influence, and the generally honorable behavior of her priests. Most Raciatatans are Healers by trade, with Wind Priests and True-Seers making up about a fourth of the order's total number.

Healer Aspect (Healing, Protection; Knowledge):

In this outlook, Raciatata is looked upon as the benevolent mother, one that tends to wounds and brings forth the nurturing power of life. She is often depicted as wearing all white robes, with a hood pulled casually over her head. It is this aspect that is seen as the most benevolent. Followers of the Healer aspect wear all white robes and often embroider a dove somewhere prominent on their clothes.

Goddess of the Winds Aspect (Element, Wind; Protection; Knowledge):

As the master of the winds Raciatata is looked upon as the harbinger of the seasons, letting man know when it is time to plant and when it is time to harvest. It is in this aspect that she is viewed to work closely with her mother Yulta and her brother Croatia. This is the most fickle of all her personas, and often times sailors will offer small sacrifices of burned herbs to ensure fair winds. Followers of the Wind aspect wear garments of all blue, usually light blue. And like the other priests they place a dove on their clothes for all to see.

True-Seer, Goddess of Truth Aspect (Knowledge; Order; Protection):

This can be the most militant of all Raciatata's aspects. It is this aspect that works closely with Semit in dispensing justice. In this form she is seen as a much more stoic figure, accepting no excuses and permitting no falsehood. As the Goddess of Truth she is often seen in conflict with Gaskorathmichtx. Followers of the True-Seer, unlike the other orders, wear a white feather on their garments, symbolizing purity and truth. Their clothes are of mixed blue and white, and tend to feature clean, straight lines or strong, simple shapes.

Special Restrictions: One of the restrictions placed on this order is the self-imposed oath of truthfulness, which can be taken as the character's virtue, if the player is so inclined. If this oath is violated the priest loses all of his clerical abilities until he has atoned. Further, if the priest commits a crime, especially a moral crime all clerical abilities are lost forever. The character simply cannot atone.

Burial Rites: Followers of Raciatata are blessed and then cremated outdoors. The cremations are always done with fragrant spices or herbs as to please the winds.

Yulta (YULL-tah)

(Goddess of Nature and Renewal)

Yulta is seen as one of the more benevolent of the gods. She is probably the most active, except for Semit. She is viewed as a nurturing goddess, one that has helped man escape from the clutches of ignorance and despair. Because of this she has one of if not the largest followings among the human population. She is one of the few that has but one aspect. Yulta is often seen as the goddess of spring, summer and fall, all in one.



Goddess of Nature (Creation; Healing; Nature):

As the goddess of nature, the protector of man and the mother of the harvest, Yulta she is seen as a beautiful woman dressed in greens and browns in equal portions. She is the protector of all nature as well as its creator. She is pictured as a woman that carries a basket or a rake. Followers of this aspect dress in green garments with some brown elements and often sew a cloth leaf on their clothes. They are often seen planting flowers, shrubs and trees wherever they can. They protect nature from abusive treatment, not if it benefits humanity. Destruction simple for the sake of destruction often draws the wrath of these priests and of Yulta herself. They are "simple" people who try to live life in harmony with nature and they preach this harmony to others. Yultans often go out to help others however they can.

The "Brotherhood of the Oak" (Animals; Plants; Healing): There is a special sect of this aspect that is entirely composed of "Fighting Monks." This sect is known as "The Brotherhood of the Oak". This is a very small group and is under the direction of either special agents of Yulta or of Yulta herself. It is often this

“OMERIAN TALES: THE ALKAGHI PANTHEON”
(A MICROLITE 20 RULES SUPPLEMENT AND FANTASY CAMPAIGN)

aspect that is seen working with Semit in dispensing justice to those who would despoil or destroy nature. Brothers of the Oak undergo a great deal of martial training. They prefer wooden weapons, or their bare fists.

Burial Rites: Loyal followers are wrapped in a blanket and buried with wild herbs, flowers and small pine tree branches (unless a member of the Druidic order where they are buried with an oak branch).

Restrictions:

*Devote at least a month out of the year helping farmers.

*Must donate at least 25% of any treasure gained to the order (Oaks=75%)

*MUST MAINTAIN A PERMANENT RESIDENCE IN OR NEAR A WILDERNESS AREA.

Enx (ehnks)

(Keeper of the Lost Souls, God of Death, Lord of the Underworld, God of Winter, God of the Moon and the Night, Lord of Dreams)

Enx is a god of few words but powerful and far-reaching actions. He is the only god that has both a good and evil nature, thus setting his importance in the pantheon. In all his incarnations he is a soft-spoken, if not altogether silent god. His appearance tends to depend on the manner in which he is viewed. In all guides, he is not a very attractive God, though his visage may not be altogether unwelcoming.

God of Death Aspect (Death; Element, Earth): As the benevolent god of death, Enx is viewed as but a cycle of life, the caretaker of those whom have served their purpose on this earth. While his visage may be fearsome, a white skinned man wearing a jet-black cloak with red highlights, it is not meant to be evil. Enx judges those souls and sends them on their way to the higher or lower planes. In some cases, Enx will judge a mortal's deeds on the records of life to see if he is worth of traveling to Evermore (The home of all heroes) or if they have the distinction of inhabiting Toornak (The hall of villains). He will then judge if the person's soul is worthy to travel to Nirvana or down to Hades for eternity. This aspect views life as precious and wonderful and anyone that ends a person's life unjustly is viewed unfavorable by Enx. Followers of this aspect wear robes that range medium gray (initiates) to black with red trim (high priest). All priests wear something on their person or clothes displaying a white or silver circle with a black stone. This is the "Circle of life" and the stone represents both the start and ending of life's journey.

As the malevolent god of death, Enx is viewed as the final arbiter, the cutter of life's sacred strand, the scythe of life. While his visage is fearsome, a rotting corpse or a skeleton wearing a ragged, jet-black cloak with red highlights. In this aspect Enx is said to look with an uncaring eye upon all humanity, and with a callus and fickle temperament, cuts short the life of man. Even in this aspect, however, Enx must judge a mortal's deeds on the records of life to see if he is worthy to traveling to Evermore (the home of all heroes) or if they have the distinction of inhabiting Toornak (The hall of villains). If the person is

unworthy of those two places than they travel to the nether pits of Hades to slave for the great evil that is Trantrure. Followers of this aspect wear robes that are all black with red trim. All priests wear something on their person or clothes displaying a white or silver skull and sickle.

God of Winter (Element, Cold; Moon): As Yulta is seen as the goddess of spring, summer and fall, dark Enx is seen as the god that controls the world's dormant and bleak season, winter. This is the aspect that puts the world at rest, allowing it to sleep so that it may recover from the toils that man and beast has put it through. In this aspect he is seen as a white skinned man wearing white/light blue robes. This aspect has few followers. Followers of the aspect of winter wear all white robes with light blue trim and carry a symbol of an icicle. Usually these priests, when they are found at all, help man cope through the winter, searching for food and water. There are, naturally, a few sects that see winter as a punishment for the iniquities of the living, a transgression which they are altogether too willing to administer punishment.

God of the Moon and Night (Moon, Knowledge) : As the god of night, Enx is seen as the god that makes all man and beast rest. He is also seen as the god of sleep, rest and dreams. Enx is pictured as an elderly man wearing a black cloak with thousands of points of light and a halo around his head that is to symbolize the light of the full moon. Followers of this aspect work closely with Reyetta in pursuit of peace and rest for man. Unlike Reyetta's followers, they do not bicker and fight with Semit's priests, but try to work along side both sides. They realize that with rest and sleep can come reason and peace. This is still a very small sect and not often seen unless the city or town is quite large. The alter-world of sleep in rest is a neutral place all must enter. Thus, these priests tend to walk the line between the abstract concepts of "good" and "evil." They see only "troubled" or "tranquil" souls.

Burial Rites: None of the aspects of Enx have any particular burial rituals. Dead is dead. Any means will suffice.

Semit (SEM-it)

(Fiery One, God of War, Hammer of the Heavens, Slayer, The Justifier)

Semit is the most militant of all the Good pantheon of Gods. Most of his aspects are warlike in nature. In older days Semit was seen as the enforcer of the gods will or the "Iron fist of the gods". He was often called upon to punish insolence and evil. With all the troubles in the world recently Semit's base of followers have grown.

God of War Aspect (War, Strength): The most militant of his personas, Semit is seen as the ultimate warrior, a master of tactics, strategy, and combat skill. He is fearless and resolute. But unlike his twin brother Temis, he does not wage war simple for the sake of carnage and sport. This aspect only wages war so that peace may be restored. He impresses upon his followers that war is only an option should all other options be exhausted. Followers will always wear red, no matter what. The followers of war disdain armor in

"OMERIAN TALES: THE ALKAGHI PANTHEON"
(A MICROLITE 20 RULES SUPPLEMENT AND FANTASY CAMPAIGN)

combat, as Semit himself does. Lower order priests are allowed to wear medium armor, while the highest level priests might wear only a pair of leather pants (and some wear nothing at all). During combat, all priests of war will paint themselves red, so that the enemy will never know if they are wounded, and to prove their faith in their god. All higher-level followers will be seen with large two-handed weapons, usually a two-handed sword. All Semitians disdain shields and will never use them.

God of Justice Aspect (Order, Strength): As the enforcer of the god's laws, Semit is also seen as the god of laws and of order. He is tireless in rooting out evil and corruption. It is this aspect that works closely with Raciata in defeating evil and injustice. This aspect, like Raciata's True-Seer, is often in conflict with Gaskorathmichtx. Followers of the Justice aspect are not only warriors but also law enforcement officials, government personnel, and anyone who has been wronged. Priests of this order are often seen in many societies as the ultimate dispensers of justice, the executioners. This order wears all black with some traces of red. Like their war brethren they will not use shields and favor two-handed weapons in combat, primarily axes.

Burial Rites: Semitian priests and followers are wrapped in red or black cloaks and cremated with their most personal belongings, then the remains are buried.

Restrictions: Once the battle is enjoined, a Semitian can never engage in a full retreat. They CAN be convinced to "tactically withdraw," but will expect to launch a counterstrike at the first opportunity. Semitians who show cowardice in battle are rumored to be struck down dead by the God himself.



Mestamilsa (MEST-a-MILL-sah)

(Goddess of Pure Spirit, Thinker, Balancer, Goddess of Knowledge)

Mestamilsa is responsible for bringing the light of knowledge and wisdom to man. As a result, she is a popular god among man, but even that does not translate into a large religious following. She has suffered, much like her more passive brothers and sisters, with the troubles and strife in recent years. Her universal symbol is a torch, and four points of light radiating from the flame. Priests of this Goddess are called Mestans within and without the order.

Goddess of Knowledge Aspect (Intelligence, Knowledge, Wisdom): This is Mestamilsa's most common aspect. In iconography, she is seen as a woman in her mid to late thirties, and of modest appearance. She wears clothes in various shades of gray. In one hand is a book or scroll, and in the other she carries her torch of knowledge. Followers are all highly educated people (minimum INT=+2). They are often sought out for their knowledge in settling disputes, or sometimes just for tutoring. These followers will often set up schools so that ideas can be learned and expanded (costs vary from free to substantial). A city council will almost always have a Mestamilsan chair present. Priests of this aspect dress as their goddess does, in clothes of gray. Many of these priests run libraries and temples. In some cases a Mestan temple actually IS a library.

Goddess of Purity Aspect (Knowledge, Wisdom, Sun): In this form Mestamilsa is seen as the Goddess that taught the difference between good and evil, order and chaos, hope and despair. She teaches that evil only leads to needless death and that should that path be followed, everyone would wallow in the misery of ignorance and despair. This aspect works closely with Semit and Yulta in driving evil away and she is in direct conflict with the entire Evil Pantheon. Followers of this aspect wear all white, with touches of silver and gray. All preach the philosophy of truth, justice and the virtues of goodness. None of these followers will harbor nor abide evil in any form and they will seek to stamp it out by all acceptable and lawful means available to them.

Burial Rites : Followers are given a blessing, their foreheads are anointed in oil, wrapped in a white cloth and then cremated. The remains are given to either the family or the highest priest to dispose of as they see fit.

Foenseth (FO-wen-seth) aka "Reyetta" (ray-ET-tah)

(Water Bearer; Goddess of Rivers, Lakes and Oceans; The Virgin; Goddess of Beauty)

Foenseth (sometimes known as Reyetta) was the goddess that formed the world's streams, rivers, lakes and oceans with her tears and blood. Both of her aspects show her as an incredibly beautiful woman. It was this beauty that drove Trantrure mad with lust. He attempted to rape her, but she resisted and "killed" herself in order to prevent him from doing so. As a result, she formed all the water in the world with her tears, and in the same moment she rose again, whole,

“OMERIAN TALES: THE ALKAGHI PANTHEON”
(A MICROLITE 20 RULES SUPPLEMENT AND FANTASY CAMPAIGN)

to become the goddess of water and of alluring, eternal beauty. Trantrure, tried to rape her again, but was thwarted the second time by Semit who cast him from the heavens to dwell forever in the darkness of the netherworld.

Goddess of Water (Charisma; Element, Water; Healing): This aspect is responsible for the world's lifeblood, its waters. In it, the goddess fills the oceans and rivers with the essence of life and she gives water the power to make things grow again. It is this aspect that works hand in hand with Yulta in making the world bloom and prosper. Followers of this order wear robes of blue and often adorn their hair with blue beads. They all live near a source of water, be it a stream, the city fountain or the ocean. They all try to work closely with the Yultans and often mimic the Yultans' concepts of work, helping others and spreading goodness and temperance with nature. All followers will wear a symbol representing water.

Goddess of Beauty (Charisma; Element, Water; Love): In her other aspect, Foenseth is the personification of beauty. Every picture, statue or carving of her is different, but all depict a beautiful, virginal woman. Most of its followers are pacifists, first and foremost. They all take vows of poverty, refusing to live a pampered and lavish lifestyle. They all preach that beauty is more than a wondrous appearance, but that true beauty resides in the heart and that true goodness brings beauty no matter what a person looks like. This can at times put them in direct conflict with Semitians, who when “push comes to shove” will smite their enemies without a second thought. They carry or sew upon their clothes, an eyeless actor's mask, which symbolizes that beauty is often hidden beyond the range of normal sight.

Burial Rites: The body is washed and placed in a casket (or blanket if one is not available). Flowers and a small bottle of water are placed with the body and then the remains are buried.

Barkhat (BAR-hot)

(God of Crafts, God of Fire, The Forge-maker)

Massively muscled, Barkhat is the god that shapes the raw world into form. He taught both man and gods how to make things. His symbol is that of a single flame, gold and red, standing alone. He has few squabbles with the other gods save when they destroy his good works for no reason. The only god that he directly opposes is Murdt, whom he blocks in all his aspects. He is seen as an even-tempered middle aged man, often bald, but always with facial hair.

God of the Sun and Fire: As the god of the sun Barkhat is charged with regulating the length of day and the cycle of work in a person's life. In this aspect he is seen as the opposite of his "brother" Enx and the direct and mortal enemy of Murdt. As the god of the sun and fire, Barkhat appears as a fit and muscular man with a good tan and gold eyes. He wears few clothes, usually depicted as wearing only a light shirt and sorts or even nude.

God of Crafts and Strength: In this aspect Barkhat is an extremely muscular man with no hair on his head but almost always with some facial hair. He is seen as

wearing only wool pants and a leather workman's apron. This is the aspect that taught man and gods the benefits of tools and how to make things to better their lives. As the lord of the forge Barkhat can make or break any weapon, no matter where or what its origin may be. Some have even gone to say that he is the one that formed the world at Yulta's request, but this is disputed by many of his own followers.

Alasharta (Ah-lah-SCHAR-tah) **(Goddess of Music and Dance, Goddess of Language, Wind-Song)**

Alasharta is the god that gave man the ability to communicate and to convey his feeling and emotions through movement and voice. Like many of the goddesses she is seen as a beautiful woman, but sometimes she is seen as a young girl. Her symbol is a harp or a flute, both silver. She is not fond of the evil gods and will not associate with them at all. She is fond of Semit and sings his praises, sometimes causing a bit of confusion among her followers and those of Semit whom don't know how to take the praise.

The Goddess of Music and Dance: The waif-like beauty of Alasharta with the sweet voice and perfection of motion is the personification of dance and song. She tells the stories of gods and men through motion and by song. She taught the first bards how to sing and the first lover's how to dance. This aspect has few followers save bards, minstrels and dancers and most of them only pay her homage in addition to serving other gods. Those whom she favors she gives the gift of dance or voice and any skill rolls they require will be granted anywhere from a +2 to a +4 bonus.

The Goddess of Language: She gave man voice and with it the ability to pass on knowledge and experience through language. She is often depicted working with Mestamilsa as a god of education and learning. Her priests automatically have the Positrait “Language Aptitude”. Lower order priests can select two free language skills, mid order priests can have two additional skills while the higher order has two more plus the linguistics skill.

Gaskorathmichtx (gask-or-RAH-mi-tix)

(“Gask;” Trickster, God of the Palmstone)

Gaskorathmichtx, or Gask as is he is known to his followers, is the god of thieves, and rogues. He is the god of trickery and jest and he is known for his symbol, “the Palmstone” As the lord of tricks, pranks and merriment, Gask is viewed as somewhat self serving and fun loving. In the lighter aspect, Gask has no love for the foulness of the evil gods, nor much for the stuffiness of the good gods. Instead Gask makes light and fun of all things. As such, Gask is a favorite diety to Bards, jesters, and people of similar persuasion. As the lord thieves, cutthroats and rogues, Gask is viewed as a dangerous, devious, vengeful man.

God of Trickery & Humor: In this aspect, Gask is seen as a thin person, be it male or female. Gask usually wears bright happy colors and is a very

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(A MICROLITE 20 RULES SUPPLEMENT AND FANTASY CAMPAIGN)

extroverted person. He delights in making fun of the serious people and pokes fun at the establishment in general. Followers of this aspect gain one free skill having to do with music or entertainment.

God of Rogues Aspect: There are two sides to the rogue aspect. In the first, Gask is seen as a humble street urchin that steals from the rich to give to the poor. He doesn't steal out of malice or greed, but to spread the wealth to those that need it more. He is looked upon with an almost whimsical air about him. Temples dedicated to this aspect are hidden away, protected from the law enforcement elements of the local community. In the second, Gask is seen as a thug, a cutpurse or a common thief. He steals out of malice and greed, and is Trantrure's dark spy and principle assassin. Followers of this darker aspect have been known to place small palmstones in the mouths of their victims. There are rumors of particularly vehement followers of Gask the Rogue having notable abilities, such as the power to climb sheer walls, or to become invisible or inaudible at will.



God of Hate, Greed, and Jealousy: In this aspect, Gask is viewed as a thin, insatiably hateful and greedy man. He is never satisfied with what he has, always wanting more or better. He is the god that fosters hate among brothers and friends for material or philosophical reasons. He brings jealousy into the

hearts of lovers and greed into those that have and have not. It is not unusual for some people to pray to this aspect to cause injury, harm, or sorrow on others so that they might gain.

Croitia (kro-EE-sha)

(God of Storms, Finger of Fate, Fickle One)

Croitia is a god alone and unto himself. He is the brother of Foenseth, but he does not share her temperament. He lives in a cloud castle all to himself seeing only Yulta, Foenseth and Barkhat, the god of Craft. It is said that he has separated himself from the other gods because of what happened to his sister and that Trantrure was not given a more harsh punishment or slain by Semit outright. Because of this he has no love for the evil gods either and often wages his own silent war against them.

God of Storms: Croitia is a moody god, in this aspect given to fits of sullen silence to horrible rage. He has no followers, instead all people give offerings to him to appease his fickle temper and to placate his rage should it arise. There is no set sacrifice or offering, only what people see fit to give, and the hope that it will please him enough so that he won't destroy or damage anyone or anything.

God of Fate: As the god of fate, Croitia determines who has good fortune and who has bad fortune. It is this aspect that is neutral in his dealing with all men and gods. He has no followers and seldom if accepts offerings. He deals out fate to those that deserve it in his eyes.

Dorimor (DORE-i-more)

(God of Disease and Famine; Blighted One; Master of Rot; Pain Bringer)

Dorimor is the offspring of dark Enx and Witherithal, and as a result is the undisputed lord of plague, disease, and famine. Dorimor is most often depicted as a frail, diseased man wearing rotting clothes. He delights in bringing suffering and hardship on the followers of light and goodness. He often acts on his own, sometimes even thwarting the designs of his fellow evil gods.

God of Disease: Considered the "right-hand man" of Enx by his evil followers, Dorimor provides the lord of darkness with tortured souls. Dorimor is an asexual deity worshipped by many lesser species and tortured souls of the dark. A special sect of priests holds Dorimor as their high lord. Their temples are called "Pits" and the high priest is called a "Pit Master". It is rumored that one of the first abilities bestowed upon a Domorian is immunity to disease plus the ability to spread it. Some powerful followers can supposedly cause rot by a mere touch.

God of Pain: In this aspect he brings ultimate pain and suffering. It is said that he walks side by side with both Temis and Enx as they walk through the world of man. Sometimes he precedes their coming, sometimes he follows. There are few temples erected to this aspect, this does not have the following his other aspect possesses. But, some temples do exist. They try to work well with all the other dark gods, as

"OMERIAN TALES: THE ALKAGHI PANTHEON"
(A MICROLITE 20 RULES SUPPLEMENT AND FANTASY CAMPAIGN)

they believe there can not be true evil without pain. Followers of this aspect often receive the *Pain Resistance* Positrait at an early level. But this some have speculated that this might be due to the fact that the priests inflict self torture as a means of showing devotion to their god. In any event this aspect rewards his loyal followers with pain causing or preventing abilities as they gain in rank and status. There are several different symbols carried by the followers of this aspect, the most common being a jesters "crying mask" broken in half or a dagger with three jagged blades (this can also be used as a weapon, but it is extremely difficult to use to do is awkward design).

Trantrure (TRANT-rur)

(God of Evil; The Overlord of the Dark; The Dark Prince, Dark Lord, etc.)

Trantrure is evil in the truest sense of the word. An extremely intelligent and powerful deity, he is surprisingly free of the impatience which foils the plans of other evil schemers. He is content to slowly gather his forces and attack when the time is ripe. It is rumored that the Kingdom of Adlbore, located north of the Sea of Reeds is a monotheistic culture devoted to Trantrure. In conography, he is seen as a powerful figure, with black hair and eyes like glowing, red embers. Both of his aspects carry the same unholy symbol, a black fist.

The Overlord of Evil: Trantrure is the evil mastermind and the lord and ruler of the dark lords. His temples are ornate and rich. His priests are powerful and fearsome. As the lord of evil he preaches patience and power to his followers. High priests are rewarded for their careful plans and schemes that come to fruition. He rewards success and punishes failure. His priests are rewarded with a plethora of powers, far to numerable to mention here.

God of Lust and Power: In this aspect Trantrure is the god of rape, lust and the desire for power. He is a god who will take what he wants or needs because he has the power to do so. Those that lust for flesh, money or power pay homage to this god and offer his sacrifices at personal altars. Because of the personal nature of this aspect (and due to the individualistic nature) there are no temples erected and no priests ordained. There are reports of powerfil individual's touched by this aspect, wielding great abilities and influence.

Witherithal (WITH-er-i-THAL)

(Goddess of Decay and Entropy; The Dark Lady; Lady Trant; Destroyer)

Witherithal is the consort of Trantrure, and dreaded enemy of Yulta. She has a much smaller devotional base than either Trantrure or Enx, but she reputedly imbues her followers with the ability to use both preiestedly and wizardly power. Some priesthoods of her order find it difficult to recruit followers because she is such as shadowy and quite figure. She is hauntingly beautiful and has the ability to change he appearance from awe inspiring to horrific.

Goddess of Decay and Entropy: As the goddess of entropy Witherithal has power over the decay of all

material things. She is in direct conflict with Barkhat and Yulta in this regard. She seeks to destroy all that is made. She is patient and cunning, like her main consort Trantrure. Followers of her order develop all sorts of arcane powers. Some priests have been known to possess the ability to cause objects to crumble to dust and some have even whispered to have the power to cause death with a touch.

Goddess of Dark Knowledge: In this aspect The Dark Lady is seen as the master of the mystical arts and the teacher or arcane secrets. This aspect works hand in hand with many of the other god of evil as it benefits her and her followers to know and do. This aspect is called upon by other dark gods for divination and wisdom on how to defeat the gods of light. Followers of this aspect build temples with many hidden rooms and or underground catacombs that they use to hold dark rituals or store objects of power and wealth. Priests of this aspect, just like the priests of her other aspect, gain arcane powers as they increase in rank and status in her order. He symbol is a gold crescent moon on a black book.

Temis (TEH-mis)

(God of Strife; The All-Killer; The Iron Hand)

Temis is the twin brother of Semit, representing the evil side of the same ethos. Temis is war for war's sake only. There is no inherent nobility in Temis-sponsored struggles--only carnage, the rise to power and control over others. Temis' followers are usually warlike peoples, including such heinous groups as the



"OMERIAN TALES: THE ALKAGHI PANTHEON"
(A MICROLITE 20 RULES SUPPLEMENT AND FANTASY CAMPAIGN)

Silent Rippers and Spectral Hand. The nation of Malforia, far to the east, holds Temis as their chief god, replacing even Trantrure as the head of the dark ones. He openly wars against his twin brother Semit. His symbol, carried loyally by all his followers, is a red eye over a black sword (tip pointing upward).

God of War, Battle and Struggle: War, the struggle for total control over a peoples through the use of force and power, that is what Temis represents. He is the ultimate warrior, big, fast, strong, tough and fearsome. He wages war so that he may cull away the weak and the old. He wars solely for control and power. War is a contest and he and his followers don't like to lose. There are almost as many temples erected to Temis as there are erected to Trantrure. His loyal subjects receive some gifts, all in the realm that make them better warriors.

Murdt (MURT)

(God of Monsters, God of Terror, The Fearful one)

Murdt is the warped and twisted offspring of Trantrure and Witherithal. He is formless, a black inky cloud of evil. His followers include both human and non-human beings. His symbol is a black flag or cloth with two red eyes at the center. There are no known temples erected to this god but he does have followers among many evil or avaricious creatures.

God of Monsters: Murdt was believed to have "birthed" the first monster after a fierce battle with his principle opponent, Barkhat. His blood is said to have mingled with the earth and formed the first of the dark creatures to roam the world. Murdt is said to create and experiment with new creatures to torment and plague the inhabitants of the world. This aspect has no temples, or priests, but there are some that gain wisdom and guidance through him on how to construct new terrors.

God of Terror: In this aspect he is seen as all that is wrathful, hated, feared and loathed. It (since no one knows if it even has a gender) can assume any form and bring paralyzing fear to whatever sees it. He wages a private war with Barkhat to destroy hope and creativity, while Barkhat opposes him in his every move. Followers of this aspect can gain the ability to cause fear or to become immune to fear. The more powerful the followers, the more powers they possess and the greater the power becomes.



"OMERIAN TALES: THE ALKAGHI PANTHEON"
(A MICROLITE 20 RULES SUPPLEMENT AND FANTASY CAMPAIGN)

Ancient Languages

Here are ancient languages the characters might encounter in their travels:

Rahndoon: A language is found almost exclusively on scrolls and carvings dating back to antiquity. It is ascribed to a group of people called "The Lomarii," about which little is currently known.

Varda: An ancient tongue, dating back to what is now known as the Baldren Empire. Settlers report that some of the indigenous tribes of the New World speak a variant of this tongue.

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(A MICROLITE 20 RULES SUPPLEMENT AND FANTASY CAMPAIGN)

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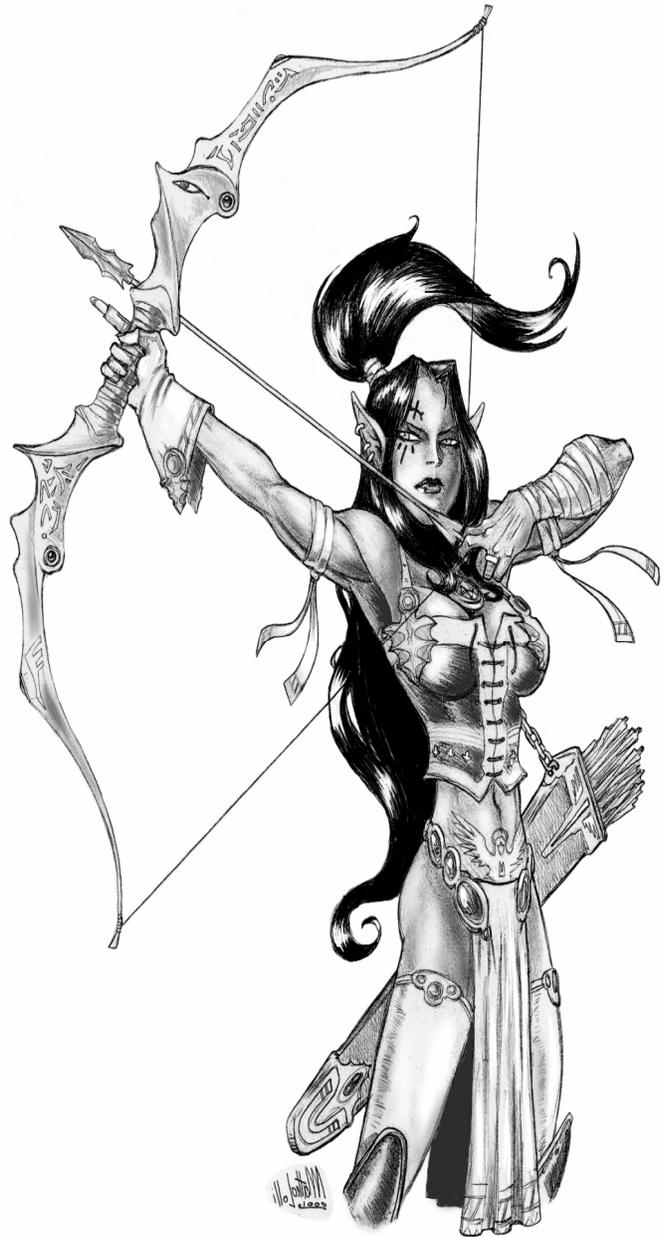
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DRAFT VERSION V – THINGS IN RED ESPECIALLY DRAFTY

Contents

| | |
|--|-----------|
| Introduction | 3 |
| What's different? | 3 |
| About D20..... | 3 |
| DC Table..... | 3 |
| Characters | 4 |
| Stats | 4 |
| Skills..... | 4 |
| Races..... | 5 |
| Humans | 5 |
| Elves..... | 5 |
| Dwarves | 5 |
| Halflings/Gnomes..... | 5 |
| Classes | 5 |
| The Fighter | 5 |
| The Rogue..... | 5 |
| The Savant..... | 5 |
| The Cleric..... | 5 |
| The Mage..... | 5 |
| The Enchanter | 6 |
| The Druid..... | 6 |
| Character Levels and XP | 6 |
| Starting out..... | 6 |
| Level Advancements | 6 |
| Gaining Levels | 6 |
| Treasure and XP..... | 6 |
| Combat | 7 |
| Hit Points..... | 7 |
| The Combat Turn | 7 |
| Surprise..... | 7 |
| Initiative..... | 7 |
| Combat Phases..... | 7 |
| Movement | 8 |
| Attacking | 8 |
| Critical Hits..... | 8 |
| Unarmed Combat..... | 8 |
| Engagement..... | 8 |
| Defense..... | 8 |
| Armour | 9 |
| Shields..... | 9 |
| Blocking..... | 9 |
| Weapons..... | 9 |
| Damage..... | 9 |
| Minimum Strength..... | 9 |
| Attack Bonus and additional attacks..... | 9 |
| Dual Weapons | 9 |
| Range and Terrain..... | 10 |
| Pole arms..... | 10 |
| Combat Modifiers..... | 10 |
| Overland Travel..... | 10 |
| Magic | 11 |
| Casting..... | 11 |
| Countering spells..... | 11 |
| Interference..... | 11 |
| Counterspell..... | 12 |
| Potions..... | 12 |
| Spell books and Scrolls..... | 12 |
| Magic items | 12 |
| Other Hazards | 13 |
| Falling Damage | 13 |
| Extreme Heat & Cold..... | 13 |
| Disease..... | 13 |
| Poison..... | 13 |
| List of Poisons | 14 |
| Attack Bonus Progression | 14 |
| Disease Table | 14 |
| Critical Hit Table | 15 |
| Equipment | 16 |
| Heavy Weapons..... | 16 |
| Armour | 17 |
| Shields..... | 17 |
| Trade Goods | 17 |
| Hirelings..... | 17 |
| Mounts & Transport..... | 17 |
| Clothing | 17 |
| General Equipment..... | 18 |
| Mage Spells | 19 |
| Enchanter Spells | 23 |
| Druid Spells | 27 |
| Divine Spells | 32 |
| Monster List | 37 |
| Animals | 37 |
| Creatures..... | 38 |
| Demons and Devils..... | 38 |
| Dragons..... | 39 |
| Humanoids..... | 39 |
| Undead | 39 |

Introduction

Welcome to the Beacon fantasy role-playing system.

Beacon started out with my desire to build a fast and fun fantasy RPG that I could play with my kids *and* my friends. In the past I played my share of RPGs and had made my share of house rules, however on returning to the hobby I wanted to simplify things. Keep the game fast and fun like it was in the olden times. I latched onto Microlite d20 for its clean and simple rules, but also for its basic compatibility with the large amount of material published for d20 systems such as 3rd edition Dungeons and Dragons. Microlite was great... but I wanted a little more under the hood.

Why call it Beacon? Well, I knew that another "Swine-men & Scimitars" wasn't going to cut it. I considered a d20 system style name or adding an M20 to something; say "Micro Pillager" or "Caverns M20", but I didn't want it to appear to be a programming language. I also wanted to invoke the feel of something 'lite', but not *micro*-lite.

Lite... Light. Hmm, maybe "Light Quest" or "Light Spell". Maybe "Torch Bearer" (yuck). Maybe Beacon? Yea... Beacon. A shining light in the dark. A warning of trouble. I liked that a lot.

As a bonus, when I looked up Beacon, seeking existing references, there was an awesome black and white illustration called *Vardetanning* by Karl Dahl which depicted northern style warriors lighting up a beacon, *AND* the image was in the public domain! Wow. That name and that image seemed to really sum up what I thought the feel of this system should be. I think was a sign that the RPG gods were smiling on me.

What's different?

Beacon has its origins in Microlite d20 and shares some features of that system, namely;

- Magic based on a hit point based system.
- Simple and fast combat system.
- Streamlined stats and character classes.

- A simple but effective skill system that allows the players and GM to base results on how a task is described.

In addition Beacon has its own spin on things such as:

- Simple but robust class advancement;
- Spells modified for point based casting;
- A simple phased combat system;
- A critical hit/fumble table for magic and combat;
- Streamlined monster statistics.
- A silver based money standard; and
- Druids are hedge magey magic users and not clerics!

About D20

Beacon is a D20 based system and that means it is based on a common dice mechanism for action resolution. In short when an action requires an outcome the player or GM will roll a 20 sided die and compare that number against a Difficulty Class number or **DC**. If the roll is equal to or higher than the **DC** value then the action succeeds – otherwise it fails. It's customary for a natural 1 (5%) to always fail and a natural 20 (5%) to always succeed. There are a lot of terms and numbers in Beacon that will modify the **DC** higher or lower or change the Player's roll, but the basic principle is always Dice Roll \geq **DC** for a success.

DC TABLE

| Task is: | DC Target |
|--------------------------|------------------|
| A simple/easy action | DC 5 |
| Normal difficulty | DC 10 |
| Difficult | DC 15 |
| Hard | DC 20 |
| Very hard | DC 25 |
| Fantastic or Heroic | DC 30+ |
| Modifiers | |
| A favorable condition | +2 |
| An unfavorable condition | -2 |

Thus climbing 5' up a rope would be **DC 5**, while climbing 20' would be **DC 10** and in a wind storm would be **DC 12**, and if the rope was coated in oil would be **DC 20**...

Characters

Stats

There are 4 statistics, or *stats*, that describe a character's inherent traits and which do not change except through exceptional means (e.g. magic):

- Strength, (**STR**) a character's ability to lift heavy objects or resist fatigue or disease;
- Dexterity, (**DEX**) representing quickness of action, fine motor skills, as well as surefootedness;
- Mind, (**MIND**) the mental acuity of a character and their ability to learn and reason;
- Charisma, (**CHA**) a measure of personality strength, animal magnetism, social ability and leadership.

To determine each character stat, roll three six sided dice (3d6) and total. Then apply any racial bonuses.

To create more "heroic" characters, have players roll 4d6, drop the lowest dice and total the remainder for each stat. If players desire to obtain a specific class of character, have them instead roll 3d6 as normal to generate their stats and then swap one of the stat numbers with another to obtain more optimal results for that class.

Each character stat provides a bonus which is used in conjunction with a *Skill* or other action modifiers to determine character performance.

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

Skills

Skills represent a character's interests, abilities and effort in six distinct spheres. Unlike stats, skills may improve with experience.

- *Physical* skill represents a character exercising to improve stamina, training body skills such as acrobatics and other maneuvers, or a tolerance for poisons or pain.

- *Subterfuge* represents the ability to deceive or mask intent. It is called on to test when a character tells a lie or to move without being noticed or performing/understanding scams and swindles.
- *Knowledge* represents study and memory. It can represent knowledge of facts but also mental training and concentration.
- *Communication* represents the ability to understand meaning, body language, and empathy but also represents a knack for noticing details.
- *Survival* represents the ability to interact with the natural world as well as the self, utilizing intuition or instinct, it can also represent that elusive spark of life.
- *Fabrication* represents the ability to create, to make items or convincing stories. It also represents mechanical aptitude for building things or disabling traps.

When characters perform actions in game, those actions are described by the player and the GM will assign a **DC** and determine which skills and stats combination may be used to perform a skill roll to determine if the action succeeds.

Skill roll = d20 + skill + stat bonus + any situation modifiers >= DC

For example, forcing a door might use *Physical*+**STR** bonus, but crossing a narrow log bridge might be *Physical*+**DEX** bonus. Finding a trap through informed searching might utilize *Subterfuge*+**MIND** bonus but disabling it's mechanism with small delicate tools might require *Fabrication*+**DEX** bonus. Tracking prey could be *Survival*+**MIND** bonus, while resisting a dryad's charms might be *Survival*+**CHA** bonus.

Note that there are no "saving throws" in Beacon, when a reactive 'save' needs to be done use an appropriate combination such as *physical* + **STR** or **DEX** bonus for Fortitude and Reflex type saves. Other reactive skill checks might include resisting magic (*Knowledge* + **MIND**) or illusions (*Subterfuge* + **MIND**) or even fear (*Survival* + **CHA**) and surprise (*Communication* + **MIND**). These are usually written in a short hand form as

seen here, so remember to use the skill plus the stat *bonus* and not the stat indicated.

Races

The races that you want to use should be designed to fit the setting and story you wish to tell. Remember not to make one race too wonderful or to marginalize a race unless it fits with the theme you want. Here are outlines for some common fantasy races:

Humans

Generally the most common race, humans come in many cultural and physical variations. Humans are very adaptable and so choose four skills to start off with 1 point to represent this.

Elves

Usually uncommon, elves are long lived and often nocturnal. Depending on the setting, they may have night vision or be immune to charm or sleep effects. Elves get +1 **CHA**, 1 point in *Survival* and 1 point in *Knowledge*.

Dwarves

Shorter and stouter than humans, dwarves have a high muscle density and thus cannot swim or float. They may have improved dark sight or direction finding. Dwarves get +2 **STR** and 1 point in *Fabrication* which represents their skill as craftsmen.

Halflings/Gnomes

The little people in your campaign, be they hobbits, garden gnomes or even goblinoids, they are small, quick and often annoying. They get +2 **DEX** and 1 point in *Subterfuge*.

Classes

In addition to a race, players must choose a class for their character. The class determines how they

The Fighter

Fighters are characters who specialize in combat and physical prowess. They start with 3 points in the *Physical* skill and add +1 to all attack and damage rolls. Their **Attack Bonus** increases by +1 every level and they also get +1 on their **HP** roll

when they gain a level. Fighters gain +1 to their *Physical* skill and a +1 damage bonus every three levels (so at 3, 6, 9, 12...).

The Rogue

Rogues specialize in stealth and cunning. They start with 3 points to allocate between the *Subterfuge* and *Survival* skills. They may allocate an additional point to one of these skills every 3 levels (3, 6, 9, 12...). Their **Attack Bonus** increases by +1 every second level. Once per combat engagement Rogues may attempt to perform a 'surprise attack' (usually *subterfuge* or *survival*+**DEX**, based on their description of the action). If this is successful, they may either add their *Subterfuge* skill to the damage of their initial attack *or* perform an additional attack with a ranged weapon. Rogues can choose to use **DEX** instead of **STR** as the bonus attribute when using light weapons in melee combat.

The Savant

Savants are characters who have chosen to pursue skills rather than magic or combat. They start with 4 points to allocate *to at least two* skills as they desire. They also allocate an additional skill point to a chosen skill every second level (2, 4, 6, 8...). Their **Attack Bonus** increases by +1 every second level. Because of this, a Savant can play many different adventuring roles such as professional scholars, expert trackers, travelling acrobats and/or scheming merchants.

The Cleric

Clerics are characters able to sense and channel the spiritual powers of higher beings. They cast *Divine* spells and start with 3 points in the *Communication* skill. They get +1 to *Communication* every 5 levels (5, 10, 15...). Their **Attack Bonus** increases by +1 every second level.

The Mage

Mages study magical forces and are specialists in research and history. They can cast *Arcane* spells, and start with 3 points in the *Knowledge* skill. They get +1 to *Knowledge* every 5 levels. Their **Attack Bonus** increases by +1 every third level.

The Enchanter

Enchanters are mages who specialize in mental disruption and trickery. They can cast Enchanter (*Arcane*) spells and start with 1 point in *Communication* and 2 points in *Subterfuge*. They get +1 to either *Communication* or *Subterfuge* every 5 levels. They gain +1 to their **Attack Bonus** every third level.

The Druid

Druids are mages who specialize in the study of the forces of the natural world. They cast Druid spells (*Arcane*) and start with 1 point in *Knowledge* and 2 in the *Survival* skill. They get +1 to either *Knowledge* or *Survival* every 5 levels. They gain +1 to their **Attack Bonus** every third level.

Character Levels and XP

Starting out

Characters generally begin at Level 1 and start with 2d6 x 10 silver pennies.

Level Advancements

In addition to their special class advancements, each level a character gains adds:

- +1d6 to Hit Points;
- +1 to a chosen skill.

Gaining Levels

Add up the **XP** of every encounter you take part in. When a characters total **XP** = 1000 times your current level, you've advanced to the next level. Reset the total to 0 after advancing (yes, yes, if it's not exact carry over the remaining **XP**) so you are always counting up to the next level.

The amount of **XP** given for combat in a scenario should be roughly (10 x **HD** Type) x **HD** level of defeated monsters or 100 x the encounter level (**EL**) of traps or situations. **XP** should also be granted for any role playing or character advancement at the discretion of the DM.

Example:

Two 1st level adventurers have just completed a dungeon adventure, and defeated 12 goblins (1 **d6** or 60xp ea.), 6 hobgoblins (2 **d6** or 120xp ea.),

two **EL2** traps (200xp ea.) and a bugbear (3 **d8** or 240xp). That's a total of 2080xp or 1040xp each, so they will advance to level 2. They'll each need another 1960xp to reach Level 3.

The way you hand out **XP** will likely impact the way your game starts evolving. Focus on combat and the players will learn to seek it out. Hand out generous **XP** rewards for characters completing quests or personal goals and they will probably start seeking those. Some good ideas are to give **XP** points for players choosing actions that are detrimental but appropriate for their character, or having players tell stories about their character's past. Reward the kind of play you want to see. However, try not to be arbitrary in rewarding **XP** as this may seem to the players that they are pawns in some twisted game. In order to avoid this realization, announce the sort of **XP** rewards you will give for these types of quests or character development moments early on, and stick to these numbers.

Treasure and XP

An additional suggested method of gaining **XP** is giving **XP** for treasure. The GM may consider allowing players to gain **XP** at a rate of 1sp for 1 **XP**. This rewards more character approaches in the acquiring of treasure than just combat and is a good way to remove excess wealth from the game.

This money should be considered life experience or 'training costs' and an associated period of time in a town 'to train and do research'* is implied. This hang time avoids abusive situations such as characters leveling up in a treasure room or a rogue breaking into a bank and walking out 3 levels higher. The money must be expended without material gain, and this can cause in game repercussions (like local inflation, political influence...). 'Buying levels' should be avoided and players should have some limits placed on gaining multiple levels at once and should not be allowed to simply throw the money into a ditch. Naturally, the sp:xp ratio should be adjusted in a campaign depending on the setting and availability of treasure.

*or draw up a carousing table for drinking and wenching effects

Combat

Hit Points

Hit Points (**HP**) are a measure of the character's energy and fatigue levels and are calculated as:

HP = STR Stat + 1d6/level.

Players with 5 or less **HP** are fatigued and have -1 to all reaction rolls and can only move half their normal speed.

Hit Points are restored fully after a solid rest, usually 7-8 hours of uninterrupted sleep and meditation in comfortable surroundings. **HP** recovery in other conditions should be determined by the circumstances. For example, a character trying to rest in a cold dank cave or while hiding in a forest with no shelter may gain back only half their expended **HP** while a character lodging in an expensive inn with a soft bed, a hot meal and a bath, would only require 6 hours rest for full recovery. Partial recovery for short 'rests' can be entertained, but should not exceed 2-3 **HP** per hour.

If a character's **HP** reaches 0, they are unconscious and unable to stay awake if roused. Further damage directly reduces **all stats by 1**. Characters with any stat at 0 are in an unresponsive coma and if a character's **STR** reaches 0, they are dead.

Stat damage can be recovered at the rate of 1 day per point below the character's natural score (unmodified by magic). A player recovering 1 **STR** point in damage could recover it in one day, while a player recovering 3 **STR** below their natural total would take 3+2+1 or 6 days to recover their full **STR**. This rate can be sped or hindered by the quality of rest and care (say, if they were to be under care of a healing order or in a hospital then it could be faster) at the GM's discretion.

Stat damage can be recovered in parallel; characters can regain points in **STR**, **DEX**, **MIND** and **CHA** at appropriate rates concurrently during the same convalescence period.

The Combat Turn

A *turn* is the amount of time it takes for the players and their opponents to complete a basic round of actions. This is somewhere around 1 minute, however may be much quicker (in the heat of combat) or a little longer (picking your way through a dark cavern) depending on the situation. It is certainly less than 10 minutes.

Surprise

If a group is surprised they will not get to act during the first turn of combat, but their opponents will. Surprise can be determined by rolling 1 or 2 on a d6. That roll can be modified or even dispensed with outright if it makes sense in the situation. A party arguing with each other in a dark passage, or one that forgets to post a night watch is a prime candidate to be surprised. Conversely, a careful and watchful group might only be surprised on a 1, or not at all.

Initiative

Initiative is a determination of who acts when in a combat situation. The GM decides how many distinct groups, or sides, are participating in the combat and then determines their initiative order at the start of each turn of combat. Initiative is rolled on a d6, and the order is highest to lowest.

Combat Phases

A combat turn is made up of two combat phases, *missile phase* and *melee phase*. All sides do the following *each* phase in initiative order:

Missile Phase:

- Prepare a spell
- Missile attacks
- Move
- Change/recover weapon
- Other action, e.g. grab item, close door, etc...

Melee Phase:

- Cast a prepared spell
- Melee attacks
- Move
- change/recover weapon

- Other action, e.g. grab item, close door, etc...

Example:

Two groups meet, each consisting of a mage, a hunter and a fighter. The GM determines there is no surprise and we will assume they had their weapons all out and were ready for combat.

Round 1: Group A wins initiative.

Missile Phase:

1. Hunter A fires two arrows at Fighter B (misses, hits);
2. Mage A declares a spell;
3. Fighter A closes with Hunter B;
4. Mage B declares a spell;
5. Hunter B throws 2 daggers at Mage A (miss, miss); and
6. Fighter B closes with Fighter A.

Melee phase:

1. Fighter A attacks Hunter B (hit);
2. Mage A does counter spell;
3. Fighter B attacks Fighter A (hit);
4. Mage B spell is countered; and
5. Hunter B switches to short sword and shield.

And so on.

First Strike: Pole arm type weapons (glaive-gisarme, halberd, lance, spear and pike) get a free attack in any phase when readied against an onrushing attacker. With the exception of a short spear however, they cannot be used on an adjacent target.

Movement

Humanoid creatures generally move at a rate up to 60 ft. per move action, or 120' per turn if taking two moves. Non-humanoid creatures adjust as required. When unencumbered and solely running, most creatures can move at triple this rate, or 60/120 yards per turn. Unencumbered, in this case, meaning no weighty armour (**minSTR** > 10) or heavy pack and dropping any large held items.

If using miniatures a good combat scale is 1" = 5 ft.

Attacking

To hit, add the character's attack bonus and the appropriate stat bonus to a d20 roll. If the result is higher than your opponent's Armour Class (**AC**) then it's a hit.

Melee attack = STR (or DEX bonus) + attack bonus >= Target AC

Missile attack = DEX bonus + attack bonus >= Target AC

Critical Hits

A natural 20 automatically hits, a natural 1 is automatically a fumble. Check the appropriate Critical hit/Fumble tables to resolve effects (or make up something appropriate).

Unarmed Combat

Punching/hitting damage is 1 + **STR** bonus. Using hand weights such as a piece of iron or brass knuckles would do 2 + **STR** bonus as would improvised weapons like chairs or branches. The **STR** bonus would not apply to improvised thrown items (things like torches or rocks).

Grappling/holding is the same as a Melee attack where the **DC** is 10 or the opponents **HP** – attackers **STR**, whichever is greater.

Engagement

When in melee combat with an opponent they cannot simply walk away or flee. Once engaged, leaving combat or attempting to attack a different opponent without also attacking the current one will grant that opponent a free attack. A fleeing opponent is considered to be surprised (-2 **AC**) if attacked.

Defense

Attack rolls are rolled against a special form of **DC** called the target's Armour Class which is an abstraction of how hard it is to get past the target's defenses.

AC = 10 + DEX bonus + armour bonus.

If a character/creature is targeted by multiple assailants in one round, their **AC** is -1/attack for each attack beyond the 1st.

Armour

Armour also has a **minSTR** requirement representing how bulky and heavy it is to wear. The **minSTR** value for armor can affect the character's effective **DEX**, depending on their strength. The formula is: **DEX** = **(STR-minSTR)** or **DEX**, whichever is lower.

Example: A character has **STR** of 12, and is using full plate which has a **minSTR** requirement of 15; their **DEX** is reduced by 3. That means they going to be easier to hit (their **DEX** bonus goes down), have a harder time shooting a bow, and they are definitely not climbing any walls. Fortunately however, they now receive an **AC** bonus of +8 against all physical attacks.

Armour also makes arcane casters incur additional fatigue when casting spells. Wearing armour will add the armour **AC** bonus to the **HP** cost per spell.

For example a mage wearing leather armour (+2 **AC**) every spell they cast would cost 2 additional **HP**. Ouch.

Shields

Shields grant an **AC** bonus based on their size, as well as a penalty to **DEX** as they are unwieldy, and, as with dual wielding weapons, it's simply impossible to cast arcane spells with a shield equipped. Another important aspect of shields is that they can be splintered or sundered. A character may choose to take the damage of an attack on the shield and have the shield shatter instead of taking the damage themselves.

Blocking

Instead of attacking in a turn, a character may try to block an attack. When blocking, apply a character's **STR** bonus + Shield bonus to their **AC**.

A *block* can only happen if you have a shield or a suitable melee weapon equipped (primary or an offhand weapon).

Weapons

Damage

All *Light Weapons* do base 1d6 damage and all *Heavy Weapons* do base 1d8 damage. Two handed melee weapons do an additional +1 damage when used with both hands. Strength also figures heavily on melee weapon damage. Add half **STR** bonus (round down) to melee damage and full **STR** bonus for 2 handed weapons wielded with 2 hands.

Minimum Strength

Light Weapons have a minimum strength (**minSTR**) requirement of 6 and *Heavy Weapons* have a **minSTR** of 12.

For each point of **STR** below the weapon's minimum strength requirement there is a -1 penalty for melee attacks with it.

Wielding a 2 handed weapon with one hand adds +3 to its **minSTR** requirement and you still only get half the **STR** damage bonus since you are not using two hands. When wielding two weapons the character must add together the strength requirement of *both* weapons and add 6 (**minSTR+minSTR/2**)+6 to calculate a melee penalty.

For example Gummer the dwarf has a **STR** of 16 and wants to duel wield a battle ax and a heavy pick. The **minSTR** for these two weapons is (24/2)+6, or 18 so Gummer would have a -2 penalty. However if he wanted to dual wield two dwarven axes (with a +3 requirement for one handed use) the formula would be ((15+15)/2)+6 or **minSTR** 21 and he would have a melee penalty of -5 (and he'd lose half the **STR** based damage bonus).

Attack Bonus and additional attacks

If the characters total attack 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.

Dual Weapons

Characters can wield 2 one-handed weapons and gain an additional attack in a round *if they take a -2 penalty on all attack rolls that round*. The

offhand weapon can also be used for blocking and defending, giving +1 AC bonus. Characters can decide *each round* if they will defend or attack with the offhand weapon. Using an offhand weapon to defend will still incur the -2 penalty to hit with the main weapon.

If the character has additional attacks beyond this initial extra attack, they can choose which weapon to deploy for each additional attack.

Arcane magic users cannot duel wield as you cannot cast arcane spells without at least one hand free.

Range and Terrain

Range and terrain both have an effect on combat, the distances and environments between combatants will determine if they are able to be hit and how difficult that might be. Weapons that do combat at range come in two types, projectiles and projectile throwers. Projectiles are things like daggers, rocks and throwing hammers. Projectile throwers are things that use other things as a projectile like bows, and slings. The weapon stats will include a range increment and for each range increment there is a -2 penalty on the attack roll. Projectiles can be used at up to five range increments distance while projectile throwers can be used on targets up to ten range increments away. For example a dagger, with range of 10 ft. can be thrown at a target 30 feet away with a -4 penalty.

Pole arms

Pole arm weapons allow attacks on non-adjacent targets (5 - 10 feet away). With the exception of the short spear, pole arm weapons suffer a -4 penalty when used at point blank range.

COMBAT MODIFIERS

| Situation | Modifier |
|----------------------------------|-----------------|
| Attack Modifiers (to hit) | |
| Blinded | -6 |
| High Ground | +1 |
| Fatigued, dazed, distracted | -1 |
| Encumbered, poor footing | -1 |
| Mounted (melee)* | -1 |
| Mounted (ranged) | -2 |
| Ranged attack | -2/increment |
| Defense Modifiers (AC) | |
| Full Cover | +4 |
| Partial Cover | +2 |
| Fatigued, dazed, distracted | -1 |
| Poor footing, encumbered | -1 |
| Surprised | -2 |
| # of attackers > 1 | -x |
| Blocking | +STR bonus |

*High ground may apply against non-mounted targets

OVERLAND TRAVEL

| | |
|-------------------------------------|-----------------|
| Base daily travel speed: | 20 miles |
| Terrain Type | Modifier |
| Good road (hard surface, smooth) | +5 |
| Mounted | +10 |
| Hurrying/forced travel | +5 |
| Training/organized | +5 |
| Fresh mounts* | +5 |
| Off-road rough (hills/desert/scrub) | -5 |
| Off-road light forest | -5 |
| Off-road dense forest | -10 |
| Off-road swamp | -15 |
| Mountains | -10 |
| Poor weather | -5 |
| Bad weather | -10 |
| Encumbered | -5 |
| Very encumbered | -10 |
| Dark | -15 |
| Wagon** | -5 |

*adds +5 each time used, up to 3 times per day

**a wagon will reduce encumbrance

Magic

There are two types of Magic available for spell casting; Arcane and Divine.

Arcane Magic comes from using natural forces and deep study and requires the use of gestures and incantations. Arcane magic must be learned on a per spell basis and can be made into scrolls readable by its practitioners. To learn new spells the caster must write the spell into their “spell book”, aka their collection of spells so they can refresh their knowledge of it – they must frequently study their spell books in order to reacquire the spells in them. A caster can only cast spells he has studied in the last few weeks so the loss of spell books is a large concern.

Arcane magic requires the caster be audible and mobile, and have at least one arm free for gesturing, and so is greatly affected by the use of armour and shields.

Divine magic is based on channeling the power of spirits and gods through concentration and rituals. All the spells available to casters of divine magic are known to the caster and divine spells cannot be written to scrolls. Divine magic requires concentration but no physical or audible requirements unless specifically stated, so divine casters can usually cast spells even while bound or silenced. Divine magic is not affected by the casters use of armour and shields.

Both types of magic require the expenditure of physical energy and this energy cannot be replenished through normal healing. Spells, items and potions which replenish hit points generally *do not* replenish hit points used by spell casting unless it's specifically stated that they do.

Spell listings for the Beacon style of play are provided at the end of this document and are listed by type and level. Naturally GMs have the option of using any spell lists they like, the standard Microlite d20 lists or any D20 spells from supplements or the SRD should also work well.

Casting

Spell casters can cast any spell with a spell level to equal or below $\frac{1}{2}$ their class level, rounded up. Arcane casters at level 1 start out knowing 5 0-level spells and 3 1st level spells. More spells can be gleaned from scrolls, spell books or teachers.

| Spell Level | HP Cost | Cast at level |
|-------------|---------|---------------|
| 0 | 1 | - |
| 1 | 3 | 1 |
| 2 | 5 | 3 |
| 3 | 7 | 5 |
| 4 | 9 | 7 |
| 5 | 11 | 9 |
| 6 | 13 | 11 |
| 7 | 15 | 13 |
| 8 | 17 | 15 |
| 9 | 19 | 17 |

Casting spells costs energy in the form of Hit Points. The cost is 1 + double the level of the spell being cast. This loss cannot be healed normally but is recovered fully after 8 hours of comfortable rest. See rules for regaining **HP**.

There is no need to memorize spells in advance; casters can cast any spell that they have learned and have enough **HP** to cast.

Casting a spell is not an automatic success; spell casting requires a roll against a Difficulty Class (**DC**) of 10 +1 *per spell level*. In addition spells can use the rules for critical hits.

Magic Attack = *MIND bonus + caster level* >= **DC + spell level**

For spells that require a physical hit on an opponent, roll instead the Magic attack bonus vs. the targets **AC** (shields may or may not apply).

For spells that allow a save the target must match the Difficulty Class (**DC**) of 15 + Caster Level.

Countering spells

Interference

Spells take time to cast and a lot can happen in that time. If a caster has prepared a spell, but is

distracted or attacked before they get a chance to cast it the **DC** is increased for the casting roll. Being distracted sets base to difficult (**DC** 15) while being attacked would set it to hard (**DC** 20) or possibly even higher.

Counterspell

Arcane spell casters have the ability to disrupt other arcane casters by attempting to counter the spell. Casters can attempt to counter any type of arcane spell, however get a -1 penalty when countering spells from other schools. Counter spell is considered a cantrip or level 0 spell but only counts as a minor action (which can be taken out of turn).

The moment that a spell is cast, any caster aware of that (and who has a minor action available) may try to counter the spell. In order to succeed the countering caster must pass a **DC** 20 + (spell caster's level) save roll. Before rolling they may choose to use their magical energies to improve their chances of success: for each **HP** invested by doing so, this save roll gains +1 bonus. This loss of **HP** is only healed by resting, as per normal magic rules.

Example: a 3rd level mage and a 1st level mage face each other on a magic duel. The 3rd level mage casts a Magic Missile. The target needs to pass a **DC** 23 to counter. Before the roll, the target decides to invest 3 **HP**, receiving a +3 bonus on his roll. If he's successful, the magic is countered and fizzles - if not, he'll receive the damage.

Potions

Divine Magic spells can be made into potions. The potion must be of a spell known to the caster and it must be created in a well stocked alchemist laboratory. It takes a day per spell level to prepare the ingredients. Once the potion is finished it requires an **HP** expenditure of 5x the spell cost to infuse the potion with the magic. Potions are applied topically or ingested as appropriate. Suggested ingredients for potions are rare and expensive monster parts, precious stones or herbs. Costs should average 100gp/spell level.

Spell books and Scrolls

Arcane magic, being the magic of symbols, can be transcribed into spell books or made into scrolls.

Scrolls can be cast through use of a Read Magic spell. Scrolls disintegrate once they are cast, but can be transcribed without activating their spell. Generally the type of spell (and other errata) is indicated on the scroll allowing it to be determined prior to casting- but this does not always have to be the case. Arcane casters can only create scrolls of known spells from their own school of magic, but they can with difficulty activate scrolls for spells they do not know or even from other magic schools. Casting an unknown spell or spell of a higher level than the caster is familiar with will add +1/level to cast, and to properly cast a scroll from a different school of magic adds a base **DC** modifier of +5.

Costs and time for transcribing spells AND for writing scrolls should be comparable with the costs of potions (100gp/day and 1day per spell level). The transcriber must have a high enough level to cast the spell in order to create a scroll or copy it to their spell book. In addition to the writing requirements, to make a scroll capable of being cast as a magic spell (as opposed to being written into a spell book) requires the caster to invest magical energy into it at a cost of 5x the **HP** of the original spell.

Magic items

Permanent magical items in Beacon should be fairly rare and not generally found for sale in 'magic shops' or by NPCs except for very rare cases (or by accident!). If you are running adventures written for other systems you may find you need to drastically reduce the amount or the power of magic items described in them to fit with the balance of Beacon. If you simply include any and all magic items in your campaign you will probably not break the game rules, but you will certainly take them to strange places. However, magic can be a fantastic source of fun in game so consider making magic items that are unique or quirky, rather than ones that are plentiful and powerful.

Other Hazards

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**).

Extreme Heat & Cold

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

Disease

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

The entries for diseases include the following information: Name, 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. Two successful **DC** checks in a row will indicate the disease has been cured and stat damage will heal normally (see rules for **HP** recovery) unless otherwise indicated. Incubation lists the time before damage begins. Damage lists the ability damage the character takes after incubation and each day afterward. Diseases that prevent or hinder rest will impact normal full **HP** recovery through rest and in extreme cases prevent all **HP** recovery.

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.

The **DC** of a poison attack equals 10 + the HD level of the monster unless otherwise indicated.

The save roll to avoid the effects of poison is *phys*+**STR** with success seeing the poison having no effect on the character.

A roll of a natural 1 on the initial save **DOUBLES** the effects of the poison.

The exact effect of failure depends on **HOW MUCH** the save roll is failed by. This figure determines:

How much damage the poison inflicts each round (although, an additional save is allowed per round to avoid this).

How many rounds the poison has an effect for.

The penalty applied to all d20 rolls (except the save to avoid additional damage from this poison).

EXAMPLE - Jones is a 2nd level **FIGHTER** (+5 *physical*) with **STR** 16 (+3). A level 5 monster bites him and injects poison (**DC** 15). He rolls a 3 on his save for a total of 11. This is 4 short of what is required so Jones takes 4 points of damage straight away and if he fails a save roll at the start of each of the next 4 rounds, will take 4 points of damage each time. All other d20 rolls will suffer a -4 penalty in this period.

Several typical poisons are summarized in the table below.

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 turn 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 estimated 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

LIST OF POISONS

| Name | DC | Initial Damage | Secondary Damage | Est. Cost |
|------------------------------------|-------|-----------------|----------------------|-----------|
| Arsenic: Ingested | DC 13 | -1 STR | -1d8 STR | 12 gp |
| Blue Whinnis: Injury | DC 14 | -1 STR | unconsciousness | 12 gp |
| Burnt Othur Fumes: Inhaled | DC 18 | -1 STR* | -3d6 STR | 210 gp |
| Deathblade: Injury | DC 20 | -1d6 STR | -2d6 STR | 180 gp |
| Insanity Mist: Inhaled | DC 15 | -1d4 MIND | -2d6 MIND | 150 gp |
| Nitharit: Contact | DC 13 | 0 | -3d6 STR | 65 gp. |
| Oil of Taggit: Ingested | DC 15 | 0 | unconsciousness | 9 gp |
| Malys Root Paste: Contact | DC 16 | -1 DEX | -2d4 DEX | 50 gp |
| Monstrous Scorpion (tiny): Injury | DC 12 | -1 STR | -1 STR | 5 gp |
| Monstrous Scorpion (small): Injury | DC 12 | -1d2 STR | - 1d2 STR | 10 gp |
| Monstrous Scorpion (large): Injury | DC 14 | -1d4 STR | - 1d4 STR | 20 gp |
| Monstrous Scorpion (huge): Injury | DC 18 | -1d6 STR | - 1d6 STR | 40 gp |
| Monstrous Spider (tiny): Injury | DC 10 | -1d2 STR | -1d2 STR | 85 sp |
| Monstrous Spider (small): Injury | DC 10 | -1d3 STR | - 1d3 STR | 125 sp |
| Monstrous Spider (large): Injury | DC 13 | -1d6 STR | -1d6 STR | 25 gp |
| Monstrous Spider (huge): Injury | DC 16 | -1d8 STR | -1d8 STR | 50 gp |
| Sassone Leaf Residue: Contact | DC 16 | -2d12 hp | -1d8 STR | 30 gp |
| Sleep Poison: Injury | DC 13 | unconsciousness | Uncon. for 2d4 hours | 75 sp |
| Snake (viper): Injury | DC 11 | -1d6 STR | -1d6 STR | 12 gp |
| Snake (large viper): Injury | DC 11 | -1d6 STR | -1d6 STR | 12 gp |
| Snake (huge viper): Injury | DC 14 | -1d6 STR | -1d6 STR | 25 gp |
| Wyvern: Injury | DC 17 | -2d6 STR | -2d6 STR | 300 gp |

DISEASE TABLE

| Name | Type | DC | Incubation | Damage | Vector |
|-------------------|----------|------|------------|-----------------------------------|---------------|
| Blinding Sickness | Contact | 16 | 1d3 days | 1d4 STR + save vs. blind. | Tainted water |
| Cackle Fever | Inhaled | 16 | 1 day | 1d6 MIND | Unknown |
| Cold | Contact | 10 | 1-2 days | 1 DEX | NPCs |
| Filth Fever | Injury | 12 | 1d3 days | 1d3 DEX and 1d3 STR | Vermin |
| Flu | Contact | 10 | 1d3 days | 1 STR and 1 MIND | NPCs |
| Flux | Ingested | 12 | 1 day | Cannot recover HP | Tainted water |
| Mindfire | Inhaled | 12 | 1 day | 1d4 MIND | Unknown |
| Mummy Rot | Contact | 20 | 1 day | 1d6 STR * | Mummies |
| Plague | Contact | 12** | 1-3 days | 1 STR and 1 CHA | NPCs |
| Red Ache | Injury | 15 | 1d3 days | 1d6 STR | Unknown |
| Shakes | Contact | 13 | 1 day | 1d8 DEX | Unknown |
| Slimy Doom | Contact | 14 | 1 day | 1d4 STR * | Slimy Doom |

*can only be healed by magic

**Add DC 1 each day

ATTACK BONUS PROGRESSION

| | L1 | L2 | L3 | L4 | L5 | L6 | L7 | L8 | L9 | L10 | L11 | L12 | L13 | L14 | L15 | L16 |
|-----------|----|----|----|----|----|----|----|----|----|-----|-----|-----|-----|-----|-----|-----|
| Fighter | +1 | +2 | +3 | +4 | +5 | +6 | +7 | +8 | +9 | +10 | +11 | +12 | +13 | +14 | +15 | +16 |
| Rogue | 0 | +1 | +1 | +2 | +2 | +3 | +3 | +4 | +4 | +5 | +5 | +6 | +6 | +7 | +7 | +8 |
| Savant | 0 | +1 | +1 | +2 | +2 | +3 | +3 | +4 | +4 | +5 | +5 | +6 | +6 | +7 | +7 | +8 |
| Mage | 0 | 0 | +1 | +1 | +1 | +2 | +2 | +2 | +3 | +3 | +3 | +4 | +4 | +4 | +5 | +5 |
| Enchanter | 0 | 0 | +1 | +1 | +1 | +2 | +2 | +2 | +3 | +3 | +3 | +4 | +4 | +4 | +5 | +5 |
| Druid | 0 | 0 | +1 | +1 | +1 | +2 | +2 | +2 | +3 | +3 | +3 | +4 | +4 | +4 | +5 | +5 |
| Cleric | 0 | +1 | +1 | +2 | +2 | +3 | +3 | +4 | +4 | +5 | +5 | +6 | +6 | +7 | +7 | +8 |

CRITICAL HIT TABLE

| Roll 2d10 | Combat Critical* | Magic Critical | Combat Fumble | Magic Fumble |
|------------------|--|--|--|--|
| 2-3 | Triple max weapon damage. AC -3 | Triple spell effect target is -5 on save | Break! Arm or Hand. -1d4 STR/DEX** | Explosion! Spell does max damage/effect to 10ft radius/level |
| 4-5 | Max weapon damage + Target AC - 50% | Double spell effect | Attacker's weapon breaks | Mana Burn! Caster drops to 1 hp |
| 6-7 | Max weapon damage + Disarm target | Max spell effect+ Spell uses 50% less hp | Attacker's weapon damaged, now does 50% damage | Mana Burn! Caster drops d10 hp |
| 8-9 | Max weapon damage + Target Stunned 1 turn | Max spell effect, spell uses 1d4 less hp | Attacker drops weapon | Caster faints: stunned 1d4 turns |
| 10-12 | Max weapon damage. AC -1 | Max spell effect | Attacker stunned 1 turn | Caster stunned 1 turn |
| 13-14 | Max weapon damage OR Disarm opponent | Max spell effect , target is -2 on save | Pulled a muscle: Attacker is -3 AC for rest of fight | Caster mute for 1d4 rounds |
| 15-16 | Double max weapon damage. AC -2 | Caster gets +1 on magic rolls and saves for 1d6 rounds | Attacker takes half the damage | Miscast: Cannot cast this spell for d4 hours |
| 17-18 | Attacker gets +1 bonus for all combat for 1d6 rounds | Spell works as d4 levels higher | Attacker takes ALL the damage | Backfire: Spell targets the wrong thing. |
| 19-20 | Max weapon damage + Break Opponents Limb - 1d4 STR/DEX** | Caster can cast spell as +1 Level (permanent) | Wipeout: attacker falls and drops to 0hp - unconscious | Brain Burn! Caster loses 1d6 MIND** |

*For critical hits that do "AC damage" treat this as permanent damage to the armour or some temporary incapacitation (like a lost scale or a pronounced limp) to the target if they have no armour. Armour damaged this way can be repaired by tradesmen, generally for fractional value of the original cost.

** treat all stat loss as you would STR damage (see section on HP) for purposes of recovery.

Equipment

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.

Range (Increments): 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 5 range increments. A projectile weapon can shoot out to 10 range increments.

MinSTR: Light Weapons have **MinSTR** of 6 while, Heavy Weapons have a **MinSTR** of 12 to use the weapon *without penalty* (see Combat).

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

DEX Mod: The amount that the shield modifies your **DEX** stat (and associated bonus).

MinSTR: The minimum **STR** required to use the armour *without penalty* (see Combat).

Coinage

Since economics is very integral to the campaign setting, coinage and item prices can vary widely between different locations and any prices listed should be flexible based on circumstances and supply. The exchange rates* for the most common coins is as follows:

- 10 copper pieces (cp) = 1 Silver piece (sp)
- 10 silver pieces = 1 gold piece (gp)
- 10 gold pieces = 1 platinum piece (pp)

The standard weight of a coin is 1/3 of an ounce so 50 coins will weigh 1 pound.

*Remember money exchange is a service and not a right; be sure to have merchants charge a percentage when players convert coins.

LIGHT WEAPONS

| Weapon (1d6 dam) | Cost | Range |
|----------------------------|-------------|--------------|
| Cestus | 25 sp | |
| Club | — | |
| Dagger | 3 sp | 10 ft. |
| Dart | 1 sp | 20 ft. |
| Hammer, light | 2 sp | 20 ft. |
| Hand axe | 6 sp | 10 ft. |
| Javelin | 1 sp | 30 ft. |
| Mace, light | 5 sp | |
| Pick, light | 4 sp | |
| Quarterstaff† | 2 sp | |
| Rapier | 50 sp | |
| Sap | 1 sp | |
| Scimitar | 15 sp | |
| Scythe† | 2 sp | |
| Short Sword | 20 sp | |
| Spear/Pike†‡ | 2 sp | |
| Spear, short† | 2 sp | 20 ft. |
| Whip | 2 sp | |
| <i>Projectile Weapons:</i> | | |
| Crossbow, light*† | 25 sp | 80 ft. |
| Sling | 5 cp | 50 ft. |
| Short bow† | 15 sp | 60 ft. |

* Max four shots per turn

† Used two-handed

‡ Pole Arm

HEAVY WEAPONS

| Weapon (1d8 dam) | Cost | Range |
|----------------------------|-------------|--------------|
| Battle axe | 25 sp | |
| Falchion | 75 sp | |
| Flail | 8 sp | |
| Glaive-gisarme†‡ | 18 sp | |
| Halberd†‡ | 10 sp | |
| Mace, heavy | 12 sp | |
| Maul† | 6 sp | |
| Morningstar | 8 sp | |
| Pick, heavy† | 8 sp | |
| Sword, bastard | 55 sp | |
| Sword, long | 35 sp | |
| Sword, two-handed† | 80 sp | |
| Trident | 15 sp | 10 ft. |
| War axe, dwarven axe† | 45 sp | |
| War hammer | 12 sp | |
| <i>Projectile Weapons:</i> | | |
| Crossbow*† | 35 sp | 120 ft. |
| Longbow† | 25 sp | 100 ft. |

* Max two shots per turn

† Used two-handed

‡ Pole Arm

ARMOUR

| <i>Armour</i> | <i>Cost</i> | <i>MinSTR</i> | <i>AC bonus</i> |
|-----------------|-------------|---------------|-----------------|
| Light | | | |
| Padded | 5 sp | - | +1 |
| Leather | 20 sp | 6 | +2 |
| Studded Leather | 40 sp | 8 | +3 |
| Medium | | | |
| Scale mail | 200 sp | 10 | +4 |
| Splint mail | 800 sp | 10 | +5 |
| Chain mail | 350 sp | 12 | +5 |
| Heavy | | | |
| Banded mail | 1200 sp | 14 | +6 |
| Half plate | 1800 sp | 14 | +7 |
| Full plate | 3000 sp | 15 | +8 |

SHIELDS

| <i>Armour</i> | <i>Cost</i> | <i>Dex Mod</i> | <i>AC bonus</i> |
|----------------------|-------------|----------------|-----------------|
| Buckler | 15 sp | | |
| Shield, small steel | 12 sp | -1 | +1 |
| Shield, small wooden | 2 sp | -2 | +1 |
| Shield, large | 25 sp | -2 | +2 |
| Shield, tower | 35 sp | -3 | +2* |

*can be used as cover instead of as shield

TRADE GOODS

| <i>Cost</i> | <i>Item</i> |
|-------------|---------------------------------|
| 1-2 cp | 1lb flour/1 beer |
| 5 cp | 1lb iron /1 chicken |
| 1-2 sp | 1lb spice /1 goat |
| 3-4 sp | 1 yard linen/ 1 pig or sheep |
| 5 sp | 1lb tobacco/1lb copper |
| 1 gp | 1lb salt /1 cow, 1 cask of beer |
| 5 gp | 1 yard silk /1lb silver |
| 1 pp | 1 good light riding horse |
| 5 pp | 1lb gold |

HIRELINGS

| <i>Est. Daily Cost*</i> | <i>Specialist</i> |
|-------------------------|------------------------|
| 3 cp | Porter, Torch Bearer |
| 5 cp | Guide, Cook, Minstrel |
| 7 cp | Driver, Animal Handler |
| 1 sp | Unskilled Man-at Arms |
| 3 sp | Scout, Translator |
| 5 sp | Sage, Researcher |
| 1 gp/level | Trained Man at Arms |

*Employers must also provide food and transport

MOUNTS & TRANSPORT

| | | | |
|--------------------------|-----------------|-------------------------|-----------------|
| Barding, medium creature | armour price x2 | Barding, large creature | armour price x4 |
| Bit and Bridle | 2 sp | Dog, guard | 25 sp |
| Dog, war | 75 sp | Donkey or Mule | 8 sp |
| Feed (per day) | 5 cp | Horse, heavy | 20 gp |
| Horse, light | 10 gp | Pony | 3 gp |
| Saddle, military | 2 gp | Saddle, pack | 5 sp |
| Saddle, riding | 1 gp | Saddlebags | 4 sp |
| Stabling (per day) | 5 cp | Warhorse, heavy* | 140 gp |
| Warhorse, light* | 75 gp | War pony* | 90 gp |
| Cart | 15 sp | Wagon | 15 gp |
| Carriage | 50 gp | Rowboat | 5 gp |
| Keelboat | 300 gp | Longboat | 600 gp |
| Scow | 1000 gp | Galley | 3000 gp |

*war animals add 2 HD

CLOTHING

| | | | |
|---------------------|------|--------------------|-------|
| Artisan's Outfit | 1 sp | Cleric's Vestments | 5 sp |
| Cold Weather Outfit | 8 sp | Courtier's Outfit | 3 gp |
| Entertainer Outfit | 3 sp | Explorer's Outfit | 1 gp |
| Monk's Outfit | 5 sp | Noble's Outfit | 75 sp |
| Peasant's Outfit | 2 cp | Royal Outfit | 20 gp |
| Scholar's Outfit | 5 sp | Traveler's Outfit | 1 sp |

GENERAL EQUIPMENT

| | | | | | | | |
|-----------------------|-------|--------------------------|-------|-------------------------|-------|--------------------------|-------|
| Acid (flask) | 15 sp | Fishing net (25 sq. ft.) | 4 sp | Manacles | 5 sp | Sewing Needle | 1 cp |
| Alchemist tools | 50 gp | Firewood (per day) | 2 cp | Mirror, small steel | 10 sp | Signal Whistle | 8 cp |
| Antitoxin (vial) | 5 gp* | Flint and Steel | 15 cp | Musical Instrument | 5 gp | Signet Ring | 5 gp |
| Artisan's Tools | 5 gp | Grappling Hook | 1 sp | Oil, lamp | 1 sp | Silver Dagger | 9 gp |
| Bedroll | 2 cp | Holy Symbol, wooden | 1 sp | Oil, leather | 4 cp | Sledge | 1 sp |
| Bell | 2 sp | Holy Symbol, silver | 7 gp | Paper (sheet) | 1 sp | Soap (per lb.) | 5 cp |
| Blanket, winter | 5 cp | Hourglass | 5 gp | Parchment (sheet) | 3 cp | Spyglass | 50 gp |
| Block and Tackle | 15 cp | Ink (1 oz. Vial) | 8 sp | Pick, miner's | 3 sp | Spade or Shovel | 6 cp |
| Caltrops (5) | 1 sp | Ink pen | 1 cp | Piton | 1 cp | Spell book (blank) | 15 gp |
| Candle | 1 cp | Ladder, 10 ft. | 5 sp | Pole, 10 ft. | 2 cp | Spike | 2 cp |
| Canvas (sq. yd.) | 1 cp | Lamp, common | 1 sp | Pot, iron | 5 cp | Tarp | 6 cp |
| Chain (10 ft.) | 7 cp | Lantern, bull's-eye | 12 sp | Ram, portable | 5 cp | Tarp, oiled | 1 sp |
| Chalk, 1 piece | 1 cp | Lantern, hooded | 7 sp | Rope, hempen (50 ft.) | 1 cp | Tent, small | 1 gp |
| Craftsman's Tools | 5 gp | Lock, simple | 2 gp | Rope, silk (50 ft.) | 9 sp | Tent, large | 3 gp |
| Crowbar | 2 cp | Lock, average | 4 gp | Saw | 9 cp | Thieves' Tools | 3 gp |
| Disguise Kit | 5 gp | Lock, good | 8 gp | Scale | 2 sp | Torch | 1 cp |
| Fishhooks (5) | 1 cp | Magnifying Glass | 9 gp | Sealing Wax | 2 cp | Whetstone | 1 cp |
| Ammo | | | | | | | |
| Arrows (20) | 1 sp | Bolts (10) | 1 sp | Steel shot (10) | 1 cp | Darts (5) | 5 sp |
| Silver Arrows (20) | 2 gp | Silver Bolts (10) | 1 gp | Silver shot (10) | 7 sp | Silver darts (5) | 2 gp |
| Containers | | | | | | | |
| Amphora | 3 cp | Bottle, glass | 8 cp | Flask, glass | 8 cp | Quiver (leather) | 1sp |
| Backpack | 8 sp | Bucket | 5 cp | Flask, steel | 3 sp | Sack (2) | 1 cp |
| Barrel | 1 sp | Case, scroll | 5 sp | Jug/pitcher, clay | 3 cp | Satchel | 1 sp |
| Basket | 1 cp | Chest, wood | 2 gp | Mug, clay | 1 cp | Vial, silver | 1 gp |
| Cask | 8 sp | Chest, metal | 5 sp | Purse | 2 cp | Waist Pouch | 2 sp |
| Bottle, clay | 1 cp | Flask, clay | 3 cp | Quiver** (reed) | 2 cp | Water skin | 1 sp |
| Food and Drink | | | | | | | |
| Beer, mug | 1 cp | Whisky, glass | 1 cp | Tavern meal (sops/stew) | 2 cp | Bread | 2 cp |
| Beer, cask | 1 gp | Whisky, bottle | 3 sp | Porridge | 1 cp | Produce | 3 cp |
| Wine, glass | 2 cp | Whisky, cask | 3 gp | Decent meal | 2 sp | Rations, bulk (per day) | 2 cp |
| Wine, cask | 2 gp | Cheese | 1 cp | Fine Meal | 6 sp | Rations, trail (per day) | 5 cp |

*prices are for common toxin antidotes, e.g. monstrous spider or common snake venom.

** Quivers hold 20 arrows or bolts

Mage Spells

Mage Cantrips:

Alarm:

Range: Touch.
Duration: 2 hours /level.
Description: Alert caster of intrusion (10ft area/level) or of an item such as a door or chest.

Arcane Mark:

Range: Touch.
Duration: Permanent.
Description: Inscribes a personal rune (visible or hidden).

Create Fire:

Range: 1 ft.
Duration: Instant.
Description: Ignite flammable object.

Detect Magic:

Range: 60 ft.
Duration: Concentration, up to 1 turn /level.
Description: Detect spells and magic items along line of sight.

Ghost Sounds:

Range: 30 ft.
Duration: 1 turn /level or concentration.
Description: Project minor or distracting sounds.

Light:

Range: Touch.
Duration: 10 min. /level.
Description: Object shines like a torch.

Mage Hand:

Range: 10 ft.
Duration: Concentration.
Description: Slow telekinesis up to 5-pounds.

Prestidigitation:

Range: 10 ft.
Duration: Concentration.
Description: Performs minor magical tricks with smoke and fog. Caster can make shapes suggest themselves, change the colour or direction of smoke and fogs.

Read Magic:

Range: Personal.
Duration: 10 min. /level.
Description: Read magic writing, scrolls and spell books.

1st Level Mage Spells:

Feather Fall:

Range: 25 ft. + 5 ft. /level.
Duration: 1 turn/level
Description: Objects or creatures fall slowly for 1 turn /level.

Floating Disk:

Range: 25 ft. + 5 ft. /level.
Duration: 1 hour/level.
Description: Creates 3-ft.-diameter horizontal disk that holds 100 lb. /level.

Grease:

Range: 25 ft. + 5 ft. /level.
Duration: 1 turn / level.
Description: Makes 10ft area or item slippery. Creatures in area make DEX check -5 to remain standing.

Hold Portal:

Range: 10 ft. /level.
Duration: Concentration.
Description: Holds door shut as if locked. Adds **DC** +1/caster level to all attempts to force open.

Identify:

Range: Touch.
Duration: Instant.
Description: Determines properties of magic items. **DC** = 11+ (target item level - caster level).

Mage Armor:

Range: Touch.
Duration: 10 min. /level.
Description: Gives subject +4 **AC** bonus.

Magic Missile:

Range: Sight.
Duration: Instant.
Description: Caster launches missile that follows target and does 4+1d4 damage.

Ray of Frost:

Range: 25 ft. + 5 ft. /level.
Duration: Instant.
Description: Cold radiates from casters hand which can freeze small objects such as a bucket of water or small puddles. Ray deals 1d6 cold damage to living creatures.

Shocking Grasp:

Range: Touch.
Duration: Instant.
Description: Touch delivers 2d6 electricity damage.

2nd Level Mage Spells:

Arcane Lock:

Range: Touch.
Duration: Permanent.
Description: Magically locks door or chest to any but caster.

Chill Wind:

Range: 10 ft. /level
Duration: 1 turn /level.
Description: Icy wind emanates from caster and knocks down smaller creatures and/or disrupts light missiles, does 1d6 cold damage per turn.

Decipher:

Range: Sight.
Duration: 10 min. /level.
Description: You can understand any natural (non-magical, un-encoded) written language. Coded messages *might* be understood with a DC added to the casting roll.

Knock:

Range: Sight.
Duration: Instant.
Description: Opens locked or magically sealed chests or doors.

Levitate:

Range: Touch.
Duration: 1 turn /level.
Description: Subject moves up and down at your direction.

Mage Sight:

Range: Personal.
Duration: 10 min. /level.
Description: Caster is able to see in the dark for up to 60'. Can also see invisible or ethereal objects. Does not enable caster to see through illusions or see normally hidden objects.

Protection from Missiles:

Range: Personal.
Duration: 10 min. /level or until all damage is absorbed.
Description: Creates an invisible shield which has damage resistance of 10 +1 point / caster level against ranged weapons.

Spider Climb:

Range: Touch.
Duration: 10 min. /level.
Description: Grants ability to walk on walls and ceilings.

Web:

Range: 5 ft. /level.
Duration: 1 turn /level.

Description: Creates sticky net 20ft sq. to entangle creatures.

3rd Level Mage Spells:

Arcane Sight:

Range: Sight.
Duration: 1 turn /level.
Description: Magical auras and effects become visible to caster.

Dispel Magic:

Range: 100 ft. + 10 ft. / level.
Duration: Instant or 10 min / level.
Description: Cancels magical spells and effects. Works against non permanent spells **DC** = 11+ (target spell - caster level). **DC** + 2 when used against spells from different magic schools. Can also be used to suppress the effects of permanent magic spells for the duration of the spell.

Fireball:

Range: Up to 300 ft. +20 ft. /level.
Duration: Instant.
Description: Ball of fire materializes at desired range and deals 3d6 +1/level damage to everything in a 20-ft. radius. Will ignite flammable items.

Fly:

Range: Touch.
Duration: 1 turn /level.
Description: Subject can fly up to 60 ft/turn

Gaseous Form:

Range: Touch.
Duration: 1 turn /level.
Description: Subject becomes insubstantial and can float slowly.

Haste:

Range: 10 ft. /level.
Duration: 1 turn /level.
Description: Target moves faster (2 action turns every turn).

Lightning Bolt:

Range: 150 ft.
Duration: N/A.
Description: Electricity arcs from caster and deals 3d6 +1/level damage to target.

Slow:

Range: 10 ft. /level.
Duration: 1 turn /level.
Description: Target moves slower (1 action turns per 2 turns).

Vampiric Touch:

Range: Touch.

Duration: Instant.

Description: Touch deals 1d8 +1/level damage; caster can use this damage to restore their physical **HP** but not magic fatigue.

4th Level Mage Spells:

Animate Dead:

Range: Touch.

Duration: Permanent.

Description: Creates 2 **HD**/ level of undead skeletons or zombies. Can control up to 4 **HD** of undead created per level.

Arcane Eye:

Range: N/A.

Duration: 1 turn /level.

Description: Small floating eye moves 30 ft. /turn
Can be used to cast spells.

Black Tentacles:

Range: 60 ft. +10 ft. /level.

Duration: 1 turn /level.

Description: 10 ft. long rubbery tentacles grapple all within 20 ft. **DC** 8 + caster level to escape/avoid being held. While held, creatures take 1d6+4 points damage.

Dimension Door:

Range: 400 ft. + 50 ft. /level.

Duration: 1 turn /level.

Description: Opens a magic portal which teleports users a short distance visualized or in a chosen direction. If there is no open space in the target location then the portal targets a nearby location. If there are no nearby locations (e.g. inside a rock) then the spell fails and caster takes 1d6 damage.

Geas, Lesser:

Range: Sight and hearing.

Duration: 1 day/level or until task completed.

Description: Places a magical command on target subject of 7 **HD** or less. Geas cannot be used to command creatures to kill themselves or place themselves in known peril of death.

Polymorph, lesser:

Range: Touch.

Duration: 1 turn /level.

Description: Gives one willing subject a new form, subject gains all non-spell like abilities of form (e.g. flying, water breathing). Damage taken in the new form reverts to a proportional damage when target resumes its original form.

Shout:

Range: 30 ft cone.

Duration: Instant.

Description: Deafens all within cone for 2d6 turns and deals 5d6 sonic damage. Crystalline/glass items in range take 1d6 points of damage per caster level.

Wall of Fire:

Range: 100 ft. +10 ft. /level.

Duration: Concentration +1 turn /level.

Description: Opaque curtain of fire length and height of 20ft. per level. Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through the wall deals 2d6 damage +1/level.

Wall of Ice:

Range: 100 ft. +10 ft. /level.

Duration: Until it melts.

Description: Creates ice wall or hemisphere up to 10 x 10 ft. per caster level and 1 inch per level thick. Wall takes 15 +1 **HP**/level, creatures trapped inside take 1d6 cold damage.

5th Level Mage Spells:

Cloudkill:

Range: 100 ft. +10 ft. /level.

Duration: 1 turn /level.

Description: Kills creatures of 3 **HD** or less; creatures of 4-6 **HD** must save vs. **STR** or die, creatures with 6+ **HD** take 1d4 **STR** damage.

Cone of Cold:

Range: 60 ft. cone.

Duration: Instant.

Description: Ice blast does 1d6/level cold damage (max 15d6).

Grow/Shrink Creature:

Range: 30 ft. + 5 ft. /level.

Duration: 1 turn /level.

Description: Target creature doubles or halves in size. Targets doubled in size have double **STR** and half **DEX** and take half damage from attacks; creatures half sized have double **DEX** and half **STR** and take double damage from attacks.

Hold:

Range: 100 ft. +10 ft. /level.

Duration: 1 turn / level.

Description: Immobilizes creatures equal to 1 **HD**/level while concentrating. Creatures get a chance to break the hold. **DC** 10+ caster's level each round.

Missile Shield:

Range: Dome 5 ft. + 5ft. / level.

Duration: 10 min. /level.

Description: A clear dome that deflects non-magical missiles and falling objects (e.g. rocks, branches).

Magic Resistance, lesser:

Range: Touch.

Duration: 10 min. /level.

Description: Confers +5 spell resistances (damage and saves) to target.

Telekinesis:

Range: 400 ft. + 40 ft. /level.

Duration: 1 turn /level with concentration.

Description: Caster can move objects with their mind up to 25 pounds /level up to 20 ft. /turn.

Teleport:

Range: 100 miles / level.

Duration: Instant.

Description: Instantly transports you as far as 100 miles/level.

Wall of Stone:

Range: 100 ft. + 10 ft. /level

Duration: Permanent.

Description: Creates a stone wall of desired shape and with a volume of 5ft sq/ level.

6th Level Mage Spells:

Analyze Dweomer:

Range: Sight.

Duration: Concentration.

Description: Reveals magical aspects of subject.

Antimagic Field:

Range: 10ft radius.

Duration: 10 min. /level.

Description: Suppresses the effects of magic brought into or cast in the field. Spell effects may resume when field is dispelled.

Chain Lightning:

Range: 400 ft. + 40 ft. /level.

Duration: Instant.

Description: 1d6/level damage; 1 secondary bolt/level each deals half damage.

Contingency:

Range: N/A

Duration: 1day / level or discharged.

Description: Sets trigger condition for another spell.

Destroy Undead:

Range: A radius of 5 ft. /level.

Duration: Instant.

Description: The spell destroys 1d4 HD per caster level worth of undead creatures in area (maximum 20d4).

Disintegrate:

Range: 100 ft. + 10 ft. /level

Duration: Instant.

Description: Destroys one creature or object.

Flight:

Range: Personal.

Duration: 1 hour /level

Description: Fly up to 704 ft per turn or 8 mph.

Geas:

Range: Sight and hearing.

Duration: Until discharged or removed.

Description: Commands any creature, binding it to a specific task. Subject takes 3d6 points of damage each day it does not attempt to follow the geas. A geas cannot be used to command creatures to kill themselves or place themselves in known peril of death.

Protection from Cold or Heat:

Range: Touch.

Duration: 10 min. /level.

Description: Confers +8 resistance to either Heat or Cold on target.

Enchanter Spells

Enchanter Cantrips:

Arcane Mark:

Range: Touch.
Duration: Permanent.
Description: Inscribes a personal rune (visible or hidden).

Confusion:

Range: 25 ft. + 5 ft. /2 levels.
Duration: 1 turn.
Description: In their next combat action, target has +5% chance of a critical fumble per every 2 caster levels, up to a maximum of 50%.

Dancing Lights:

Range: 100 ft. + 10 ft. /level
Duration: 1 turn.
Description: Creates floating lights (up to one per level) which may resemble torches or coloured lights.

Daze:

Range: 25 ft. + 5 ft. /2 levels.
Duration: 1 turn.
Description: Clouds mind of the target. Intelligent creature (4 **HD** or less) loses next action if not resisted.

Decorate:

Range: 10 ft.
Duration: 1 hour
Description: Performs minor visual tricks such as colour changes to smoke, clothing, eyes and hair, sparkling effects or other very minor illusions.

Detect Magic:

Range: 60 ft.
Duration: Concentration, up to 1 min. /level.
Description: Detect magical auras from spells and magic items.

Ghost Sound:

Range: 25 ft. + 5 ft. /2 levels.
Duration: 1 turn /level.
Description: Create fragments of sounds such as indistinct talking, squeaks or creaking.

Message:

Range: 100 ft. + 10 ft. /level
Duration: 1 turn /level.
Description: Whisper to a target at a distance.

Read Magic:

Range: Personal.
Duration: 10 min. /level.

Description: Read magic writing, scrolls and spell books.

1st Level Enchanter Spells:

Charm Person:

Range: 25 ft. + 5 ft. /2 levels
Duration: 1 hour/level
Description: Makes one humanoid your friend. Hostile targets receive +5 to resist.

Color Spray:

Range: 15 ft.
Duration: Instant.
Description: Vivid burst of colored light as a 15' cone. Sighted creatures who fail to resist are blinded and stunned for 2d4 minutes.

Detect Illusion:

Range: 60 ft.
Duration: Concentration, up to 1 turn /level.
Description: Caster can detect visual illusions along line of sight or discern audible illusions.

Disguise Self:

Range: Personal.
Duration: 10 min. /level.
Description: Changes your appearance within limits of basic body type. Can appear to be shorter, taller, stouter or otherwise clothed or armoured. Can assume the appearance of a person of the same race if familiar. Does not change mannerisms or voice.

Fright:

Range: 25 ft. + 5 ft. /2 levels.
Duration: 1d4 turns.
Description: One creature (5 **HD** or less) flees in terror.

Mesmerize:

Range: 25 ft. + 5 ft. /2 levels + Sight and hearing.
Duration: 2d4 turns.
Description: Fascinates 2d4 **HD** of creatures causing them to stop and stare. Hostile targets gain +2 resist.

Silent Image:

Range: 400ft. + 40ft. /level.
Duration: Concentration.
Description: Creates a visual only illusion of your design up to 5 cubic feet/level in size.

Sleep:

Range: 50 ft + 10 ft. /level.
Duration: 1 turn /level.
Description: Puts 4 **HD** of creatures into magical slumber. Creatures can be woken with difficulty.

Ventriloquism:

Range: 25 ft. + 5 ft. /2 levels
Duration: 1 turn /level.
Description: Throws voice for 1 turn per level.

2nd Level Enchanter Spells:

Blindness/Deafness:

Range: 100 ft. + 10 ft. /level.
Duration: Permanent.
Description: Makes subject blinded or deafened
DC 8+ caster level to save.

Blur:

Range: Touch.
Duration: 1 turn /level.
Description: Target appears to shift and blur and gains +4 to **AC**, cannot be Sneak Attacked.

Darkness:

Range: Touch.
Duration: 10 min. /level.
Description: Touched object radiates 20-ft. sphere of supernatural shadow.

Hideous Laughter:

Range: 25 ft. + 5 ft. /2 levels.
Duration: 1 turn /level.
Description: Subject undergoes fits of laughter, loses actions.

Hypnotic Pattern:

Range: 100 ft. + 10 ft. /level.
Duration: Concentration + 2 turns.
Description: Fascinates up to 2d4+level **HD** of creatures.

Invisibility:

Range: Touch.
Duration: 1 turn /level.
Description: Subject is invisible for until it attacks. Does not mask sounds or scent.

Magic Mouth:

Range: 25 ft. + 5 ft. /2 levels.
Duration: Permanent until discharged.
Description: Magical image of mouth speaks short phrase once when triggered.

Minor Image:

Range: 400ft. + 40ft. /level.
Duration: Concentration +2 turns.
Description: Creates a visual and audible illusion of your design up to 5 cubic feet/level in size.

Mirror Image:

Range: Personal.
Duration: 1 turn /level.
Description: Creates 1d4+1 decoys all within 5 feet of each other which shift around. Chance

that attacker hits image is determined by random roll (except for area effects).

3rd Level Enchanter Spells:

Clairaudience/Clairvoyance:

Range: 400 ft. + 40 ft. /level.
Duration: 1 turn /level
Description: Hear or see at a distance (cannot use for ranged casting.)

Daylight:

Range: Touch
Duration: 10 min. /level.
Description: Target emits 60' radius sphere of light as strong as full daylight.

Lesser Seeming:

Range: Touch.
Duration: 1 hour.
Description: Visual and audible illusion changes appearance of 1 creature to another creature of at least 50% similar size and shape. Does not provide any tactile, mobile or ability effects to recipient.

Illusory Script:

Range: Touch (writing).
Duration: One day/level.
Description: Embed hidden message in writing or write a secret message. Only the intended reader can decipher.

Invisibility Sphere:

Range: Touch.
Duration: 1 turn /level.
Description: Makes everyone within 10' of object invisible.

Major Image:

Range: 400ft. + 40ft. /level.
Duration: Concentration +2 turns.
Description: As *minor image*, creates an illusion of your design up to 5 cubic feet/level in size plus sound, smell, and thermal effects.

Nondetection:

Range: Touch
Duration: 1 hour/level.
Description: Hides subject from magical detection devices or spells such as divination or scrying.

Stinking Cloud:

Range: 100 ft. + 10 ft. /level.
Duration: 1 turn /level.
Description: Creates a cloud of nauseating vapors. Nauseated creatures must save (**DC 10** + caster level) or take no actions except movement. Nausea lasts 1d4+1 turns after cloud dissipates.

Suggestion:

Range: 25 ft. + 5 ft. /2 levels (requires hearing).
 Duration: 1 hour/level or until completed.
 Description: Compels subject to follow stated course of action. Suggestion can also be triggered by an event. Suggestion is broken if it involves obvious harm to subject.

4th Level Enchanter Spells:**Animate Shadow:**

Range: 25 ft. + 5 ft. /2 levels.
 Duration: Concentration + 1 turn /level.
 Description: Turns *an existing shadow* of any type into a shadow of a creature or creatures with total HD equal to the casters level. Shadow creatures are mostly insubstantial and do 1d6 damage and have an AC of 15.

Charm Monster:

Range: 25 ft. + 5 ft. /2 levels.
 Duration: 1 day/level.
 Description: Make one living creature believe it is your ally.

Crushing Despair:

Range: 30 ft cone.
 Duration: 1 turn /level.
 Description: Subjects in area take -2 on attack rolls, damage rolls, saves, and checks.

Fear:

Range: 30 ft cone.
 Duration: 1 turn /level.
 Description: Subjects within cone save or flee in terror.

Hallucinatory Terrain:

Range: 30ft. /level.
 Duration: 2 hours /level.
 Description: Makes one type of terrain appear like another (field into forest, or the like).

Illusory Wall:

Range: 25 ft. + 5 ft. /2 levels.
 Duration: Permanent.
 Description: Permanent wall, floor, or ceiling looks real, but anything can pass through.

Invisibility, Greater:

Range: Touch.
 Duration: 1 turn /level.
 Description: As invisibility, but subject can attack and stay invisible. Cannot be detected by mage sight.

Phantasmal:

Range: 100 ft. + 10 ft. /level.
 Duration: Instant.

Description: Fearsome illusion deals 1d6 damage/level + insanity check DC 5.

Rainbow Pattern:

Range: 100 ft. + 10 ft. /level
 Duration: Concentration + 1 turn /level.
 Description: 20 ft. sphere of rainbow lights fascinate up to 24 **HD** of (sighted) creatures within it.

5th Level Enchanter Spells:**Break Enchantment:**

Range: 25 ft. + 5 ft. /2 levels.
 Duration: Instant.
 Description: Frees subjects (Up to one creature per level, all within 30 ft. of each other) from enchantments, alterations, curses, and petrification.

Dream/Nightmare:

Range: Unlimited.
 Duration: N/A.
 Description: Sends a dream message to anyone sleeping or a nightmare that ends with dealing 1d10 **HP** and preventing their rest. Must be able to see the target or have an item of theirs.

Dominate Person:

Range: 25 ft. + 5 ft. /2 levels.
 Duration: 1 day/level.
 Description: Subject will follow orders of the caster and can be directly controlled telepathically. Caster will be generally aware of the subjects actions even when they are not nearby and can concentrate fully to access the subjects sensory input. Any commands given that are contrary to the subject's nature or interests allow them to make a save with +2 bonus.

Feebleminded:

Range: Sight
 Duration: Permanent.
 Description: Subject's **MIND** score drops to 1.

Persistent Image:

Range: 400ft. + 40ft. /level.
 Duration: 1 turn /level.
 Description: As *major image*, creates an illusion up to 5 cubic feet/level in size plus sound, smell, and thermal effects. Image can follow a script so no concentration is required to maintain it.

Seeming:

Range: 25 ft. + 5 ft. /2 levels.
 Duration: 12 hours.

Description: As Lesser Seeming but changes the appearance of up to 1 creature per 2 levels of caster.

Symbol of Pain:

Range: Touch.

Duration: Until triggered.

Description: Glowing rune wracks creatures with pain (triggered by proximity or sight). -4 to actions for 10 min/casters level.

Symbol of Sleep:

Range: Touch.

Duration: Until triggered.

Description: Glowing rune causes creatures to fall into a catatonic sleep (triggered by proximity or sight). Cannot be woken for 10 min/casters level.

Visions of Insanity:

Range: Sight.

Duration: 1day/level.

Description: Caster creates images in the target's mind that are so horrible that they become insane. Save is **DC** 5+ 1/caster level.

6th Level Enchanter Spells:

Mislead:

Range: 25 ft. + 5 ft. /2 levels

Duration: 1 turn/level and concentration + 3 turns

Description: Turns you invisible (as Greater invisibility) for the specified time and creates an illusory double which can be controlled by concentration and which will last 3 turns afterwards.

Phantasmal Killer:

Range: 100 ft. + 10 ft. /level.

Duration: Instant.

Description: Fearsome illusion deals 2d6 damage/level + insanity check **DC** 10.

Permanent Image:

Range: 400ft. + 40ft. /level.

Duration: Permanent.

Description: Caster creates a permanent illusion with sight, sound, and smell.

Programmed Image:

Range: 400ft. + 40ft. /level.

Duration: Permanent until triggered, then 1 turn/level

Description: As persistent image but triggered by specific event.

Shadow Walk:

Range: Touch.

Duration: 1 hour /level.

Description: Step into a shadow and travel rapidly; 50mph for duration. Caster can take creatures along as long as all remain touching. Creatures who wander off or lose touch while journeying have a 50% chance of becoming lost in the shadow realm, otherwise will appear somewhere in the world emerging from a shadow.

Suggestion, Mass:

Range: 100 ft. + 10 ft. /level.

Duration: 1 hour/level or until completed

Description: As *suggestion*, plus one subject per level.

Symbol of Fear:

Range: Sight.

Duration: 10 turns /level once triggered.

Description: Triggered rune panics (drop items and flee) nearby creatures for 1 turn per level.

Symbol of Persuasion:

Range: Sight.

Duration: 10 turns /level once triggered.

Description: Triggered rune charms nearby creatures for 1 hour/level.

True Seeing:

Range: Sight.

Duration: 1 turn /level.

Description: Lets you see through all darkness, enchantments and illusions (including shape-changed or ethereal objects) and all things as they really are.

Druid Spells

Druid Cantrips:

Calm Animals:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1 turn /level.

Description: Soothes and quiets up to 2d4 + caster level HD of ordinary animals. Intelligent or magical creatures are not affected (and may even become more hostile if they suspect they are being manipulated).

Clean Water:

Range: 25 ft. + 5 ft. /2 levels.

Duration: Instant.

Description: Makes up to 2 gallons/level of water drinkable and parasite free.

Detect Magic:

Range: 60 ft.

Duration: 1 turn /level or concentration.

Description: Detect spells and magic items.

Detect Poison:

Range: 25 ft. + 5 ft. /2 levels

Duration: Instant.

Description: Detects poison in one creature or object. Can determine the Poison type with KNOW check at DC 20.

Know Direction:

Range: Personal.

Duration: Instant.

Description: Discern the compass directions.

Mending:

Range: Touch.

Duration: Instant.

Description: Repairs small breaks, cracks or tears in objects.

Pass without Trace:

Range: Touch.

Duration: 1 hour/level.

Description: One subject leaves no tracks or scent as they travel.

Read Magic:

Range: Personal.

Duration: 10 min. /level.

Description: Read magic writing, scrolls and spell books.

Resist Glamour:

Range: Touch.

Duration: 1 hour/level.

Description: +1/level to resist charm and sleep effects of woodland creatures.

1st Level Druid Spells:

Entangle:

Range: 400 ft. + 40 ft. /level

Duration: 1 turn/level.

Description: Plants in area entangle everyone in a 40' radius.

Faerie Fire:

Range: 400 ft. + 40 ft. /level

Duration: 1 turn /level.

Description: Outlines all subjects within a 5 ft. radius of target in a light equal to a candle, cancels *blur*, *invisibility*, etc.

Goodberry:

Range: Touch.

Duration: 1 day.

Description: When cast on a handful of berries they become wholesome and, if immediately eaten can restore up to 2d4 **HP** (max 8 **HP** per person in a 24 hour period). Eating additional berries, or berries which are stored provide sustenance but no healing. Any original effects of the berries are replaced (e.g. poison, intoxication).

Hide from Animals:

Range: Touch.

Duration: 10 min. /level

Description: Animals cannot see, hear, or smell the target. If a subject touches or attacks an animal the spell ends.

Obscuring Mist:

Range: Personal.

Duration: 1 turn /level.

Description: Fog surrounds you in a 5 ft radius, providing concealment and obscuring all vision beyond 5 ft. Can be dissipated by strong winds.

Produce Flame:

Range: Touch.

Duration: 1 turn /level.

Description: Torch-like flames appear from casters hand. Can be used to light objects, burn opponents or can be thrown. Fire does 1d6 damage +1/level to others.

Restful Glade:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 8 hours.

Description: Enchants an area, providing a comfortable rest in the wilderness.

Speak with Animals:

Range: Personal.
Duration: 1 turn /level.
Description: You can communicate with animals.

Watcher:

Range: Touch.
Duration: 1 day/level.
Description: Plant can be spelled to raise alarm to the caster if (simple) trigger condition is observed.

2nd Level Druid Spells:

Barkskin:

Range: Touch.
Duration: 10 min. /level.
Description: Target's skin becomes tough like bark but remains flexible. Grants a +2 **AC** bonus. This bonus does not stack with other natural armour bonuses that affect skin or hides.

Bull's Strength:

Range: Touch.
Duration: 1 turn /level.
Description: Subject gains +4 to **STR**.

Cat's Grace:

Range: Touch.
Duration: 1 turn /level.
Description: Subject gains +4 to **DEX**.

Fog Cloud:

Range: 100 ft. + 10 ft. level
Duration: 10 min/level.
Description: Fog billows out from target in a 20 ft. radius and spreading 1 ft per turn in all directions and obscuring vision beyond 5ft. Fog dissipates in sunlight after an hour. A moderate wind will disperse it in 4 turns, a strong wind in 1 turn.

Gust of Wind:

Range: 60 ft one direction.
Duration: 1 turn.
Description: Strong wind rushes out from caster, blows out torches, knocks down missiles or smaller objects and creatures.

Heat/Chill Metal:

Range: 25 ft. + 5 ft. /2 levels.
Duration: 1 turn /level.
Description: Makes metal so hot or cold that it damages those who touch it for 1d4 **HP** /turn.

Summon Swarm:

Range: 25 ft. + 5 ft. /2 levels.
Duration: Concentration + 2 turns.
Description: Summons swarm of bats, rats, spiders (or other small creatures) which will attack all creatures in an area or defend an area for the

length of the spell. The caster has no control over the swarm once summoned.

Tree Shape:

Range: Personal.
Duration: 1 hour/level.
Description: You can assume the form of a tree or shrub.

Wood Shape:

Range: Touch.
Duration: Instant.
Description: Bends and rearranges wood (10 cu. ft. + 1ft. / level) into any shape. Fine detail is not possible.

3rd Level Druid Spells:

Call Lightning:

Range: 100 ft. + 10 ft. /level.
Duration: 1 turn /level
Description: Calls down a 3d6-damage lightning bolt from the sky once per turn.

Dominate Animal:

Range: 25 ft. + 5 ft. /2 levels.
Duration: 10 min/level.
Description: Non-intelligent/non magical animal will follow simple orders of the caster and can be directly controlled telepathically. Caster will be generally aware of the subjects actions even when they are not nearby and can concentrate fully to access the subjects sensory input. Any commands given that are contrary to the subject's nature or safety allow them to make a save with +2 bonus.

Influence Plant Growth:

Range: Up to 400 feet + 40 feet per level.
Duration: 1 turn
Description: When cast over an area equal to the range, causes all plants within the area of effect to increase in size (and yield if applicable) or to be stunted as desired. The effect on terrain is to slow travel by half or clear an overgrown area to allow normal travel. The effect on yields is to double or half the normal yield. When cast on a single plant can cause it to increase or decrease up to 4 times its original size.

Poison/Neutralize Poison:

Range: Touch.
Duration: Instant.
Description: Touch deals damage equal to a poison of **DC** 8+casters level (caster's choice) or neutralizes an existing poison. It does not

reverse damage effects of poisons already incurred.

Protection from Energy:

Range: Touch.

Duration: 10 min/level or exhausted.

Description: Target can resist 5 points/level of damage from specified kind of energy (cold, fire, electricity...).

Speak with Plants:

Range: Personal.

Duration: 1 turn /level.

Description: You can talk to normal plants and plant creatures.

Spike Growth:

Range: 100 ft. + 10 ft. /level.

Duration: 1 hour/level.

Description: Causes all ground cover and vegetation in an area up to 20 ft. /level to become thorny and sharp. Creatures in the area take d4 damage per 5' movement, and may be slowed.

Stone Shape:

Range: Touch.

Duration: Instant.

Description: Sculpts stone (10 cu. ft. + 1ft. / level) into any shape. Fine detail is not possible.

Water Breathing:

Range: Touch.

Duration: 10 min. /level.

Description: Subject can breathe water for 10 min. /level.

4th Level Druid Spells:

Animal Form:

Range: Personal.

Duration: 1 hour /level.

Description: Caster is able to assume any natural animal form. They assume the statistics of the form and can use any natural abilities of the animal (e.g. dig, fly, smell) however they retain their original **HP** and the ability to speak and cast spells.

Dispel Magic:

Range: 100 ft. + 10 ft. /level.

Duration: Instant or 10 min. /level.

Description: Cancels magical spells and effects.

Works against non permanent spells **DC** = 11+ (target spell - caster level). **DC** + 2 when used against spells from different magic schools. Can also be used to suppress the effects of permanent magic spells for the duration of the spell.

Hidden Glade:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 2 hours /level.

Description: Creates a hidden (**DC** 15 +caster level to detect) and restful area out of any natural space providing minimal cover. No activity (sound, smells smoke... in the area will be detectable from the outside).

Ice Storm:

Range: 400 ft. + 40 ft. /level.

Duration: 5 turns.

Description: Summons up strong roaring winds and hail which does 1d6 damage per turn to all creatures in its path (a cylinder 20 ft. radius and 40 ft. high). In the storms area of effect concentration requires a **MIND** check each round and all movement is at half speed.

Locate Creature:

Range: N/a.

Duration: 10 min. /level.

Description: Locate a specific creature known to the caster or the closest type of a creature. The spell will indicate the direction, the targets rough distance, speed and direction of travel.

Rusting Grasp:

Range: Touch.

Duration: Instant.

Description: Your touch corrodes iron and alloys, causes wood and paper to burst into flame or water to evaporate. Rusting can effect up to a 3 ft. x 3 ft. area.

Static Charge:

Range: Touch.

Duration: Instant.

Description: Adds 4d6 +1 /level of lightning damage to an object which is discharged when next touched.

Stone Skin:

Range: Touch.

Duration: 10 min. /level.

Description: Target's skin becomes tough like bark but remains flexible. It is also resistant to normal scratches and abrasion or minor damage up to 1hp. Grants a +4 **AC** bonus. This bonus does not stack with other natural armour bonuses that affect skin or hides.

Summon Nature's Ally:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1 turn /level.

Description: Summons non-intelligent, non-magical animal(s) totaling 6 **HD** who fight or otherwise act on behalf of the caster for example

a 6 **HD** lion, or three 2 **HD** wolves or a dozen rats or ravens with ½ **HD** each. The creatures immediately vanish when killed or when the spell ends.

5th Level Druid Spells:

Animal Growth:

Range: 100 ft. + 10 ft. /level.

Duration: 1 turn /level.

Description: Non-intelligent and non magical animals are made to grow to twice their normal size. Targets doubled in size have double **STR** and half **DEX** and take half damage from attacks.

Animal Shrink:

Range: 100 ft. + 10 ft. /level.

Duration: 1 turn /level.

Description: Non-intelligent and non magical animals are made to shrink to half size. Animals half sized have double **DEX** and half **STR** and take double damage from attacks.

Animate Plants:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1 turn /level.

Description: 1 large plant for every 3 caster levels becomes animate and fights for the caster.

Call Lightning Storm:

Range: 400 ft. + 40 ft. /level

Duration: 1 turn /level.

Description: Summons up strong roaring winds and caster can call down one bolt of lightning per round which does 5d6 damage (a cylinder 20 ft. radius and 40 ft. high). In the storms area of effect concentration requires a **MIND** check each round and all movement is at half speed.

Summon Elemental:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 10 min. /level.

Description: Summons a large elemental which will obey the caster. The appropriate element must be present e.g. a fire is burning in range to summon a fire elemental.

Move Earth:

Range: 400 ft. + 40 ft. /level.

Duration: 1 turn.

Description: Digs trenches and builds hills, in an area up to 750' square and 10' deep.

Transmute Rock to Mud/Mud to Rock:

Range: 100 ft. + 10 ft. /level.

Duration: Permanent.

Description: Transforms up to 2 10 ft. cubes per level from rock to mud or mud to rock.

Tree Stride:

Range: Personal.

Duration: 1 hour/level or until expended.

Description: The caster can walk through trees, stepping from one tree to another up to 1000 ft. away.

Wall of Thorns:

Range: 100 ft. + 10 ft. /level.

Duration: 10 min. /level.

Description: 10 cu. ft. /level of thorns damage (25 - **AC**) anyone who tries to pass.

6th Level Druid Spells:

Baleful Polymorph:

Range: 25 ft. + 5 ft. /2 levels.

Duration: Permanent.

Description: Transforms subject into harmless animal of no more than 1**HD**.

Bull's Strength, Mass:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1 turn / level

Description: As bull's strength, targets gain +4 to **STR**, Affects one subject/level.

Cat's Grace, Mass:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1 turn /level.

Description: As cat's grace, Targets gain +4 to **DEX**. Affects one subject/level.

Circle of Life/Unlife:

Range: 10ft. +1 ft. /level radius from caster.

Duration: 10 min. /level.

Description: Kills 1d4 /level **HD** of either living *or* undead creatures within area of effect. The type of effect is determined when the spell is cast and cannot change.

Find the Path:

Range: Touch.

Duration: 10 min. /level.

Description: Recipient of the spell can sense the shortest and best path to a specified destination. Obstacles and traps are avoided or made known.

Fire Seeds:

Range: Touch.

Duration: 10 min. /level or until used.

Description: Creates Acorn Grenades (1d6 fire damage/level divided among up to 4 seeds) that explode in a 10' radius and ignite combustibles.

Ironwood:

Range: Touch.

Duration: 1 day /level.

Description: Converts up to 5lb/level of wood to magic wood that is strong as steel.

Transport via Plants:

Range: Touch.

Duration: 10 turns.

Description: Move instantly from one plant to another of its type anywhere up to 100 miles/level.

Wall of Stone:

Range: 100 ft. + 10 ft. /level.

Duration: Instant.

Description: Creates a shaped wall of stone up to 5 ft. /level area.

Cleric Spells

Cleric Orisons:

***Ease/Turmoil:**

Range: Touch.
Duration: 1 turn /level.
Description: Laying hands to remove/cause pain and anxiety.

Endure Elements:

Range: N/a.
Duration: 24 hours.
Description: Exist comfortably in inhospitable environments (hot/cold/damp/dry climates).

Favor:

Range: Personal.
Duration: 1 turn.
Description: You gain +1 on attack and damage rolls for 1 turn.

Guidance:

Range: Touch.
Duration: 1 turn or until discharged.
Description: Target gets +1 on one attack roll, saving throw, or skill check.

***Purify/putrefy Food and Drink:**

Range: Touch.
Duration: Instant.
Description: Purifies or spoils 1 cu. ft. /level of food or water.

Detect Poison:

Range: 25 ft. + 5 ft. /2 levels
Duration: Instant.
Description: Detects poison in one creature or object.

Detect Undead:

Range: 60 ft.
Duration: Concentration, up to 1 turn / level.
Description: Reveals the presence of undead to the caster and their approximate strength.

1st Level Cleric Spells:

***Bless/Bane:**

Range: 50 ft. radius.
Duration: 1 turn /level.
Description: Bless causes allies in range to gain +1 on attack rolls and checks against fear. Bane causes all enemies within range to be -1 on attack and fear rolls.

***Bless/Curse Water or oil:**

Range: Touch.

Duration: Instant.

Description: Makes holy or unholy waters and oils which are used in religious rituals. Holy waters and oils can cause damage (generally 1d6) to creatures of opposing natures or faiths.

Comprehend Languages:

Range: Personal.

Duration: 10 min. /level.

Description: You understand all spoken and written languages.

***Cure/Cause Light Wounds:**

Range: Touch.

Duration: Instant.

Description: Cures/causes 4+1d4 damage.

***Turn Undead/Cause Fear:**

Range: 25 ft. + 5 ft. /level.

Duration: 1 turn /level.

Description: For the spell duration, 2 **HD** of undead per caster level are sent fleeing (or are subdued and cannot approach the caster if unable to flee). Cause Fear acts in a similar manner against the living.

Shield of Faith:

Range: Touch.

Duration: 1 turn /level.

Description: Shimmering aura grants +2 **AC** bonus to target. This bonus does not stack.

***Light/Dark:**

Range: Touch.

Duration: 10 min. /level.

Description: Object touched shines like a torch or absorbs all light for in a 20ft radius.

Ritual - Liturgy:

Range: Sight and hearing.

Duration: 1 day.

Description: The Liturgy is a religious service performed by an initiated cleric in which blessing and instructions are conferred upon the faithful. For every 30 minutes spent preaching (max 3 hours) people present at a liturgy will respond favorably to the caster as if he had +1 charisma. It may also confer the effects of a Bless spell for its duration and an equal length of time afterwards.

2nd Level Cleric Spells:

Bless/Curse Weapon:

Range: Touch.

Duration: 10 min/level.

Description: Caster gives weapon an enhancement bonus of +1 to hit and damage. The obverse of the spell will curse a weapon with -1 to hit and damage. In either case, the weapon is considered magical.

Delay Poison:

Range: Touch.

Duration: 1 hour/level.

Description: Stops poison from harming subject but does not cure the poison or damage already incurred.

Detect Spirits:

Range: 25 ft. + 5 ft. /2 levels.

Duration: Concentration.

Description: Reveals to the caster the presence of unseen spirits or ghosts and an impression of their nature/intent. Can be used to determine if a creature or object is possessed. Cannot be used to detect the presence of normal creatures that are hidden or invisible.

***Gentle/Hideous Repose:**

Range: Touch.

Duration: 1 day / level (or instant).

Description: Preserves one corpse (fouls one corpse preventing resurrection).

Hold Person:

Range: 100 ft. + 10 ft. /level

Duration: 1 turn /level.

Description: Sentient target creature of **HD** up to caster level is immobilized, unable to move or act. Target may attempt to resist each round it is held.

Paralyzing Touch/Remove Paralysis:

Range: Touch.

Duration: 1d6+2 min. (or instant).

Description: Causes creature touched to be paralyzed or frees one or more creatures from paralysis or slow effects.

Zone of Truth:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1 turn /level.

Description: Subjects in 20 ft. radius cannot lie.

Ritual – Anoint:

Range: Touch.

Duration: Permanent.

Description: Anoint is a 30 minute ritual that allows a divine caster to mark a person as a follower of the faith. This ritual is used to invest new clerics to the religion as well as protect (or maybe harvest) the souls of the

dying. Anointing will grant an additional save at +2 against the death effects caused by certain undead or the effects of lycanthropy (or an additional chance for the subject to be effected). Requires holy/unholy water or oil.

3rd Level Cleric Spells:

Create Food and Water:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 8 hours.

Description: Feeds three humans (or one horse)/ 3 levels. The food and water if not consumed vanishes within 8 hours.

***Cure/Cause Blindness/Deafness:**

Range: Touch.

Duration: Permanent.

Description: Cures or causes blindness or deafness.

***Cure/Cause Serious Wounds:**

Range: Touch.

Duration: Instant.

Description: Cures/causes 8+2d8 damage.

***Remove/Cause Disease:**

Range: Touch.

Duration: Instant.

Description: Cures all diseases affecting subject (or inflicts a disease **DC** 8 + level severity).

***Restoration/Drain, Lesser:**

Range: Touch.

Duration: Instant.

Description: Dispels magical penalties to abilities or cures (causes) 1d4 ability damage.

***Searing Light/Freezing Dark:**

Range: 100 ft. + 10 ft. /level.

Duration: Instant.

Description: Ray of light (or dark) deals 1d8 damage for every 2 levels (up to 5d8). Searing Light does double damage against the undead.

Speak with Dead:

Range: 10 ft.

Duration: 1 turn /level.

Description: Corpse answers one question per two levels of caster. Does not work on undead.

Ritual - Consecration:

Range: Touch and/or area 100 ft. + 10 ft. /level.

Duration: Permanent.

Description: The Consecration ritual allows a caster to dedicate a building or altar fit to be used in rituals of the faith. Consecrated areas act as Cause Fear to beings of opposing faiths

and also make it difficult (**DC** +5) for them to cast spells, or resist spells of the consecrated faith. Consecrated areas are also immune to some arcane effects such as scrying and area effect spells such as Restful Glade or Hallucinatory Terrain. A consecration ceremony takes at least a full week of uninterrupted prayer and fasting. An area already consecrated by a rival faith must first be cleansed both physically (by removing offending materials) and spiritually before it can be consecrated in the casters faith - a process that can be time consuming and expensive.

4th Level Cleric Spells:

Circle of Protection:

Range: Up to 20ft. radius.

Duration: 1 turn /level.

Description: Caster draws a circle and proclaims a type of energy (heat, cold, electricity, sound...) and those within the circle are protected against 3d6 +2/level damage from that type of energy.

Control Vermin:

Range: 400 ft. + 40 ft./level.

Duration: 1 turn / level.

Description: Caster can summon and direct the emotions or reactions of swarms of small creatures such as ants, locusts, rats, spiders, etc. These creatures can be made to attack a target, occupy an area or flee in terror, but cannot be made to perform complex actions such as opening doors or fetching unseen items.

Ethereal Ward:

Range: Radius 25 ft. + 5 ft. /2 levels.

Duration: 10 min/level.

Description: Area is impassable to ethereal creatures and effects (including spells such as invisibility and Mage Sight, but not greater invisibility). When the spell is cast, ethereal creatures already in the area are ejected and Ethereal based spells stop working.

Hold Creatures:

Range: 100 ft. + 10 ft. /level

Duration: 10 min/level.

Description: Works as Hold Person but longer and on multiple subjects within a 30ft area (total combined targets **HD** up to 2x caster level) immobilized.

Manifest:

Range: 25 ft. + 5 ft. /2 levels.

Duration: Concentration + 1 round.

Description: Causes spirits, or other incorporeal beings of **HD** lower than the casters level to be made corporeal. Entities possessing objects or creatures will be forced out of them and stunned for 1 round.

***Neutralize Poison/Poison:**

Range: Touch.

Duration: Instant.

Description: Immunizes subject against poison for 10 min. /level, detoxifies venom in or on subject.

***Restoration/Drain:**

Range: Touch

Duration: Instant.

Description: Restores level and ability score drains (or drains 1 level and 1d4 ability from target touched).

Ritual – Remove Curse:

Range: Touch

Duration: Special.

Description: The remove curse ritual takes one hour. This ritual will remove or block the effects of curses (and blessings or other like enchantments) on the subject. It will allow minor cursed objects to be cleansed or destroyed and major cursed objects to be safely removed or interred. Materials required for this spell should be in the 500-1000 sp. range. Exceptional enchanted items may require additional materials or conditions to be met (or repeated castings of the ritual).

5th Level Cleric Spells:

***Cure/Cause Light Wounds, Mass:**

Range: 25 ft. + 5 ft. /2 levels.

Duration: Instant.

Description: Cures/causes 4+1d4 damage for one creature/ level.

Divine Strike:

Range: 100 ft. + 10 ft. /level.

Duration: Instant.

Description: Smite foes with divine energy 10-ft. radius, 40 ft. high for 5d6 +1/level damage).

Plane Shift:

Range: Touch.

Duration: Instant.

Description: Caster and up to 8 other creatures and their worn equipment are projected to another plane of existence. Their material

bodies will remain in a suspended state until their souls can (return or are destroyed).

***Raise Dead/Create Undead:**

Range: Touch.

Duration: Instant.

Description: Brings creature back from the dead.

Creature cannot have been dead for longer than 1 day /level and the body must have been preserved from rot or spoilage. The raised creature has HP equal to their level or **HD**. All their stats are at half value. Can also be used to create undead such as mummies, ghouls and ghouls if body is spoiled or soul was destroyed.

Righteous Might:

Range: Personal.

Duration: 1 turn /level.

Description: Causes caster and equipment to grow up to double in size, double in STR, and take half damage from attacks while enlarged.

Unlike a growth spell, the casters DEX and AC remains the same.

Spell Resistance:

Range: Touch.

Duration: 1 turn /level.

Description: Subject gains +10 to resist spell effects and/or damage resistance of 10 + level to spell effects.

True Seeing:

Range: Touch.

Duration: 1 turn /level.

Description: Lets you see all things as they really are for up to 120 feet. Subject can see invisible objects, discern illusions, even the true form of altered objects - but not hidden or concealed creatures or objects.

Ritual - Communion:

Range: Personal.

Duration: N/A.

Description: When attempting the Commune ritual, the caster enters a trance like dream state for a number of hours and consults with their deity or agents of their deity on a question or state of affairs they wish guidance on, the greater the question, the greater the length of the meditation. The more powerful the caster the more clear and informative the consultation will be, although the communion will never be direct, but symbolic in nature. At lower levels the communion will give general impressions and feelings about the issues in question, but at

higher levels the caster will have receive more definite images and impressions or even verbal answers and prophecy.

6th Level Cleric Spells:

Animate Objects:

Range: 100 ft. + 10 ft. /level.

Duration: 1 turn /level.

Description: Any non-living non-magical object becomes animated and can be set to attack or interact as caster designates.

Banishment:

Range: 25 ft. + 5 ft. /2 levels.

Duration: Instant.

Description: Banishes 2 **HD**/level of extra-planar creatures from casters Plane.

***Heal/Harm:**

Range: Touch.

Duration: Instant.

Description: Cures/causes 10 points/level of damage, Can also restore or cause stat loss at 1 point/level or cure/cause diseases and mental conditions.

Minor Summoning:

Range: 25 ft. + 5 ft. /2 levels

Duration: 10 min. /level or until task is completed.

Description: Summons extra-planar creature of up to 6 **HD** to assist in one task.

Quest:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1 day /level or discharged.

Description: Commands any creature, binding it to a specific task as spoken by the caster. Target cannot be forced to harm self.

Voice of God:

Range: Hearing.

Duration: Instant.

Description: The caster speaks the true language of their god(s) which causes all who hear it to take 2d6 damage and be deaf for 2d6 rounds. In addition, creatures and entities opposed to the casters religion (e.g. undead, spirits, minor devils, lawful clerics...) suffer the effects of Turn Undead/Cause Fear. Opposed creatures of less than 2 **HD** must make a save or be destroyed and opposed creatures of higher **HD** but still less than the caster's level must save or take 4d6 +1/ caster's level damage.

Word of Recall:

Range: Unlimited.

Duration: Instant.

Description: Upon speaking this word, the caster + 25lb/level of weight are returned to a location previously prepared.

***Ritual - Resurrection:**

Range: Touch.

Duration: Permanent.

Description: This ritual requires at least 3 clerics of the same faith to perform and takes one day to perform for every 10 years since the subject's death. The subject returns to life fully restored and with full HP. Some piece of the body must be used to restore it and the target creature must have a soul available and not trapped or otherwise destroyed (or have a soul provided for them...). The material cost of this ceremony is very great (> 100,000 sp.) and usually not payable in cash - only the most worthy (or heinous) applicants would be considered.

*These Divine spell effects are either positive or negative based on caster's religious orientation; they generally cannot choose to use either effect but must use the effect most aligned with their beliefs. Clerics must be very careful not to misuse such spells or face repercussions.

Monster List

Hit Dice: The prime attribute of monsters is their Hit Dice (**HD**), both as die type and number of dice.

HP/damage: The Hit Dice type determines dice to use to determine the number of **HP** a creature has and the damage a creature will do when it hits (**HD** type + number). For example creature with **HD 2 d6** will have between 2-12 hp and roll 1d6+2 damage. Rule of thumb for HD type is **d1-d4** for small creatures, **d6** for small humanoids and medium sized animals, **d8** for large humanoids, **d10-d12** for huge creatures or undead, and **d20** for gigantic creatures like Dragons. **HP** values are given here for median and maximum based on the number of HD and the type. For quick encounters use the median and roll and additional couple **HD** to generate hp.

Skills: All creatures have a bonus to all skills (*Physical, Subterfuge, Knowledge, Communication and Survival*) 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 more dangerous monster, add more Hit Dice; each additional **HD** adds one to their skill and combat bonuses. If a creature is simply larger or tougher than normal increase the **HD** type. Alternatively, add class levels to intelligent monsters. Start with the base Hit Dice and add levels of Fighter, Rogue, Mage or Cleric as required.

AC: For creatures who commonly use armour is based on the *usual* armour type – adjust to suit. **AC** indicated with * means that the creature resists *all damage* except for special cases e.g. silver or magic, or fire.

Create your own: Assign Hit Dice type based desired on size/toughness and damage. Attack bonus and skill level = number of Hit Dice. If it's an intelligent critter add +3 bonus to one skill. Add stat bonuses, armour or special effects to suit.

Animals

Bat, Dire: **HD 4 d6** (14-24 hp), **AC 20**, bite; blind sight.

Bear, black: **HD 3 d10** (17-30 hp), **AC 13**, claw + bite.

Bear, brown: **HD 6 d12** (39-72 hp), **AC 15**, claw + bite.

Bear, Dire: **HD 12 d12** (78-144 hp), **AC 17**, claw + bite.

Beetle, Giant: **HD 1 d6** (4-6 hp), **AC 16**, bite.

Boar: **HD 3 d6** (11-18 hp), **AC 16**, gore + kick

Cat: **HD 1 d1** (1 hp), **AC 14**, claw + bite.

Centipede: **HD 1 d1** (1 hp), **AC 14**, bite; poison (**DC 11**, **1 DEX**)

Centipede, giant: **HD 3 d4** (8-12 hp), **AC 14**, bite; poison (**DC 16**, **1d4 DEX**).

Crocodile: **HD 3 d10** (17-30 hp), **AC 16**, bite or tail slap.

Crocodile, giant: **HD 6 d12** (39-72 hp), **AC 16**, bite or tail slap.

Dog: **HD 2 d4** (5-8 hp), **AC 15**, bite.

Eagle: **HD 1 d4** (3-4 hp), **AC 14**, claw + bite; flying.

Horse (light): **HD 2 d10** (11-20 hp), **AC 13**, kick or bite.

Horse (heavy): **HD 2 d12** (13-24 hp), **AC 12**, kick or bite.

Lion: **HD 4 d10** (22-40 hp), **AC 15**, claw (x2) + bite.

Mule or Pony: **HD 2 d8** (9-16 hp), **AC 13**, kick or bite.

Rat: **HD 1** (1 hp), **AC 14**, bite.

Rat, Dire: **HD 1 d8** (5-8 hp), **AC 15**, bite; disease.

Scorpion:

Tiny: **HD 1** (1 hp), **AC 14**, sting; poison (**DC 12**, **1 STR**).

Small: **HD 1 d4** (3-4 hp), **AC 14**, claw + sting; poison (**DC 12**, **1 STR**).

Large: **HD 5 d8** (23-40 hp), **AC 17**, claw + sting; poison (**DC 13**, **1d6 STR**).

Huge: **HD 7 d12** (45-84 hp), **AC 20**, claw + sting; poison (**DC 16**, **1d8 STR**).

Snake

Constrictor: **HD 3 d8** (14-24 hp), **AC 15**, bite, constrict.

Giant constrictor: **HD 8 d12** (52-96 hp), **AC 15**, bite, constrict.

Small viper: **HD 2 d1** (2 hp), **AC 17**, bite; poison (**DC 11**, **1 STR**).

Large viper: **HD 3 d4** (8-12 hp), **AC 15**, bite; poison (**DC 11**, **1d6 STR**)

Huge viper: HD 6 d8 (27-48 HP), AC 15, bite; poison (DC 14, 1d6 STR)

Spider:

Tiny: HD 1 d1 (1 hp), AC 14, bite; poison (DC 10, 1d2 STR).

Small: HD 1 d4 (3-4 hp), AC 14, bite; poison (DC 10, 1d3 STR).

Large: HD 4 d6 (14-24 hp), AC 14, bite; poison (DC 13, 1d6 STR).

Huge: HD 8 d8 (36-64 hp), AC 16, bite; poison (DC 16, 1d8 STR).

Wolf: HD 2 d6 (7-12 hp), AC 14, claw + bite

Wolf, Dire: HD 6 d8 (27-48 hp), AC 14, claw + bite

Creatures

Animated Object:

Small: HD 2 d4 (5-8 hp), AC 14, slam.

Medium: HD 3 d6 (11-18 hp), AC 14, slam.

Large: HD 4 d8 (18-32 hp), AC 14, slam.

Assassin Vine: HD 4 d8 (18-32 hp), AC 15, slam or constrict.

Bugbear: HD 3 d8 (14-24 hp), AC 17 (chain), mace, club or javelin.

Carrion Crawler: HD 3 d8 (14-24 hp), AC 17, tentacles (x8), bite; paralysis (DC13); scent

Choker: HD 4 d6 (14-24 hp), AC 17, tentacle choke, or slam (x2); climbing.

Cockatrice: HD 6 d6 (21-36 hp), AC 14, bite + stare; petrification (DC 12); flying

Dryad: HD 2 d6 (7-12 hp), AC 12; spells as 5th level Enchanter

Elemental (large)

Air: HD 8 d8 (36-64 hp), AC 20, whirlwind (x2); flying.

Earth: HD 8 d12 (52-96 hp), AC 18, Slam (x2).

Fire: HD 8 d8 (36-64 hp), AC 18, Burn (x2).

Water: HD 8 d8 (36-64 hp), AC 20, Slam (x2).

Elemental (small)

Air: HD 4 d6 (14-24 hp), AC 17, whirlwind; flying.

Earth: HD 4 d8 (18-32 hp), AC 17, slam.

Fire: HD 4 d6 (14-24 hp), AC 15, burn.

Water: HD 4 d6 (14-24 hp), AC 17, slam.

Ettin: HD 7 d10 (39-70 hp) AC 18, great clubs (x2).

Gargoyle: HD 4 d10 (22-40 hp), AC 16, Claw (x2); flying.

Gelatinous Cube: HD 5 d10 (23-50 hp), AC 4, slam, engulf; paralysis (DC 20); acid.

Grey Ooze: HD 3 d10 (17-30 hp), AC 5, slam, constrict; acid.

Giant

Hill: HD 12 d12 (78-144 hp), AC 20, great-club or rock.

Stone: HD 8 d20 (84-160 hp), AC 25, tree or boulder.

Storm: HD 12 d20 (126-240 hp), AC 27, huge swords and bows; spells control weather, call lightning.

Golem:

Flesh: HD 7 d10 (37-70 hp), AC 18, slam.

Iron: HD 12 d12 (78-144 hp), AC 30, slam.

Stick: HD 4 d6 (14-24 hp), AC 14, slam.

Stone: HD 14 d12 (46-84 hp), AC 26, slam.

Griffon: HD 7 d12 (46-84 hp), AC 17, bite, claw (x2); flying.

Hellhound: HD 4 d8 (18-32 hp), AC 16, bite + burning touch.

Hydra: HD 3 d10 +1 d10/head (17-30+x hp), AC 15, 1 bite/head or spit acid.

Magma Man: HD 4 d10 (22-40 hp), AC 14, slam, burn.

Manticore: HD 6 d10 (33-60), AC 17, bite, claw (x2), shooting spines (x6); flying.

Mud Man: HD 3 d10 (17-30 hp), AC 14, slam, suffocate.

Purple Worm: HD 16 d20 (168-320 HP) AC 19, slam, bite; (poison DC 24), digest.

Shadow: HD 5 d6 (18-30 hp), AC 13* (silver or magic), incorporeal touch.

Shambling Mound: HD 8 d8 (36-64 hp), AC 20, slam (x2), constrict.

Stirge: HD 1 d4 (3-4 hp), AC 16, bite (attach DC 15 to remove); flying.

Treant: HD 7 d12 (46-84 hp), AC 20, slam (x2).

Werewolf: HD 4 d8 (18-32 hp), AC 17* (silver); wolf control; Human form: long sword or dagger; wolf form: claw + bite; Hybrid form: claw (x2) + bite; (lycanthropy DC 15).

Wyvern: HD 7 d12 (45-84 hp), AC 18, sting or talons and bite; sting poison (DC 17 1d6 STR); flying.

Demons and Devils

Demon:

Least: HD 2 d8 (9-16 hp) AC 15, claws (x2); darkness, curse, cause light wounds as 4th level cleric.

Minor: HD 4 d8 (18-32 hp) AC 19, claws (x2); darkness, curse, cause light/moderate wounds, paralysis as 8th level cleric.

Demon: HD 7 d8 (32-56 hp) AC 22* (magic/blessed), claws (x2) + tail; darkness, curse wounds, paralysis ...etc as 12th level cleric.

Greater: HD 12 d8 (54-96 hp) AC 26* (magic/blessed), claws (x4) + tail; darkness, curse, cause wounds, paralysis ...etc as 16th level cleric.

Lord: HD 20 d8 (90-160 hp) AC 35* (magic/blessed), claws (x6) +tail; darkness, curse, cause wounds, paralysis ...etc as 24th level cleric.

Devil:

Imp: HD 3 d8 (13-24 hp), AC 18, claw +tail sting; poison (DC 13 1d4/2d4 DEX)

Minor Devil: HD 6 d8 (27-48 hp), AC 20, claw (x2) + tail sting; poison (DC 14 1d4/1d4 STR), spell effects as 6th level mage.

Barbed: HD 13 d12 (84-156 HP), AC 30, claws (x2) + tail sting; poison (DC 21 1d4/2d4 STR + disease), spell effects as 13th level mage.

Pit Fiend: HD 20 d12 (130-240 hp), AC 30, claws (x2), tail sting; poison (DC 27 1d4/2d4 STR + disease), spell effects as 20th level mage.

Dragons

Young: HD 10 d20 (105-200 hp), AC 20, bite + claw + tail + breath (DC 15 to dodge for half); flying; arcane spells

Young Adult: HD 15 d20 (157-300 hp), AC 25, bite + claw + tail + breath (DC 20 to dodge for half); flying; arcane spells

Adult: HD 20 d20 (210-400 hp), AC 30, bite + claw + tail + breath (DC 25 to dodge for half); flying; arcane spells

Very Old: HD 30 d20 (315-600 hp), AC 35, bite + claw + tail + breath (DC 35 to dodge for half); flying; arcane spells

Humanoids

Dwarf: HD 2 d8 (9-16 hp), AC 16 (chain), war axe or light crossbow.

Elf common: HD 1 d6 (4-6 hp), AC 12 (leather), short sword or longbow.

Elf wild: HD 3 d6 (11-18 hp), AC 15 (scale), long sword or longbow.

Gnoll: HD 2 d8 (9-16 hp), AC 15 (chain), battle-axe or longbow and bite.

Goblin: HD 1 d6 (4-6 hp), AC 15 (leather), club or pointed stick.

Goblin chief: HD 3 d6 (11-18 hp), AC 15 (Leather), mace, sword or short spear.

Halfling: HD 1 d6 (4-6 hp), AC 16 (leather), short sword or short bow.

Hobgoblin: HD 2 d6 (9-16 hp), AC 15 (chain), sword, axe or javelin.

Hobgoblin, shaman: HD 3 d6 (11-18 hp), AC 12 (rags), staff; spells as 2nd level cleric.

Human, commoner: HD 1 d8 (5-8 hp), AC 10, Dagger or sling.

Human, ruffian: HD 2 d8 (9-16 hp), AC 12 (leather), Dagger, short sword or sling.

Kobold: HD 1 d4 (3-4 hp), AC 15 (padded), javelin or bite or sling.

Kobold skirmisher: HD 2 d4 (5-8 hp), AC 15 (leather), axe, short spear, sling or bite.

Lizard folk: HD 2 d8 (9-16 hp), AC 15, claw, club or trident.

Minotaur: HD 6 d8 (27-48 hp), AC 14 (leather), great axe (x2), or gore.

Ogre: HD 4 d10 (22-40 hp), AC 16 (splint), great club or spear.

Ogre Mage: HD 6 d10 (33-60 hp), AC 18 (Splint), great club (x2); spells as level 3 mage.

Orc: HD 2 d8 (9-16 hp), AC 13 (chain), falchion or spear.

Orc captain: HD 3 d8 (14-24 hp), AC 13 (chain), falchion or spear.

Ratling: HD 1 d4 (3-4 hp), AC 17, pointy stick, knife or bite.

Troll, rock: HD 8 d12 (39-72 hp), AC 21, branch, rock, claw (x2).

Troll, swamp: HD 6 d10 (33-60 hp), AC 18, claw (x2); regenerate 2 per turn.

Undead

Banshee: HD 7 d12 (46-84 HP), AC 19, claws (x2), scream (DC 15 vs. *phys*+CHA or fear for 1d6+4 turns)

Ghoul: HD 2 d12 (13-24 HP), AC 14, bite or claws; paralysis (DC 15).

Mummy: HD 5 d12 (33-60 hp), AC 17, fists; rot (DC 20 *Phys*+STR, 1d4 STR/day); Cause fear as 5th level cleric.

Skeleton, medium: HD 1 d12 (7-12 hp), AC 13, Scimitar or claw(s).

Skeleton, large: HD 2 d12 (13-24 hp), AC 13, club or claw(s).

Skeleton Mage: HD 6 d8 (27-48 hp), AC 14, fireball, lightning bolt, web as level 5 mage.

Vampire:

Young: HD 4 d12 (26-48 hp), AC 15* Silver, Slam; plus energy drain -1 level, (DC 14 *survival*+CHA to negate) or bite; blood drain (-1d4 STR); regenerate 2 per turn; speed; level 1 Enchanter spells

Elder: HD 8 d12 (52-96 hp), AC 25* Silver, Slam; energy drain -1 level, (DC 24 *survival*+CHA) or bite; blood drain (-1d4

STR), regenerate 4 per turn; speed; level 5 Enchanter spells.

Wight: HD 4 d12 (26-48 hp), AC 15, slam; energy drain (-1 level DC 14 *survival*+CHA).

Wraith: HD 5 d12 (33-60 hp), AC 15* (silver, magic, light), slam; incorporeal touch (-1d6 CHA, DC 14 *phys*+CHA to negate).

Wraith, dread: HD 16 d12 (104-192 hp), AC 25* (silver, magic, light),slam; incorporeal touch (-1d6 CHA&STR, DC 25 *phys*+CHA to negate).

Zombie,

medium: HD 2 d12 (13-24 hp), AC 11, slam, bite.

large: HD 4 d12 (26-48 hp), AC 11, slam, bite.

BEACON

Player:

Name:

Level:

Titles and Honours:

XP:

Age:

Race:

Gender:

Class:

Strength

bonus

natural

Dexterity

bonus

natural

Mind

bonus

natural

Charisma

bonus

natural

Stat bonus = (STAT-10)/2

Skills

Physical

Subterfuge

Knowledge

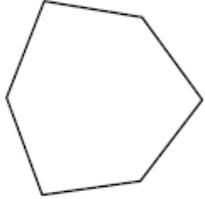
Communication

Survival

Fabrication

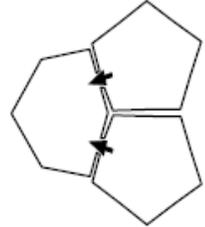
Inventory

AC



10+DEX+AC Bonus

HP



Damage

Magic Fatigue

Base attack bonus

Base damage bonus

attacks

Melee = attack bonuses +STR (or DEX) bonus vs. target AC

Missile = attack bonuses +DEX bonus vs. target AC

Magic = (level +MIND bonus) vs. target DC (usually 10)

Coins

Platinum

Silver

Copper

Arrows/Bolts

Armour:

Shield:

MinSTR

DEX mod

AC Bonus

Notes

DEX mod

AC Bonus

Notes

Weapons

Stat

to hit bonus

Damage

Range

Notes

Play Testers

Special thanks to these awesome play testers:

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WarEngine RPG-SRDish

The Dice Mechanic only d6s are needed- the notation xky(+z) refers the number of dice rolled & the number of dice kept, e.g.: 5k4, roll 5d6 keep the highest 4. If a (+z) is shown then add the "z" amount to the kept die total. **Maximum kept dice are 5.**

There are 3 Attributes These also function as raw Df in various situations as mentioned below.

Fortitude= FRT Strength, Health, Stamina, etc.
- FRT is also basic Physical damage resistance.
When defending vs. a physical attack FRT is your Df.
- FRT kept die= Physical Soak & can be enhanced.
- Fort kept die also stacks with CC Av

Reflex= REF Reaction speed, Agility, etc.
- If you do not attack you may add REF to FRT Df.
- The kept die of this rating stacks with R Av.
- Movement in inches is equal the combined rating of Reflex, e.g.: 2k2= 4" of movement.
- REF may be used as Df vs. AET attacks. Success reduces the damage by 1/2.

Will= WIL Mental discipline, Awareness, etc.
- WIL is also basic Mental resistance. When defending against Mental attacks WIL is your Df.
- WIL kept die= Mental Soak & can be enhanced.
- WIL kept die stacks with Av for Mental attacks.

***Soak=** This is a static amount that buffers damage to your character. After Df is rolled Soak is subtracted before applying the result to the Wound Track. Note there is Physical and Mental Soak values, both of which can be enhanced through Tweaks.

There are 3 Aptitudes

Physical(PHY), Knowledge(KNW), Subterfuge(SUB)
These are applied as a fixed stacking bonus to an Attribute roll for appropriate tasks. Example, reading an ancient tome would be WIL + KNW. Scaling a wall would be REF + PHY. Picking a lock would be REF + SUB. See the Tweak Skill Focus for additional options.

The Game Turn

- 1.) **Initiative:** Reflex test, winner goes first
- 2.) **Attack/Move/Charge:** Attack, Move or Charge
- 3.) **Reserve Attacks:** an unused attack may be reserved – this attack can react to Aerial Moves, etc.
- 4.) **Follow-up:** ongoing effects continue

Combat Terminology & Clarifications

Move only whole moves, i.e.: move 5 1/4" = 6"
Aerial Moves (Discussed later in Powers)
Charging +1/2 Mv if charging into CC, Av is +1k1.
Line of Sight(LOS) ability to see a target
Base to Base contact(B2B) characters are in CC
Cover

Light= bushes, trees, fences & so on, or heavy cover that obscures less than 1/2 a fig **Df+1k1**
Heavy= solid objects, stone wall, rubble, etc **Df+2k2**
Entrenching= heavy cover that is a prepared defensive position, like a trench **Df+2k2**
****Prone=** Going prone you present a smaller target, stacks with Entrenching Cover **Df+1k1**
*****Cover bonuses may violate the xk5 rule!**

Combat Process

Attack Value(Av) vs. relevant Defense Value(Df). After applying Soak record overflow on the Wound Track. Remember that Soak can be modified by Tweaks, Cover, etc. Note the penalties for the various wound states. These are subtracted from the kept die total.

WOUND TRACK:

| | | | | | |
|-------|---------------|--|--|--|--|
| 1-5 | FW: no effect | | | | |
| 6-15 | LW: -1 | | | | |
| 16-20 | MW: -2 | | | | |
| 21-25 | CW: -4 | | | | |
| 26+ | INC | | | | |

Healing

Natural- Erase all FW boxes after an encounter. Recover FRT kept die in LW boxes per day of rest.
Magical- The Healer must roll better than the minimum number in the range to heal the wound, i.e.: a 26 or better to heal INC, a 21 to heal a CW, etc. Overflow on a Healing test heals additional boxes.

Area Effect Weapons(AE)

Attackers select targets according to AE (2x, 3x, or 4x) & the AE Type (CC, EX, BU or LI). Attacker rolls Av & each defender rolls Df vs. the single Av roll.

Close Combat Area Effect(CC) target(s) in B2B contact (i.e. a 3x Attack can attack 3 times in B2B).
Explosive Area Effect(Ex) Ex AE have a 3" radius. Both CC & R weapons can take the Ex AE. For CC, the effect is centered on the attacker. Ex AE may not affect less than the maximum number of targets. .
Burst Fire Area Effect You must declare wide or narrow when purchasing this AE. **Wide Burst(Bu-W)** is only available to R weapons & affects a 3" radius. Bu-W AE may not affect less than the maximum number of targets, so friendlies will be affected too. All targets must be in LOS. **Narrow Burst(Bu-N)** Bu-N affects single targets. The target must roll Df vs. all attacks in the burst.

Linear Area Effect(Li) Li Attacks fire in a straight line, destroying all targets in the way until depleting their energy in multiple targets or reaching the limits of their R. Intervening terrain that would normally block LOS to additional targets halts the shot.

Suppression Effect Ex & Bu AEs cause suppression. Those in a suppressed area must perform a WIL test vs. the amount of damage. Those failing the WIL test must subtract the difference from all task attempts their next turn while in the area of the Suppression Effect. **Bonuses for Hard Armour, Toughness, etc. will stack with this WIL test.**

Aiming Attacks You may give up all actions to aim gaining a +1k1Av vs. your target next turn

Leaving Close Combat when you leave CC enemies in B2B gain an extra attack on you

Reserve Attack You may reserve any unused weapon. To use a reserved attack, you interrupt your enemy & attack. If your opponent is attacking you, your attacks are simultaneous

Advancement

Total the characters Build Total and multiply it by 10. When the character has defeated/overcome challenges equal to that amount it gains 6k5 additional Build Points. These points may be spent to enhance/advance the character's profile. They may also be used to permanently acquire found gear.

CHARACTER BUILDER Determine Attributes, Aptitudes & Tweaks. Point costs marked with an (*) may be purchased multiple times and the benefits stack.

ATTRIBUTES(Att) APTITUDES(Apt)

| ~FRT, REF, WIL | | ~PHY, SUB, KNW | |
|----------------|-----|----------------|-----|
| Value | Pts | Value | Pts |
| 1k1 | 0 | +1 | 4 |
| 2k1 | 4 | +2 | 8 |
| 2k2 | 8 | +3 | 12 |
| 3k2 | 12 | +4 | 16 |
| 3k3 | 16 | +5 | 20 |
| 4k3 | 20 | +6 | 24 |
| 4k4 | 24 | +7 | 28 |
| 5k4 | 28 | +8 | 32 |
| 5k5 | 32 | +9 | 36 |
| 6k5 | 36 | +10 | 40 |

Personal Tweaks - Overview

Personal Flaws

Coup Counter (-4pts) after CC victory may not move or attack until after the next Follow Up.
Glory Hound (-2pts) must attack target with best Df
Hard Luck (-8pts) Once per game, must re-roll at the request of opponent
Limited Maneuverability (-4pts) can only make 45 degree turns
Obvious (-6pts) Lt Cover = no bonus & Hvy Cover only = +1k1 Df
Ponderous (-12pts) only be activates every other turn
 Rage (-5pts) must charge. *may not take R weapons*
Small (-8pts) Df 6s = 5
Stupid (-2pts) must pass a WIL test or lose actions
Summoned (-10pts) brought into play by Summoning

Trigger Happy (-4pts) R on reserve must fire at 1st target in range- pass WIL test, not to shoot a friendly
Unwieldy (-4pts) may not move through Hvy Cover or Entrenching Cover
Very Unwieldy (-8pts) may not move through Cover
Vindictive (-2pts) must continue to attack a target until it is destroyed, leaves LOS, or is out of R
Water Bound (-1pt) Cannot leave the water but moves free in this element.

Personal Edges

Amphibious (+1pt) no penalty for Mv in water
Ballsy (+1pt) when not in cover +1k0 REF Df
Brute Strength (+10pts*) +2k2 Av CC
Bushwhacker (+6pts) +2k0 on Reserve Attacks
Charmed (+3pts) once per game, you may re-roll
Combat Specialist (+8pts) +1k0 Av
Construct (+5pts) +1k0 FRT & WIL Df, +1 FRT Soak
Dodge (+2pts*) +1k0 Df CC
Eagle Eye (+1pt) Detect stealthy figures outside Mv radius with a WIL test.
Ethereal (+9pts) insubstantial & passes terrain without penalty, only hit by Attacks vs. Ethereal.
Fanatic (+3pts) +1 to each d6 in CC, must charge
Flame Retardant (+2pts) immune to Immolation
Frenzied (+2pts) +1k0 Av CC
Hard Case (+2pts) +1k0 WIL Df
Hard Armor (+3,+4pts) +2, or +3, to FRT Df kept die
Hover (+2pts) can hover 1" above board = Mv over water & climb steep hills with no penalty
Huge (+16pts) FRT Df 1s & 2s = 3s
Hyper Metabolism (+1pt) immune to Poisoned

Iron Will (+4pts*) +1 to WIL Soak
Jump (+2pts) can jump across the battlefield - ignores Cover while jumping that would not provide cover from a raised position (such as low walls) note: only reserve attacks may target flyers/jumpers
Large (+8pts) FRT Df 1s = 2s
Lightning Reflexes (+6pts*) +2 REF Df & Initiative
Flight (+4pts) can fly - ignores cover that would not protect from a raised position (such as low walls) - max height is 18" - R is measured by height off the gaming surface & distance to target. note: only reserve attacks may target flyers/jumpers
Lucky (+14pts) may reroll once per turn
Lurker (+8pts) +1k1 Df in cover
Protective Field (+3pts) +3 Df kept total
Pulsating Force Shield (+6pts) -1 from every die of enemy attack.
Reflective Armor (+3pts*) +1k0 vs. Energy
Regeneration (+12pts) + FRT kept die in LW per turn
Sharpshooter (+4pts*) +1k0 Av R
Skill Focus (+2pts*) for each 2 build points invested you gain an additional +1 to a particular Aptitude-based task, e.g.: Lock Picking, Carousing, etc.
Slippery (+1pt) exit CC without being attacked
Stealthy (+8pts) WIL test to detect Stealthy figs in Mv radius. If the stealthy character did not move or is in Hvy or Entrenching Cover, the test is -1k1. WIL tests must be made for every attack, even if the Stealthy character was previously detected.
Toughness (+4pts*) +1 to FRT
Weapon Master (+4pts*) +1k1 with any CC weapon

ATTACK BUILDER Both Powers & Attacks use these options. Defense vs. Powers uses WIL unless the target is willing. Use your imagination when designing Attacks. They may be described simply as in "Sword" or "Arcane Blast". But, descriptive and colorful names such as "Pugilistic Onslaught" or "Infernal Vortex" would be more appropriate at higher levels of power. The system is abstract, so for purposes of RPGing, creative "fluff" is very useful. Assume durations when necessary equal the kept die of the Attack/Power in turns.

The first step in building an Attack/Power is to determine its range, then Attack Value and finally, Area Effect (if any).

| RANGE (R) | | ATTACK VALUE (Av) | | AREA EFFECT (AET) | |
|-----------|-----|-------------------|-----|-------------------|-----|
| R | Pts | Av | Pts | AE | Pts |
| 6" | 6 | 1k1 | 4 | 2x | 1.5 |
| 12" | 10 | 2k1 | 6 | 3x | 2 |
| 18" | 14 | 3k2 | 10 | 4x | 3 |
| 24" | 18 | 3k3 | 12 | | |
| 30" | 22 | 4k3 | 14 | | |
| 36" | 26 | 4k4 | 16 | | |
| 42" | 30 | 5k4 | 18 | | |
| 48" | 34 | 5k5 | 20 | | |
| Los | 42 | 6k5 | 22 | | |

AE is calculated differently than other characteristics since it is a multiplier. Select the number of targets the attack may affect. An AE of 2x means two figures, etc. Multiply the total spent on R & Av by the amount shown. The result is the new total cost for the attack, except for tweaks you may add later. Notice that the Area Effect multiplier is applied before you add tweaks.

AREA EFFECT TYPES (AET)

| AET Name | Notes |
|-----------------|---|
| CC Close Combat | CC only, allows the fig to attack multiple targets in CC with a single blow |
| Ex Explosive | Any weapon, explodes on the target affecting additional targets closest to the primary target |
| Bu Burst Fire | R only, sprays a large number of projectiles, potentially hitting a cluster of targets |
| Li Linear | R only, hits a series of targets in a line from the shooter regardless of distance between them |

Attack Tweaks - Overview

Attack Flaws

Heavy Recoil (-1pt) When fired, move the figure firing it 1" away from target – does not count for purposes of the Move or Fire flaw.

Move or Fire (-6pts) attack is unwieldy - may not be fired if you moved on the previous turn

One Shot (-12pts) may only be used once per game

Slow Attack (-2pts) may never be placed on reserve

Slow Reload (-6pts) may only fire every other turn

Time Delay (-2pts) attack resolved during Follow Up

Under Powered Weapon (-2pts) all 6s = 5

Attack Edges

Accurate Attack (+2pts) +1k0 Av

Anti-Air (+5pts) R attack aerial targets without reserve, +1k1 Av vs. flying or jumping

Armor-Piercing (+12pts) R +1k 1+4 kept total Av vs. targets with a Df Armor Bonus only - allows violation of the xk5 dice rule.

Ballistic Attack (+0pts) Attack is a Ballistic Projectile

Charging Weapon (+6pts) CC if charging 1s & 2s= 3

Defense Only (+2pts) CC this trait forces an attack to be used only for defense - bonus stacks with Df Max Stats 2k2 (e.g.: a Shield)

Energy Attack (+0pts) Attack is a burst of Energy

Entangling (+4pts) CC Entangles the target, preventing it from escaping and hampering its movements. The target may not leave CC, even if it has Slippery. It also rolls Df against further CC at -1k1. These effects last until the target is destroyed, the user makes another attack with the Entangling weapon, the user is no longer in CC with the target, or the user chooses to let the target go.

Entangling Ranged (+5pts) R Entangles the target, preventing it from acting on its turn and hampering its movements. It also rolls Df against further CC with a -1k1 penalty. These effects last until the end of the targets next action.

Extra Bite (+2pts) Av 1s become 2s

Expanded Area (Ex) (+4pts) 5" Ex AET

Highly Accurate (+4pts) +2k0 Av

Ignores Basic Cover (+8pts) ignores Lt Cover - targets may take the prone bonus

Ignores Advanced Cover (+12pts) ignores Lt & Heavy Cover - targets may go Prone - Entrenching Cover provides a +1k1

Immolation (+12pts) some other persistent damaging noxious effect like acid, toxic gas, disease, or the like eats away at the target. During the Follow Up step, any target attacked must defend again. The Av used is the weapon's basic Av -1k1. The Df used is the target's basic Df *with no adjustments*.

Indirect Attack (+4pts) R Attacks with this weapon are created by firing in an indirect manner. It may fire over interceding terrain removing the cover bonus of a viewed target. (Such as behind a stone wall) This weapon may fire at unseen targets by targeting an area on the board (Example a hut with possible figures hiding inside). Weapons of this type may not make a direct fire attack. When making an indirect fire attack the figure needs to roll a WIL-2 check for the accuracy of the shot. (A static roll of 10) If passed the shot is on target, if failed the shot must roll for deviation. The weapon using this trait must have area-effect. *Deviation is achieved by rolling d6, each face representing 60 degrees.*

Long (+6pts) CC may CC within 2"

Mental Attack (+12pts) must defend with WIL

Missile Weapon (+0pts) R Attack is a missile

Multi-profile (+5pts) The attack has more than one profile - in a particular turn, the attack may only use one of the profiles. The weapon's cost is that of the highest profile plus the points for Multi-profile. Each profile may include weapon tweaks. This tweak can be used to represent a weapon that has different kinds of attacks available, like a huge club, which can either sweep attack several enemies or smash a single one with a more powerful blow. Alternatively, it can represent two or more weapons that are exclusive of one another in a particular turn.

Overpowered Weapon (+4pts) a superior design - all 1s = 3s for Av. *Cannot be combined with Extra Bite.*

Parry Weapon (+2pts) CC +1k0 FRT Df

Piercing Attack (+6pts) +4 Av

Pulse Attack (+12pts) R re-roll a 2nd attack, +1k1+2

Superior Parry Weapon (+4pts) CC +2k0 FRT Df

Very Long (+9pts) CC may CC within 3"

Vs. Weapon (+2pts) +1k1 vs. a particular type of opponent, such as Undead, Dwarves, Ethereal, etc.

List of Powers

Animate Dead (+10pts) Animate AE dead figures - undead must remain in range of the animator or control will be lost and the dead figure will attack nearest figure. Undead use basic 2k1 for all stats.

Astral Projection (+5pts) sends forth a shadowy remotely controlled other self - Powers may come from the user or the projection - it is destroyed by WIL attack vs. user - also removed if outside of R - Powers or non-mental weapons do not effect it - may only have one projection active at a time.

Banish Spirit (+18pts) forces the spirit of the target (animate or otherwise) to exit its physical form - if successful the target is destroyed

Battering Waves (+8pts) a crushing wave of force smashes a 6"x2" area - reduces cover value 1 step

Bless Weapon (+5pts) CC weapon = Charging Weapon Edge

PsyShriek (+10pts) a mental shriek stabs the target's brain - loses next activation & any reserve

Control Figure (+15 pts) controls the target

Drain Power (+10pts) target loses a Power/Edge of user's choice

Earth Sense (+8pts) negates Stealthy bonus

Guide Attack (+10pts) next attack is +1k1 Av & R +12". (this power violates the #k5 die rule.)

Illuminate Enemy (+8pts) target is outlined by a glow - attacks vs. +1k0 Av

Illusory Swarm (+8pts) target believes it is being attacked by hordes of vermin - next activation, it must attack the closest figure (friendly or otherwise)

Invigorate (+10pts) +1K0 REF, FRT or WIL temporary buff

Invisibility (+15pts) may not be targeted without Eagle Eye or equivalent

Wrack Construct (+8pts) Constructs lose all reserve & may not activate for the turn

Healer (+8pts) can only be done if injured is in B2B – (see Wound Track on opposite)

Null Field (+5pts) immune to Powers

Pounding Rage (+5pts) +1k0 in CC

Protection (+8pts) immune to Powers /+1k0 Df

Psychic Shield (+10pts) +4 WIL Df

Remove Earthen Barrier (+10pts) terrain or cover no greater than 6"x2" is destroyed

Restore (+14pts) stops any continuous effect - also functions as Healer (may be R)

See the Future (+12pts) glimpse the stream of possible futures (wins the next Initiative)

Shield of God (+5pts) protected by a blinding dazzle of light (Lt Cover)

Shove (+10pts) targets within 3" are flung R - taking a 2k2 hit - if they hit another target both take 2k2

Skulk in Shadows (+5pts) gains Stealthy Edge

Static Charge (+10pts) auto 2k2Av CC electrical zap when in B2B

Stone Skin (+5pts) +1k1 Df

Summoning (+10pts) able to Summon figures

Telepathy (+8pts) probe minds= +1k0 all actions

Teleport (+15pts) target is instantly transported to any location in R, may not be used to insta-kill

Terror (+5pts) -2k0 Av

Wall of Force (+8pts) a wall of force 12" long & 1" deep, deflects Attacks and Mv but not Powers

Wall of Fire (+8pts) a wall of flame 12" long & 1" deep, any moving through it take an Av 5k4 hit - blocks LOS

Wall of Spewing Filth (+10pts) a 6"x2" wall of filth, any moving through it must spend the next turn cleaning their eyes, nostrils & weapons - blocks LOS

War Chant (+5pts) 1s = 2s until the end of the turn

Wave (+5pts) a wave of force, any hit by the wave are moved 3"

Wrath (+15pts) enemies are knocked prone

YAMATO M20



ROLE-PLAYING IN LEGENDARY JAPAN



DAVID HUDSON

Table of Contents

| | | | |
|--------------------------------|---|---|----|
| Introduction..... | 2 | Level Advancement | 5 |
| Stats | 2 | Weapons and Armor | 6 |
| Races | 2 | Adventuring Gear and Starting Items | 7 |
| Skills | 2 | Sample Characters | 7 |
| Aspects and Unmei Points | 3 | Combat | 8 |
| Clans and Castes..... | 3 | Magic | 8 |
| Classes..... | 4 | Shugenja's Spell List..... | 9 |
| Religion | 5 | Monsters..... | 17 |
| Kami | 5 | Game Master's Guide..... | 19 |
| | | License..... | 21 |

YAMATO M20

Introduction

Yamato m20 is a Role-Playing Game set in legendary Japan where players take the roles of samurai, ninja, monks and mystics. Heroic conflict and political intrigue await the characters who must depend on their weapons, their honor and their connection with the spiritual world to defeat their adversaries.

Yamato m20 uses the Microlite20 (m20) system. M20 is a rules-lite version of the 3.x Fantasy System Reference Document (SRD). Game Masters (GM) and players can use SRD and SRD-compatible resources with minimal or no conversion. The SRD and a copy of Oriental Adventures or Rokugan Campaign Setting are recommended.

Stats

Each character has 3 stats: Strength (STR), Dexterity (DEX) and Mind (MIND). To generate stats for a character, roll 4d6 and drop lowest die. Total the remaining 3 dice and allocate the result to one of the stats. Repeat for remaining stats.

Each stat has a corresponding stat bonus:

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

Races

All player characters are human and get +1 to all skill rolls.

Skills

Each character has 4 skills: Physical (PHYS), Subterfuge (SUB), Knowledge (KNOW) and Communication (COMM). Roll

higher than the GM-determined Difficulty Class (DC) to succeed at a skill roll.

Skill rank = any bonus due to your class, race or clan/caste.

Skill roll = d20 + skill rank + class level + appropriate stat bonus is most applicable to the use + situation modifiers.

For example, Climbing would use PHYS + STR bonus.

Dodging a falling rock is PHYS + DEX bonus. Finding a trap is SUB + MIND bonus. Disabling a trap is SUB + DEX bonus.

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

Contest of Skills: Some situations call for a resolution other than rolling against a DC. When two opponents vying directly

against each other (arm-wrestling, grabbing a sacred idol, playing Go), have them each do a skill roll. Many contests of skills will be PHYS+DEX, but a game of Go would be KNOW+MIND. The highest skill roll wins.

Aspects and Unmei Points

Aspects are a collection of traits that help describe the character's background, motivation or appearance. An epithet, quote, relationship, possession, or anything else can be an Aspect. Characters start with seven Aspects at 1st Level and can gain more with Level advancement. For each Aspect, a player gets an Unmei Point (perhaps measured with a poker chip or other counter) at the beginning of each session. At the beginning of each session, or if enough in-game time has passed determined by the GM, a player's Unmei Points are reset.

The best aspects are the ones that can both help and hinder a character. Interesting aspects provide the most opportunity for a player to use and gain Unmei Points. The GM should grant more leeway for aspects that make the gaming session more interesting and enjoyable.

Invoking an Aspect

At any time during the session, the player may invoke an Aspect after any die roll by describing how it comes into play and spending an Unmei Point. If the Unmei point is used for something simple (the PC needs just one more flask of oil) and has the aspect "Gear: Encumbered because I travel with everything", the GM simply declares that the PC succeeds. If the Unmei point is used for something requiring a roll, the PC will get a re-roll. The PC can take the highest roll. If the rolls were equal, then the PC gets the result of the roll +1.

The GM may also invoke that character's Aspect(s). Non-player characters, monsters and Kami (spirits) may invoke appropriate aspects. If the player refuses, then she must spend an Unmei Point; if she accepts the consequences, then she gains an Unmei Point. This provides dramatic interest in the PC's flaws and well as allows the players to gain more Unmei points during play.

Tagging an Aspect

Players can spend an Unmei point to invoke an aspect, which is not on their own character sheet, if they know what the aspect is. This is referred to as tagging an aspect. Situations, other characters, locations, and other things of dramatic importance can have aspects. Sometimes they're obvious, and sometimes they're less so. Kami are a great way to use tagged aspects since they inhabit every part of nature (a river, a mountain, animals).

As a rule of thumb, tagging someone or something else's aspects requires a little more justification than invoking one of your own aspects. It should be some way to really bring in the visual or theme that the aspect suggests. For aspects on opponents, the player needs to know about the aspect in the first place, and then play to it.

Starting Aspects

All characters start with Aspects for Gear, Wealth, Religion and Clan/Caste. Many will have Honor/Bushido or Taint (corrupted by evil Kami). A character will have seven aspects at 1st level.

Clans and Castes

Clans and Castes are Aspects that also give a bonus to one skill. The default time period for Yamato m20 is the Heian Period (8th to 12th Century AD). The clan and caste names can be changed to fit other periods of Japanese history. If a character changes his or her clan or caste, the skill bonus will not change.

Yamato Clans and Castes

Fujiwara Clan (+1 KNOW, Keepers of the culture and power of the Empire)

Taira Clan (+1 PHYS, Clan of warriors)

Minamoto Clan (+1 COMM, Diplomats between clans)

Tachibana Clan (+1 SUB, influence in regions outside the Imperial Court)

Ronin (+1 SUB, Bad Reputation, Masterless)

Buraku (+2 SUB, Very Bad Reputation, "Untouchable").

Buraku will also have the Aspect: Wealth - Poor.

Commoner (+1 to skill of their choice). Commoners will also have the Aspect: Wealth - Poor

Religious Order (+1 to skill of their choice).

Classes

There are seven classes. Players choose a class for their character. Characters begin at Class Level 1.

Bushi

Bushi (warrior) can wear armor of any kind. They have a +3 bonus to PHYS and add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels on. It is a crime to wear Samurai armor (see Armor section).

Nusutto

Nusutto (rogue) can wear light armor. 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 SUB skill rank to the damage of their first attack.

Common Aspects: Bad Reputation, Taint.

Ninja

Ninja wear no armor. They have a +3 bonus to Subterfuge and can fight unarmed (kicks, punches, etc) doing d4 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 | 4 | 8 | 12 | 16 | 20 |
|--------|-----|-----|-----|------|-----|-----|
| Damage | 1d4 | 1d6 | 1d8 | 1d10 | 2d6 | 2d8 |

Their attacks count as magical after 5th level.

They gain an AC bonus equal to their level divided by 3 (rounded down) provided they are wearing no more than loose fitting clothes.

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. This increases by +1 at 5th level and every five levels on.

Required Aspects: Gear: travels light, loyalty to my master

Common Aspects: Bad Reputation, Taint.

Samurai

Samurai can wear armor of any kind. They have a +3 bonus to PHYS and add +1 to all attack and damage rolls. This increases by +1 at 4th level and every four levels on. Samurai add +1 to attack and +2 to damage rolls when using a katana. Samurai add +1 to attack and +1 to damage rolls when using a bow.

Required Aspects: Bushido (Honor, Loyalty, Frugality, Honesty)

Common Aspects: Gear - Travels Heavy, Religion - Buddhist.

Shugenja

Shugenja (priest) wear no armor. They cast Shugenja spells and gain +3 bonus to Communication. They can cast any Shugenja spell with a spell level equal or below ½ their class level, rounded up. A Shugenja must pick one favored element. He or she must then also choose a prohibited element. Spells from this element are easier to cast, costing 1 less HP to use. A Shugenja cannot cast spells from the prohibited element.

A Shugenja 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.

Aspects: Travel light. Religion – Shugendo. Often has Honor. Evil Shugenja will have Taint. Clan – Religious Order.

Sohei

Sohei (warrior-priest) can wear armor of any kind including Samurai armor. They have a +3 bonus to PHYS and add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels on. Sohei add +1 to attack and +2 to damage rolls when using a naginata Beginning at 4th level. Sohei can cast any Shugenja spell with a spell level equal or below ¼ their class level, rounded down. They cannot cast spells of 5th level and higher. They can cast spells only from the Water element.

A Sohei can Turn Undead with a successful Magic Attack. DC is the current Hit Points of the Undead + 2. If the DC is

exceeded by 10 it is destroyed. This can be used (Level) times per day.

Required Aspects: Bushido (Honor, Loyalty, Frugality, Honesty), Religion – Buddhist (zealot). Clan – Religious Order

Yamabushi

Yamabushi (monk) wear no armor. They have a +3 bonus to PHYS 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 | 4 | 8 | 12 | 16 | 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.

Yamabushi can use DEX bonus + level instead of STR bonus + level as melee attack bonus if unarmed.

Yamabushi 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.

A Yamabushi 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) times per day.

Required Aspects: Honor, Gear - Travels light, Wealth: Relies on the help of others, Religion – Shugendo, Clan – Religious Order

Religion

All characters must choose a religion as an Aspect. The religious choices are Buddhist, Shinto or Shugenja. Most characters typically will practice elements from both Buddhism and Shinto. The Shugenja religion takes elements from both Buddhism and Shinto and is typically practiced only by Shugenja and Yamabushi. Fervor in one's chosen religion can vary widely.

Look in the References section for resources describing these religions.

Kami

Kami are Shinto spirits that reside in everything, particularly in nature. Natural phenomena (thunder, wind), natural objects (mountains, trees, the sun, animals), spirits of one's ancestors are all kami. Some kami are deities or represent human qualities such as wisdom, fertility and war. Most kami are not corporeal and remain unseen. However, some kami may decide to take a physical form, often in the form of an animal, to communicate directly to the characters. In game terms Kami provide many opportunities for characters to use their Unmei points. Using one's knowledge of the surroundings and situation, a character may be able to use Unmei points to invoke a kami who is willing to help. Also, a GM may use evil or mischievous kami to hinder the characters. While Kami are a central part of the Shinto religion, characters of other religions can still Invoke a Kami since most characters will be familiar with this element of Shinto.

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 akki = EL1. 2 akkis = EL2. 4 akkis = 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 skill rolls

If the level divides by three (i.e. level 3,6,9,etc.) add 1 point to STR, DEX or MIND. The character also gains one more aspect.

Check each class for other level advancement features.

Example

The 1st level adventurers have just completed an 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.

Weapons and Armor

Shields are not used. Instead, the Tessen can be used as a shield conferring AC +1 if not used for attacking.

If wielding a weapon designed for disarming or tripping, do a contest of skills using PHYS+DEX against that of your opponent.

Light Weapons

Samurai, Bushi, Sohei, Ninja and Nusutto can use light weapons with their DEX bonus instead of their STR bonus. All five classes can use two light weapons at the same time and make two attacks per round (taking -2 on their attack rolls), or attack with both ends.

| Name | Damage |
|---|--------|
| Neko-te (spiked gauntlets, "tiger claws", used in pairs) | 1d4 |
| Jitte (unsharpened dagger with a special hand guard for disarming) | 1d4 |
| Kama (sickle, used in pairs) | 1d6 |
| Kunai (multipurpose knife, throwing knife, trowel, grappling hook, used by ninja) | 1d3 |
| Kusarigama (sickle + morning star, two-handed, also used to trip) | 1d6 |
| Manrikigusari (two weights on a long chain, two-handed, also used to trip & disarm) | 1d4 |
| Nunchaku (two sticks connected with a short chain, two-handed, can be used for two attacks when taking -2 on your roll) | 1d4 |
| Ono (handaxe) | 1d6 |
| Sai (unsharpened dagger with two special hand guards for disarming) | 1d4 |

| | |
|--|-------|
| Tambo (club, often used in pairs) | 1d4 |
| Tanto (knife) | 1d4 |
| Tessen (war fan, AC +1 if not attacking) | 1d4 |
| Tonfa (short stick with handle, used in pairs) | 1d6 |
| Wakizashi (1'-2' short sword) | 1d6 |
| Wakizashi as part of a Daisho (masterwork +1) | 1d6+1 |

Other Melee Weapons

Some of these weapons are polearms that grant users a +2 bonus to initiative. These are all two-handed weapons.

| Name | Damage |
|---|--------|
| Bo (6' staff, polearm) | 1d6 |
| Jo (4' staff) | 1d6 |
| Katana (sword) can be used one handed -1/-1 | 1d10 |
| Katana as part of a Daisho (masterwork +1) | 1d10+1 |
| Masakari (battle axe) | 1d8 |
| Naginata (polearm) | 1d10 |
| Nodachi (rare, oversized sword) | 2d6 |
| Sasumata (man catcher used for tripping, polearm) | 1d4 |
| Takujo (6' staff with metal rings and wards on one end) | 1d6 |
| Tetsubo (huge mace) | 1d8 |
| Yari (spear) | 1d8 |

Ranged Weapons

| Name | Damage |
|---|--------|
| Fukiya (blowgun, 20 needles) | 1 |
| Fukimi-bari (mouth darts) | 1 |
| Shuriken | 1d3 |
| Sling (10 Bullets) | 1d4 |
| Daikyu (longbow, composite, 20 Arrows) | 1d8 |
| Hankyu (shortbow, composite, 20 Arrows) | 1d6 |

Armor

| Armor | Cost | Armor Bonus | Maximum Dex Bonus | Armor Check Penalty | Notes |
|--------------|----------------|-------------|-------------------|---------------------|---------------|
| Light armor | | | | | |
| Padded | Low | +1 | +8 | 0 | |
| Tatami Do | Medium | +3 | +5 | -1 | |
| Medium armor | | | | | |
| Do Maru | High | +4 | +4 | -3 | |
| Tanko | Very High | +5 | +3 | -4 | Samurai armor |
| Heavy armor | | | | | |
| O-Yoroi | Extremely High | +7 | +2 | -5 | Samurai armor |

Adventuring Gear and Starting Items

All characters will start with basic tools of the trade for their respective classes. In addition, characters will have the following items based on their class:
Bushi will have a yari and tatami do

Ninja will have a wakizashi, shuriken, a kunai, thieves tools and caltrops.

Nusutto will have a wakizashi, tatami do, thieves tools and caltrops.

Sohei, Shugenja and Yamabushi will have Buddhist, Shinto and/or Shugendo holy symbols and texts as appropriate.

Sohei will have a do maru, a daikyu and a naginata

Samurais will have a do Maru, daikyu and a katana.

Yamabushi will have a bo.

Gear Aspect: "Travels Light", "Have Everything I need", "Travels Heavy" or variations thereof. Use these aspects to

resolve questions such as whether or not a character has extra rope, or if they can easily make it over rocky terrain. This is much easier than keeping a huge list of items.

Wealth

Since Yamato m20 is more about attaining honor and performing feats of heroism rather than money, instead of keeping track of every yen that a character has to their name, simply use an Aspect - Poor, Has Enough to Get By, Frugal, Comfortable, Wealthy, Very Wealthy, Yen poor but land rich, Lives off the kindness of others, etc.

The GM will need to approve the choice and fit it into the campaign. Note that having more money will draw much attention to the character, something that some such as Ninjas will want to avoid.

Sample Characters

Yoshikage, Samurai Level 1

STR 17 (+3), DEX 14 (+2), MIND 10 (+0)

PHYS +5, SUB +1, KNOW +1, COMM +1

HP 21, AC 16 (Do Maru),

Katana +2/+3, d10

Hankyu +2/+2

All other weapons +1/+1

Aspects: Taira Clan, Bushido, Gear - Travel Heavy, Religion - Buddhist, Wealth - Frugal, Grew up in a Buddhist monastery, Loves old maps and books.

Hokke, Bushi Level 1

STR 16 (+3), DEX 13 (+1), MIND 11 (+0)

PHYS +4, SUB +2, KNOW +1, COMM +1

HP 19, AC 12 (Padded Armor)

Aspects: Commoner (+1 to SUB), Wealth - Poor, Gear -

Reasonable amount. Religion - Shinto, Protector of village he grew up in. Raised many animals on his parents' farm. Hates Oni because they ransacked his village.

Yari +1/+1 1d8

All other weapons +1/+1

Padded armor

Murasaki, Ninja Level 1

STR 11 (+0), DEX 15 (+2), MIND 14 (+2)

PHYS +1, SUB +5, KNOW +1, COMM +1

HP 16, AC 12 (No Armor)

Bare Hands 1d4

Wakizashi 1d6

Shuriken 1d3

Kunai 1d3

Aspects: Loyalty to My Master, Wealth - Poor, Religion - Shinto,
Gear - Travels light, Clan - Tachibana, Very secretive about her
ninja abilities, Writing a novel about life in the imperial Court.

Hideie, Shugenja Level 1

STR 12 (+1), DEX 14 (+2), MIND 15 (+2)

PHYS +1, SUB +1, KNOW +2, COMM +4

HP 14, AC 12 (Robes)

Jo d6

Spells: All 0 and 1st level Shugenja spells.

Element: Fire. Prohibited Element: Water

Can turn undead 5 times/day

Aspects: Wealth - Poor, Gear - Travels Light, Clan - Religious
Order, Religion - Shugenja, Extensive knowledge of plants,
Thinks it is fun to set things on fire, Wishes he were in the
Tachibana clan.

Setsu, Yamabushi Level 1

STR 14 (+2), DEX 17 (+3), MIND 10 (+0)

HP 17, AC 14,

PHYS +5, SUB +1, KNOW +1, COMM +1

Fists: 1d6

Can turn undead 3 times/day

Aspects: Wealth - Lives of the generosity of others, Religion:
Shugenja, Honor, Gear - Travels light, Clan - Religious Order,
Musician (hochiku and shamisen), Really wants to be left alone to
meditate.

Combat

Armor Class (AC) = 10 + DEX bonus + Armor bonus.

Hit Points = STR Stat + 1d6/Level.

If HP reaches 0, unconscious and near death. Further damage
directly reduces STR. If STR reaches 0, death results.

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 STR bonus to Melee damage, x2 for 2-handed weapons.

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.

Bushi, Samurai, Sohei, Ninja and Nusutto can use DEX
bonus + Level as Melee attack bonus instead if wielding a light
weapon. Bushi, Samurai, Sohei, Ninja and Nusutto 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.

Magic

Casting a spell of any kind costs Hit Points. The cost to cast
a spell is (2 x level of the spell + 1):

| 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
favored element. Spells from this element are easier to cast,
costing 1 less HP to use. If Air is the favored element, Earth is the
prohibited element and vice-versa. If Fire is the element then
Water is the prohibited element and vice-versa. Shugenja can cast
spells from the Void element starting at 5th level. A Shugenja must

be without Taint to cast Void spells. Spells from the prohibited elements cannot be cast.

Since magic involves channeling Kami, a shugenja or sohei can use an Unmei point to affect their spell roll. The spell must be from their favored element and the element must be present nearby in a substantial non-trivial manner: a strong wind for Air, rubble for Earth, torches for Fire, a stream for Water.

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

Shugenja's Spell List

Spell lists for Shugenja and Sohei are listed in the SRD, Oriental Adventures (OA), Rokugan Campaign Setting (RoK) and Magic of Rokugan (MoR).

0-Level Spells

Air

Know Direction
Flash of Insight (MoR)
Flight of Doves (MoR)
Gathering Swirl (MoR)
Guidance
Daze
Ghost Sound
Ray of Frost

Earth

Be the Mountain (MoR) [This spell grants DR 2/magic while in effect]
Call Earth (Rok)
Mending
Jurojin's Balm (MoR)
Mage Hand
Resistance
Pebble Charm (MoR)
Virtue

Fire

Agasha's Touch (Rok)
Call Fire (Rok)
Dancing Lights
Flickering Flame (MoR)
Flaring Speed (MoR)
Flare
Disrupt Undead
Light
Whispers of the Kami (MoR)

Void

Drawing Out the Void (MoR)
Void Touch (MoR)

Water

Detect Magic
Cleanse (MoR)
Detect Poison
Purify Food and Drink
Cure Minor Wounds
Purity (MoR)
Suitengu's Surge (MoR)
Create Water

All

Commune With Elements (Rok)
Summon (Rok)
Read Magic

1st-Level Spells

Air

The Arrow's Flight (MoR)
Blessed Winds (MoR)

Feather Fall
Jump
Detect Snares and Pits
Chill Touch
Disguise Self
Silent Image
Ventriloquism
Quiescence of Air (Rok)
Speed of Breath (MoR)
Expeditious Retreat
Sleep

Earth

Magic Stone
Magic Weapon
Earth's Mercy (MoR)
Earth's Stagnation (Rok)
Hands of Clay (Rok)
Shield of Faith
Mage Armor
Mask of the Mountains (MoR)
Protection From Taint (OA)
Sanctuary
Pass Without Trace
Whispers of the Land (MoR)
Wholeness of the World (MoR)

Fire

Faerie Fire
Hypnotism
Burning Hands
Evil Ward (MoR)
Eye of the Sun (Rok)
Cause Fear
Endure Elements
Never Alone (MoR)
Produce Flame

Color Spray
Ruined Earth (MoR)
Shocking Grasp

Void

Look Into the Void (MoR)
Touch of All (MoR)

Water

Remove Fear
Castle of Water (Rok)
Detect Taint (OA)
Ebbing Strength (MoR)
Bless
Magic Fang
Charm Animal
Cure Light Wounds
Speed of the Waterfall (MoR)
Spirit of Water (MoR)
Obscuring Mist
True Strike
Bane

All

Importune Kami I (MoR)
Sense Spirit (MoR)

2nd-Level Spells

Air

Eagle's Splendor
Levitate
Distracting Spirits (MoR)
Eyes Shall Not See (MoR)
Silence
Gust of Wind

Detect Thoughts

Know the Shadows (OA)

Lessons of the Lion (MoR)

Minor Image

Reflecting Mirror (MoR)

Knock

Yari of Air (OA)

Earth

Barkskin

Courage of the Seven Thunders (Rok)

Earthen Barrier (MoR)

Make Whole

Hold Person

Mask of Jade (MoR)

Mercy Soften Earth and Stone

Murmur of Earth (MoR)

False Life

Tetsubo of Earth (OA)

Shield Other

Tree Shape

Bear's Endurance

Fire

Burning Kiss of Steel (MoR)

Pyrotechnics

Burning the Ashes (MoR)

The Fires that Cleanse (Rok)

Flaming Sphere

Cat's Cunning

Touch of Idiocy

Hurried Steps (New)

Heat Metal

Flame Blade

Oath of the Two Heavens (MoR)

Cat's Grace

Void

Boundless Sight (MoR)

Drawing the Void (Rok)

Unraveling (MoR)

Water

Protection From Arrows

Bo of Water (OA)

Clarity of Purpose (MoR) [This spell grants a +4 bonus to initiative checks for a number of hours equal to your caster level]

Fortune's Turn (MoR)

Remove Paralysis

Iuchi's Sling (MoR)

Bull's Strength

Lesser Restoration

Delay Poison

Cure Moderate Wounds

Locate Object

Owl's Wisdom

Wisdom and Clarity (Rok)

All

Awaken Weapon (New)

Importune Kami II (MoR)

Resist Energy

3rd-Level Spells

Air

Wind Wall

Cloak of Night (MoR)

Stinking Cloud

Dispel Slumber (MoR)

Invisibility

False Tongue (MoR)

Haste

Fly
Major Image
Nondetection
Clairaudience/Clairvoyance
Deep Slumber
Winds of Aggression (MoR)

Earth

Agasha's Kiss (MoR)
Prayer
Magic Vestment
Greater Magic Weapon
Blood Curse (MoR)
Kaiu's Jade (MoR)
Stone Shape
Magic Circle Against Taint (OA)
Plant Growth
Slow
Spike Growth
Tremor (Rok)
Meld into Stone

Fire

Scorching Ray
Flame Arrow
Burn the Soul (Rok)
Disrupt the Aura (MoR)
Fire Wings (OA)
Call Lightning
Gaijin Flames (MoR)
Keen Edge
Osano-Wo's Blessing (MoR)
Fireball
Searing Light
Daylight

Void

Contemplate the Void (Rok)
Touch of Nothing (New)
Voice of the Void (MoR)
Unraveling II (MoR)

Water

Water Breathing
Create Food and Water
The Inner Ocean (MoR)
Heroism
Rage
Cure Serious Wounds
Remove Blindness/Deafness
Remove Curse
Remove Disease
Ride Through the Night (MoR)
Surging Soul (MoR)
Water Walk
Wonderful Origami Fushiki (Rok)

All

Protection from Energy
Dispel Magic
Importune Kami III (MoR)
Spirit Sight (MoR)
Summon Nature's Ally III*
Glyph of Warding

4th-Level Spells

Air

Blessings of Isora (MoR) [You gain DR 20/magic against melee attacks and DR 20/earth against ranged attacks with this spell]
Bridge to Yomi (MoR)
Shout

Hallucinatory Terrain

Detect Scrying

Air Walk

Illusory Wall

Discern Lies

Whispers of Twilight (MoR)

Wisdom of the Kami (Rok)

Earth

Death Ward

Dismissal

Immortal Steel (Rok)

Jade Strike (OA)

Lesser Globe of Invulnerability

Lessons of the Crab (MoR)

Spike Stones

Slash of the Lion (MoR)

Spell Immunity

Star-Filled Steel (MoR)

Fire

Lightning Bolt

Quench

The Fires From Within (New)

Fist of Osano-Wo (MoR)

Explosive Runes

Fire Shield

Tamori's Curse (MoR)

Wall of Fire

Warning Flame (MoR)

Void

Endless Depth (MoR)

Kharmic Intent (Rok)

Whispered Blade (MoR)

Water

Neutralize Poison

Ice Storm

Near to Ice (Rok)

Control Water

Cure Critical Wounds

Restoration

Stand Against the Waves (MoR)

Locate Creature

Torrential Rain (MoR)

Yuki's Touch (MoR)

All

Importune Kami IV (MoR)

5th-Level Spells

Air

Bad Karma (Rok)

Mirage Arcana ,Dance of the Kami (MoR)

Piercing the Soul (MoR)

Improved Invisibility

Dimension Door

Symbol of Sleep

Control Winds

Persistent Image

Earth

Dispel Taint (OA)

Embrace of Kenro-ji-jin (MoR)

Force of Will (Rok)

Jurojin's Curse (MoR)

Disrupting Weapon

Spell Resistance

Passwall

Soul Sword (MoR)

Wall of Stone

Fire

Breath of the Fire Dragon (Fire Breath

OA)

Burning Steps (MoR)

Confusion

Osano-Wo's Embrace (Rok)

Scatter the Soul's Flame (MoR)

Feeblemind

Call Lightning Storm

Flame Strike

Void

Essence of the Void (Rok)

Void Strike (MoR)

Unraveling III (MoR)

Water

Mass Cure Light Wounds

Scrying

Energy Transference (MoR)

Atonement

Path of the Scorpion (Rok)

The Path Not Taken (MoR)

Righteous Might [Righteous Might grants shugenja DR 5/magic

10/ magic or 15/magic

since they do not channel positive or negative energy]

Strike of Flowing Waters (MoR)

Wall of Ice

All

Commune with Nature

Importune Kami V (MoR)

Summon Nature's Ally V*

6th-Level Spells

Air

Blessings of the Four Winds (MoR)

Wind Walk

Dominate the Mind (Rok)

Permanent Image

Facing Your Devils (MoR)

The Kami Watch Over Me (MoR)

Veil

Teleport

Cloudkill

Wisdom of the Air Dragon (MoR)

Legend Lore

Earth

Stoneskin

Banishment

Antimagic Field

Globe of Invulnerability

Harvest of Jade (MoR)

Undeath to Death

Move Earth

Power of the Earth Dragon (MoR)

Prison of Earth (Rok)

Wall of Iron

Wooden Prison (MoR)

Fire

T.'s Transformation

Mark of Justice

Final Rest (Rok)

Fire Seeds

Fires of Purity (OA)

Greater Heroism

Plain of Desperate Evil (MoR)

Rage of the Fire Dragon (MoR)
Symbol of Fire (New)
Yakamo's Anger (OA)

Void

Balance the Elements (MoR)
Spiritual Presence (Rok)
Unraveling IV (MoR)

Water

Acid Fog
Ebb and Flow of Battle (MoR)
The Emperor's Road (MoR)
Heart of the Water Dragon (MoR)
Master of the Rolling River (OA)
Heal
True Seeing
Contingency
Symbol of Fear
Heroes' Feast
Within the Waves (Rok)

All

Greater Dispel Magic
Importune Kami VI (MoR)
Kharma (Rok)
Summon Nature's Ally VI*

7th-Level Spells

Air

Borne by the Wind (MoR)
Instant Summons
Mislead
Guardian of Air (MoR)
Project Image

Programmed Image
Poison of the Windspider (Rok)
Ryoshun's First Gift (MoR)
Teleport Object
Mass Invisibility

Earth

Blade Barrier
Disintegrate
Essence of Earth (Rok) [The DR granted by this spell is 25/magic]
Guardian of Earth (MoR)
Spell Turning
Laughter of the Risen Earth (MoR)
Statue
Mass Hold Person
Symbol of Stunning
Tomb of Jade (OA)

Fire

Chain Lightning
Death of Flame (Rok)
Grandfather's Word (MoR)
Guardian of Fire (MoR)
Kuro's Fire (MoR)
Insanity
Sunbeam
Fire Storm
Prismatic Spray

Void

Essence of All (MoR)
Winds of Change (Rok)
Unbound (MoR)

Water

Control Weather
Endless Deluge (MoR)
The Flow of Time (Rok)
Greater Scrying
Guardian of Water (MoR)
Osaku's Lifeblood (MoR)
The Penetrating Drop (Rok)
Greater Restoration
Greater Arcane Sight
Words of the Kami (OA)

All

Importune Kami VII (MoR)
Summon Nature's Ally VII*

8th-Level Spells

Air

Alter Mind (MoR)
Screen
Greater Spell Immunity
Call the Spirit (MoR)
Phase Door
Slayer's Knives (Rok)
Greater Shout
Greater Teleport
Whirlwind

Earth

Binding
Devastation of Stone (MoR)
Earthquake
Iron Body
Protection From Spells
Kami's Strength (MoR)

Oni Warding (MoR)
Time's Deadly Hand (Rok)
Power Word Stun

Fire

Boiling Fire (MoR)
Sunburst
Curse of the Burning Hand (MoR)
The Element's Fury (MoR)
Everburning Rage (Rok)
Power Word Blind
Incendiary Cloud
Delayed Blast Fireball

Void

End of Illusions (MoR)
Unraveling V (MoR)
Visage of the Void (Rok)

Water

Gather the Clouds (MoR)
Hands of the Tides (MoR)
Kingdom Beneath the Sea (MoR)
Regenerate
Word of Recall
Tides of Battle (MoR)
Discern Location
Moment of Prescience
The Waves Are Ever Changing (Rok)

All

Importune Kami VIII (MoR)
Summon Nature's Ally VIII*

9th-Level Spells

Air

Doji's Curse (MoR)
Look Into the Soul (MoR)
The Mirror's Smile (Rok)
Time Stop
Ring of Air (MoR)
Seeing Ages Past (MoR)
Teleportation Circle
Walking the Way (Rok)

Earth

Castle of Earth (MoR)
Essence of Earth II (Rok) [The DR granted by this spell is 50/magic]
Maw of the Earth (MoR)
Purity of the Seven Thunders (Rok)
Quest For the Pearl (MoR)
Ring of Earth (MoR) [The DR granted by this spell is 20/air]
Slumber (MoR)
Antipathy

Fire

Call of Fire (Rok)
Choke the Soul (MoR)
Final Ruin (MoR)
Follow the Flame (Rok)
Ring of Fire (MoR) [Subjects of this spell may take 20 on initiative checks
but this has no effect if cast during an encounter]
Meteor Swarm
Turmoil (MoR)

Void

Banished to the Outer Darkness (MoR)

Divine the Future (Rok)
Draw Back the Veil (MoR)
Master the Void (MoR)
Ring of Void (MoR)

Water

Kharmic Vengeance (MoR)
Kumo's Black Embrace (MoR)
Mass Heal
Peace of the Kami (MoR)
Ring of Water (MoR)
Suitengu's Embrace (Rok)
Tsunami (Rok)
Wheel of Fortune (Rok)

All

Elemental Swarm
Importune Kami IX (MoR)
Summon Nature's Ally IX*

- Shugenja may only cast Summon Nature's Ally spells to summon elementals of a size appropriate to the spell level.

Monsters

Monsters are described in the SRD, Creatures of Rokugan and Oriental Adventures (3rd edition). A few are listed here.

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 oni, 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 shugenja (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 Bushi, Nusutto, Shugenja as required.

| Name | Hit Dice | Armor Class | Attack |
|----------------------------------|----------------------|-------------|--|
| Animal (small) eBadger | HD 1d8+2 (6 hp) | AC 15 | Claw +4 (1d2-1) |
| Aranea | HD 3d8+6 (19 hp) | AC 13 | Bite +4 (1d6 &p); poison (DC13, 1d6/2d6 Str) |
| Demon, Bebilith | HD 12d8+48 (102 hp) | AC 25 | 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 |
| Dire Rat | HD 1d8+1 (5 hp) | AC 15 | Bite +4 (1d4 plus disease) |
| Dragon (young Azure) | HD 13d12+39 (123 hp) | AC 21 | Bite +20 (2d6+7), can fly |
| Akki (Goblin) | HD 1d8+1 (5 hp) | AC 15 | Morningstar +2 (1d6) or javelin +3 (1d4) |
| Inugami (vengeful dog spirit) | HD 4d8+4 (22 hp) | AC 16 | Bite +5 (1d10+2) |
| Human Commoner | HD 1d8+1 (5 hp) | AC 12 | Dagger +1 (1d6+1) or sling +1 (1d4) |
| Ghoul | HD 2d12 (13 hp) | AC 14 | Bite +3 (1d6+1 &par), 2 claws +0 (1d3 &par); paralysis (DC14), create spawn; undead, +2 turn resistance |
| Insect (small) eg Spider | HD 1d8 (4 hp) | AC 14 | Bite +4 (1d4-2 plus poison) |
| Merfolk | HD 1d8+1 (5 hp) | AC 13 | Trident +1 (1d8), heavy crossbow +2 (1d10); low-light vision. |
| Octopus, Giant | HD 8d8+8 (44 hp) | AC 18 | 8 tentacles +10 (1d4+5), bite +5 (1d8+2); |
| Ogre | HD 4d8+11 (29 hp) | AC 16 | Great club +8 (2d8+7) or javelin +1 (1d8+5) |
| Ogre Mage | HD 5d8+15 (37 hp) | AC 18 | Huge greatsword +7 (2d8+7), or huge longbow +2 (2d6) |
| 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) |
| Troll | HD 6d8+36 (63 hp) | AC 16 | Claw +9 (1d6+6) |
| Wolf | HD 2d8+4 (13 hp) | AC 14 | Bite +3 (1d6+1) |
| Zombie | HD 2d12+3 (16 hp) | AC 11 | Slam +2 (1d6+1) or club +2 (1d6+1) |

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.

Cackling 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. Any character that uses poison will gain and/or increase their Taint. 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.

Burnt Pieris Fumes: Inhaled, DC 18, -1 STR*/-3d6 STR, extremely expensive

Deathblade: Injury, DC 20, -1d6 STR/-2d6 STR, extremely expensive

Insanity Mist: Inhaled, DC 15, -1d4 MIND/-2d6 MIND, extremely expensive

Oil of Fugu: Ingested, DC 15, O/unconsciousness

Urushi Paste: Contact, DC 16, -1 DEX/-2d4 DEX, Very Expensive

Monstrous Scorpion (tiny): Injury, DC 12, -1 STR/-1 STR, inexpensive

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

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

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

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

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

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

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

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

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Challenges & Champions

Revised Rules Guide

Alexander Falone

10/7/2011

The Revised Rules Guide to the Challenges & Champions Role Playing Game, a middle ground in terms of “rules heavy-ness” between Microlite20 and Primary Fantasy SRD rules.

Introduction

What is Challenges & Champions?

Challenges & Champions is a semi-rules-light role-playing game based on the Microlite20 system and the D20 Primary Fantasy System Reference Document, and attempts to find a middle ground between the two systems.

What is this document?

This is the Challenges & Champions Rules Guide. It contains all the rules necessary to create and play a character in Challenges & Champions.

A note about fractions...

Unless otherwise noted, all fractions should be rounded down even if they are greater than one half. Hit points and damage are the exceptions to this; rolls for such are always at least one.

A note about pronouns...

The masculine forms of third person pronouns are used exclusively throughout this text. This is done solely for ease of use. It is not meant to imply that women cannot play Challenges & Champions or that men are somehow better than women.

Chapter 1: Attributes

Attributes

There are four attributes in Challenges & Champions: Might, Agility, Intellect, and Spirit.

Might: Might is the measure of a character's physical power and heartiness.

Agility: Agility is the measure of a character's physical grace and fine motor skills.

Intellect: Intellect is the measure of a character's mental capacity and critical thinking skills.

Spirit: Spirit is the measure of a character's attentiveness and force of personality.

You have 4 points to divide among your character's attributes, which all start at 0. Each point put into an attribute raises it by 1. You cannot put more than 4 points into a single attribute, even with bonus points (though attributes can go higher than +4 through other factors). If you choose to have a negative value in an attribute, you gain bonus points to assign to your other attributes. For example, if you give your character a Might of -1, you have 1 more point to assign to another attribute (such as Intellect). If your character has a Might of -2, you have 2 bonus points. Heroes cannot lower any attribute below -2 in this way.

At every level that divides evenly by three (3rd, 6th, 9th, 12th, etc.) a character permanently gains +1 to the attribute of his choice. However, no attribute may be raised in this way so that it is more than 7 points higher than another. So if your character has a +5 Might, and a -2 Spirit, you may not raise his Might until his Spirit is raised to at least -1.

Chapter 1: Races

There are eight player character races in Challenges & Champions: Human, Drow, Dwarf, Elf, Gnome, Half-Elf, Half-Orc, and Halfling. Note that any modifiers to attributes are applied AFTER base attribute scores are generated.

Humans

Humans are a very adaptable race that can be found just about anywhere.

- Humans gain +1 to all skill checks.
- Humans speak Common and 1 other language of their choice (in addition to any bonus languages for a high Intellect).

Drow

Physically, drow are very similar to elves, but have dark purple to black skin with white or silvery hair, and they are often found in cities hidden underground. Their society emphasizes physical and mental grace, but at the cost of physical power.

- Drow lose -1 from their Might.
- Drow gain +1 to their Agility.
- Drow gain +1 to their Intellect.
- Drow speak Drowish and Common.

Dwarves

Dwarves are a thick, stout race who make their homes mostly in mountainous regions and have developed a noticeable hardiness because of it.

- Dwarves gain +1 to their Might.
- Dwarves speak Dwarven and Common.

Elves

Elves are widely hailed as the fairest race, and are most commonly found in forests and other wooded areas. Because of their extensive experience navigating through thick foliage, elves are notably more graceful than other races.

- Elves gain +1 to their Agility
- Elves speak Elven and Common.

Gnomes

Gnomes are a short, portly race who can be found in hilly areas. Gnomes tend to be very

curious and investigative, which allows them to think about problems laterally with relative ease.

- Gnomes gain +1 to their Intellect.
- Gnomes cannot use large weapons and must use medium weapons with two hands
- Gnomes speak Gnomish and Common.

Half-Elves

Half-elves are the offspring of human and elven parents, and can have characteristics of both.

- Half-Elves gain EITHER +1 to their Agility OR +1 to all checks made involving any two skills of their choice (chosen at 1st level)
- Half-Elves speak Elven and Common.

Half-Orcs

Half-Orcs are the unfortunate result of a human mating with an orc. They gain the strength of their orcish blood, but also some of its negative aspects.

- Half-Orcs gain +2 to their Might.
- Half-Orcs lose -1 from their Intellect.
- Half-Orcs lose -1 from their Spirit.
- Half-Orcs speak Orcish and Common.

Halflings

Halflings are the smallest race, standing roughly half the height of humans with similar proportions. Halflings tend to be very light-hearted and jovial, and are very hard to demoralize.

- Halflings gain +1 to their Spirit.
- Halflings cannot use large weapons and must use medium weapons with two hands.
- Halflings speak Common.

Languages

Each character can speak and read one or more languages. A character knows his racial language as well as the Common tongue (Common is the racial language of humans and halflings). A character also knows a number of bonus languages equal to his Intellect; though a negative Intellect does not reduce the number of languages he knows (Common and his racial language do NOT count toward this total).

Chapter 2: Classes & Levels

There are 7 classes in Challenges & Champions: Bard, Cleric, Fighter, Paladin, Ranger, Rogue, and Wizard. All classes are proficient with all weapons.

Bard

Bards are story tellers and Jacks-of-All-Trades.

- Skill Bonus: +1 Communication, Knowledge, and Subterfuge
- Primary Skill: Communication
- Wear light armor and use bucklers
- **Bardic Knowledge:** A bard adds his class level to skill checks involving the Knowledge skill.
- **Counter Song:** At 1st level, a bard can counter sound-based effects within 30'. To do this he either sings, chants, or plays a musical instrument. He can maintain the counter song so long as he does nothing but sing/chant/play. This ability cannot be used to disrupt the casting of a spell.
- **Bardic Music:** At 1st level, a bard may inspire himself and allies within earshot, or hinder enemies within 30'. He sings a song that grants a bonus or penalty equal to his Spirit (if positive) to attack and damage rolls, skill checks, or saving throws. He may use this ability a number of times per day equal to 2 + Class Level + Spirit (if positive). He may maintain the song while performing other actions (such as attacking) so long as they do not prevent him from singing. The effect lasts until he stops singing.
- **Linguistics:** At 4th level, a bard has become proficient in Linguistics. He may make a Com + Intellect check (vs DC 20) to speak and understand simple words and phrases in any language he does not already know.
- **Bard Spells:** At 6st level, a bard is able to cast spells. See **Chapter 7: Magic & Spells**.
- **Sublime Performance:** At 20th level, a bard may put on a Sublime Performance. By sacrificing a use of his Bardic Music ability, a bard plays a song that either creates an effect equivalent to a Mass Cure Critical Wounds spell or kills one enemy within 30' (DC = 10 + Class Level + Spirit, Fort negates).

Cleric

Clerics are priests who strive to carry out the tenants of their faith and to do the work of whichever deity they worship.

- Skill Bonus: +3 Communication
- Primary Skill: Communication
- Wear light or medium armor and use most shields (not tower shields)
- **Divine Spells:** At 1st level, a cleric casts divine spells. See **Chapter 7: Magic & Spells**.
- **Turn Undead:** At 1st level, a cleric can Turn Undead. The cleric makes a Magic Attack vs. DC = the current Hit Points (HP) of the Undead. For multiple undead, the cleric makes only one attack roll and compares it to each undead's HP. If the check is successful (roll \geq DC), the undead flees the cleric as fast as possible (or cowers if unable to flee, losing any positive Agility modifier to AC) for ten rounds. If the roll \geq DC + 10, the undead is destroyed. This can be used a number of times per day equal to 2 + Class Level + Spirit (if positive).
- **Divine Savant:** At 20th Level, a cleric has become a Divine Savant. By sacrificing a use of his Turn Undead ability, a cleric emits a burst of light that heals him, and all allies within 20', for 300 points of damage.
- **Code of Conduct:** A cleric who behaves in a manner contradicting his deity's ethos too strongly or too often (GM's fiat) loses all his class special abilities and may not gain new levels as a cleric until he repents and atones for his misdeeds.

Fighter

Fighters are true warriors, masters of weapons and (if they are clever) strategy and tactics.

- Skill Bonus: +3 Physical
- Primary Skill: Physical
- Wear any armor and use all shields (including tower shields)
- **Weapon Training:** At 1st level, a fighter has Weapon Training. He adds +1 to attack and damage rolls with all weapons. This bonus increases by +1 at 5th level and every five

levels thereafter (+1 at 1st level, +2 at 5th, +3 at 10th, +4 at 15th, +5 at 20th).

- **Power Attack:** At 1st level, a fighter can Power Attack. Before making attack rolls for a round, a fighter may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed the fighter's Class Level. The penalty on attacks and bonus on damage apply until his next turn.
- **Cleave:** At 4th level, a fighter can Cleave. Once per round, if he slays a foe with a melee attack, the fighter may immediately make one extra melee attack against an adjacent foe at the same attack bonus.
- **Combat Reflexes:** At 8th level, a fighter has developed Combat Reflexes, which grant him a +2 bonus to all Reflex saving throws.
- **Iron Will:** At 12th level, a fighter has developed an Iron Will, which grants him a +2 bonus to all Will saving throws.
- **Focused Strike:** At 16th level, a fighter can make a Focused Strike. Twice per day, when he attacks, the fighter may ignore his target's armor and shield bonuses to AC for one attack. The fighter must declare he is using this ability before the attack roll is made.
- **Weapon Mastery:** At level 20, a fighter has attained Weapon Mastery. All incoming weapon damage dealt to him is reduced by 5; and whenever he scores a critical hit, the damage is multiplied by x3 instead of x2.

The Paladins' Code

Protect the weak and defenseless
Live by honor and for glory
Tithe to the church of thy deity
Fight for the welfare of all
Obey those placed in authority
Guard the honor of fellow knights
Keep faith
At all times speak the truth
Persevere to the end in any enterprise begun
Respect the honor of women
Never refuse a challenge from an equal
Never turn thy back to a foe

Paladin

Paladins are holy crusaders who strive to help those in need and to rid the world of evil.

- Skill Bonus: +2 Communication, +1 Physical
- Primary Skill: Communication
- Wear any armor and use most shields (not tower shields)
- **Holy Bulwark:** At 1st level, a paladin has a Holy Bulwark. He adds +1 to all saving throws. This bonus increases by +1 at 5th level and every five levels thereafter (+1 at 1st level, +2 at 5th, +3 at 10th, +4 at 15th, +5 at 20th).
- **Lay on Hands:** At 1st level, a Paladin can Lay on Hands, allowing him to heal himself or another for an amount equal to his Class Level x Sprit (if positive). This amount can be divided among multiple targets and need not be used all at once.
- **Paladin Immunities:** At 4th level, a paladin becomes immune to fear effects and all diseases. Certain afflictions, like Mummy Rot, Lycanthropy, and Vampirism are not diseases, but are curses.
- **Smite:** At 8th level a paladin can Smite his enemies. Once per day, a paladin may add his Class Level to one attack roll and its corresponding damage roll. The Smite must be declared before the attack roll. If the attack misses, the Smite is wasted.
- **Righteous Aura:** At 12th level, a paladin may emit a Righteous Aura, granting him and all allies within 10' a bonus to all saving throws equal to the paladin's Sprit (if positive). This ability can be used once per day and lasts a number of rounds equal to the paladin's class level.
- **Extra Smite:** At 16th level, a paladin can use his Smite ability twice per day instead of just once.
- **Holy Vessel:** At 20th level, a paladin has become a Holy Vessel. All weapons used by the paladin, in addition to any other effects they possess, are treated as Holy Burst (+2d6 Holy damage, and an additional +1d10 Holy damage on critical hits).

- **Code of Conduct:** Paladins must follow the Paladins' Code. A paladin who strays from the code too far or too often (GM's fiat) loses all his class special abilities and may not gain new levels as a paladin until he repents and atones for his misdeeds.

Rangers

Rangers are woodsmen and trackers who live by their sword, bow, and wits.

- Skill Bonus: +3 Survival
- Primary Skill: Survival
- Wear light or medium armor and use most shields (not tower shields)
- **Ranged Weapon Training:** At 1st level, a ranger has Ranged Weapon Training. He adds +1 to hit and damage with ranged weapons. This bonus increases by +1 at 5th level and every five levels thereafter (+1 at 1st level, +2 at 5th, +3 at 10th, +4 at 15th, +5 at 20th).
- **Ambidexterity:** At 1st level, a ranger is Ambidextrous. When using the Akimbo Fighting Style, a ranger's penalties to attack rolls are reduced by 1.
- **Rapid Shot:** At 4th level, a ranger can make a Rapid Shot. When making a Full Attack with a ranged weapon, he may make one extra ranged attack at his highest ranged attack bonus if he takes a -2 penalty on all ranged attacks that round.
- **Improved Akimbo Fighting:** At 8th level, a ranger has developed Improved Akimbo Fighting skills. While using the Akimbo Fighting Style, he may make a second extra attack (with the second weapon). This attack is made immediately after the first attack with the second weapon and suffers a -5 penalty in addition to any other penalties suffered by using two weapons.
- **Evasion:** At 12th level, a ranger has become proficient in Evasion. If he would take half damage for succeeding a Reflex save, he instead takes no damage.
- **Greater Akimbo Fighting:** At 16th level, a ranger has developed Greater Akimbo Fighting skills. When using the Akimbo Fighting Style, his penalties to attack rolls are

reduced by 1. This ability stacks with his Ambidexterity ability.

- **Ranged Weapon Mastery:** At 20th level, a ranger has attained Ranged Weapon Mastery. All incoming ranged weapon damage dealt to him is reduced by 5; he adds his Might (if positive) to damage rolls made with any ranged weapon; when using his Rapid Shot ability, he may make a second extra attack (which is at an additional -5 penalty); and whenever he scores a critical hit with a ranged weapon, the damage is multiplied by x3 instead of x2.

Rogue

Rogues are masters of stealth and espionage, and can be anything from common pick-pockets to deadly assassins.

- Skill Bonus: +3 Subterfuge
- Primary Skill: Subterfuge
- Wear light armor and use bucklers
- Rogues are the only class that can pick locks and find/disarm traps.
- **Sneak Attack:** At 1st level, a rogue can perform a Sneak Attack with a melee weapon. A rogue may only perform a Sneak Attack if he successfully sneaks up on a foe (usually Sub + Agility vs. Sub + Spirit) or if the target is already engaged in melee. A successful Sneak Attack does +2d6 points of damage at 1st level. This increases by +2d6 at 5th level and every five levels thereafter (+2d6 at 1st level, +4d6 at 5th, +6d6 at 10th, +8d6 at 15th, +10d6 at 20th).
- **Evasion:** At 1st level, a rogue is proficient in Evasion. If he would take half damage for succeeding a Reflex save, he instead takes no damage.
- **Lightning Reflexes:** At 4th level, a rogue has developed Lightning Reflexes, which grant him a +2 bonus to all Reflex saving throws.
- **1st Skill Focus:** At 8th level, a rogue has developed a 1st Skill Focus, which grants him a permanent +2 bonus in a skill of his choice.
- **Improved Evasion:** At 12th level, a rogue has become proficient in Improved Evasion. If he

would take damage for failing a Reflex save, he instead takes half damage.

- **2nd Skill Focus:** At 16th level, a Rogue has developed a 2nd Skill Focus, which grants him a permanent +2 bonus in another skill of his choice. This cannot be the skill he chose for his First Skill Focus.
- **Masterful Strike:** At 20th level, a rogue can make a Masterful Strike. After a successful sneak attack, a rogue may choose one of the following three effects to inflict upon his target. The target makes a Fortitude save vs. Rogue Level + Intellect (if positive) to avoid this effect.
 - Sleep for 1d4 hours
 - Paralyzed for 2d6 rounds
 - Death

Wizard

Wizards are masters of the arcane, who manipulate the very fabric of reality.

- Skill Bonus: +3 Knowledge
- Primary Skill: Knowledge
- Wear no armor and use no shields
- **Arcane Spells:** At 1st level, a wizard casts Arcane spells. **See Chapter 7: Magic & Spells.**
- **Mana Reserve:** At 1st level, a wizard can tap into a Mana Reserve. Once per day, a wizard may regain lost Mana Points (MP) equal to 2 + Class Level + Intellect (if positive).
- **Arcane Savant:** At 20th level, a wizard has become an Arcane Savant. He casts all of his 1st through 9th level arcane spells as if they were signature spells.

Level Advancement

In Challenges & Champions, characters advance to higher levels by gaining Encounter Levels (EL's). Encounter Levels (EL's) are awarded to characters that defeat monsters and perform certain skill checks (such as disarming a trap) successfully.

Generally, a defeated monster is worth as many EL's as it has Hit Dice. The EL value for a trap is determined by the GM.

When your character has accrued 10 x your current level in Encounter Levels, you have advanced to the next level. Once you have advanced to the next level, reset your EL total back to 0. When you gain a new level you gain:

- Increased Maximum Hit Points
- Increased Skill Ranks
- Increased Attack Bonuses
- Possible increased Save Bonuses
- Possible special abilities based on your class
- If your new character level divides evenly by 3 (3rd, 6th, 9th, etc.), add +1 to the attribute of your choice.

Chapter 4: Skills

There are five skills in Notsolite20: Communication (Com), Knowledge (Know), Physical (Phys), Subterfuge (Sub), and Survival (Surv).

Communication (Com): Communication is used for interacting with the Game Master's characters or monsters when you are trying to be diplomatic, convincing or proving a point.

Knowledge (Know): Knowledge is broad, covering everything from geography and history to obscure arcane rituals and can be used to identify monsters, recognize religious symbols or heal someone.

Physical (Phys): Physical covers any activity where the body plays a part in deciding the outcome such as jumping, bashing, swimming, etc.

Subterfuge (Sub): Subterfuge is used for anything requiring stealth, deception, or thievery such as hiding, moving silently or picking a lock.

Survival (Surv): Survival is used for tracking, foraging (in the woods or a city), hunting, determining direction or anything that helps a character to survive in their surroundings.

Training

How adept a character is in a given skill is determined by his race, class, and how he's chosen to train.

Class Skill Bonus

Every class has a Skill Bonus listed in its class description. This bonus is only applied if the class was a character's first class.

Ranks

Every level (including 1st) a character gets 1 rank in the primary skill for his class. He then gets 2 ranks to spend however he likes, including on his primary skill. No skill can receive more than 2 ranks per level. Any skill with 10 or more total ranks can only be raised by 1 per level. This reflects the greater difficulty in training.

Skill Checks

Make a skill check whenever you try to accomplish something that has a chance of failure. For example, a character would not (usually) have trouble jumping up and down in place (no check needed), but he might not be able to jump across a pit in a dungeon (a Phys + Might check would be appropriate). Roll \geq DC to succeed the skill check.

$$\text{Skill Check} = 1d20 + \text{Total Ranks} + \text{Class and/or Racial Modifiers} + \text{Relevant Attribute} + \text{Situational Modifiers}$$

Some examples of situations where skill checks would be needed would be: climbing a wall, spotting a hidden enemy, or disabling a trap.

Difficulty Class

Most checks are made against a Difficulty Class (DC). The DC is a number that you must equal or exceed with your skill check in order to succeed.

Opposed Checks

An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher skill modifier wins. If these scores are the same, roll again to break the tie.

Trying Again

In general, you can try a skill check again if you fail, and you can keep trying indefinitely. Some skills, however, have consequences of failure that must be taken into account. A few skills are virtually useless once a check has failed on an attempt to accomplish a particular task. For most skills, when a character has succeeded once at a given task, additional successes are meaningless.

D20 Fantasy SRD Skills and Their Challenges & Champions Equivalents

| D20 Fantasy SRD Skill | Challenges & Champions | D20 Fantasy SRD Skill | Challenges & Champions |
|------------------------------|-----------------------------------|------------------------------|-----------------------------------|
| Appraise | Com + Intellect | Knowledge | Know + Intellect |
| Balance | Phys + Agility | Listen | Sub + Spirit |
| Bluff | Sub + Spirit | Move Silently | Sub + Agility |
| Climb | Phys + Might/Agility | Open Lock | Sub + Agility |
| Concentration | N/A; GM's fiat | Perform | Com + Agility/Spirit |
| Craft | Know + Agility | Profession | Com + Intellect |
| Decipher Script | Com/Know + Intellect | Ride | Com + Agility |
| Diplomacy | Com + Spirit | Search | Sub + Intellect |
| Disable Device | Sub + Intellect | Sense Motive | Com + Spirit |
| Disguise | Sub + Intellect/Spirit | Sleight of Hand | Sub + Agility |
| Escape Artist | Sub + Agility | Speak Language | N/A |
| Forgery | Sub + Agility/Intellect | Spellcraft | Intellect only |
| Gather Information | Com + Intellect/Spirit | Spot | Sub + Spirit |
| Handle Animal | Com/Surv + Might/Intellect | Survival | Surv + Intellect |
| Heal | Know/Surv + Intellect | Swim | Phys + Might |
| Hide | Sub + Agility | Tumble | Phys + Agility |
| Intimidate | Com/Phys + Spirit | Use Magic Device | N/A; GM's fiat |
| Jump | Phys + Might | Use Rope | Phys + Agility |

Chapter 5: Equipment & Wealth

The most common coin is the gold piece (gp). Each gold piece is worth 10 silver pieces (sp), and each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, and gold pieces, there are also platinum pieces (pp), which are worth 10gp each. Every character begins play with a certain amount of accumulated wealth, determined by his character class. The character uses this accumulated wealth to purchase his initial weapons, armor, and adventuring equipment using the prices shown on the tables below.

| Exchange | CP | SP | GP | PP |
|----------|--------|-------|-------|--------|
| CP | 1 | 1/10 | 1/100 | 1/1000 |
| SP | 10/1 | 1 | 1/10 | 1/100 |
| GP | 100/1 | 10/1 | 1 | 1/10 |
| PP | 1000/1 | 100/1 | 10/1 | 1 |

Starting Wealth

| Class | Starting Wealth |
|--------------------|-----------------|
| Bard or Rogue | 125 |
| Cleric | 120 |
| Fighter or Paladin | 150 |
| Wizard | 75 |

Fast Packs

Fast packs are pre-compiled and pre-calculated equipment packages, designed to help new players get started quickly. These packs provide a way for a player to quickly equip his PC or for 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

Fast Pack A (1 or 2 on d6)

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

Fast Pack B (3 or 4 on d6)

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

Fast Pack C (5 or 6 on d6)

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

new characters. Simply choose a pack or roll 1d6 to select one randomly. Each costs 50gp.

Weapons

Weapon: This is the name of the weapon.

Cost: This value is the price for purchasing the weapon, including miscellaneous gear that goes with the weapon.

Dmg: This column gives the damage dealt by the weapon on a successful hit.

Range: 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 (indicated by superscript "TH") has a maximum range of five range increments. A projectile weapon (indicated by superscript "PROJ") can shoot out to ten range increments.

Armor & Shields

Armor: This is the name of the armor or shield.

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

AC: Indicates the Armor Class (AC) bonus provided by the armor.

Adventuring Equipment

Name: This is the name of the piece of equipment.

Cost: This value is the price for purchasing the piece of equipment.

Small Weapons

| Weapon | Cost | Dmg | Range | Weapon | Cost | Dmg | Range |
|-----------------------------|-------|-----|-------|-----------------------|------|-----|-------|
| Crossbow, Hand | 100gp | 1d4 | 30ft. | Pick, Light | 4gp | 1d4 | — |
| Dagger TH | 2gp | 1d4 | 10ft. | Sap | 1gp | 1d6 | — |
| Dart TH | 5sp | 1d4 | 20ft. | Sickle | 6gp | 1d6 | — |
| Hammer, Light TH | 1gp | 1d6 | 20ft. | Sling ^{PROJ} | — | 1d4 | 50ft. |
| Handaxe TH | 6gp | 1d6 | 10ft. | Sword, Short | 10gp | 1d6 | — |
| Mace, Light | 5gp | 1d6 | — | Unarmed Strike | — | 1d3 | — |

Medium Weapons

| Weapon | Cost | Dmg | Range | Weapon | Cost | Dmg | Range |
|---------------------------------|------|-----|-------|--------------------------|------|------|-------|
| Battleaxe | 10gp | 1d8 | — | Rapier | 20gp | 1d6 | — |
| Club TH | — | 1d6 | 10ft. | Scimitar | 15gp | 1d6 | — |
| Crossbow, Light ^{PROJ} | 35gp | 1d8 | 80ft. | Shortbow ^{PROJ} | 30gp | 1d6 | 60ft. |
| Flail | 8gp | 1d8 | — | Shortspear TH | 1gp | 1d6 | 20ft. |
| Javelin TH | 1gp | 1d6 | 30ft. | Sword, Bastard | 35gp | 1d10 | — |
| Longsword | 15gp | 1d8 | — | Trident | 15gp | 1d8 | — |
| Mace, Heavy | 12gp | 1d8 | — | Waraxe, Dwarven | 30gp | 1d10 | — |
| Morningstar | 8gp | 1d8 | — | Warhammer | 12gp | 1d8 | — |
| Net TH | — | — | 10ft. | Whip | 1gp | 1d3 | — |
| Pick, Heavy | 8gp | 1d6 | — | | | | |

Large Weapons

| Weapon | Cost | Dmg | Range | Weapon | Cost | Dmg | Range |
|---------------------------------|------|------|--------|-------------------------|------|------|--------|
| Chain, spiked | 25gp | 2d4 | — | Halberd | 10gp | 1d10 | — |
| Crossbow, Heavy ^{PROJ} | 50gp | 1d10 | 120ft. | Lance | 10gp | 1d8 | — |
| Falchion | 75gp | 2d4 | — | Longbow ^{PROJ} | 75gp | 1d8 | 100ft. |
| Flail, heavy | 15gp | 1d8 | — | Longspear | 5gp | 1d8 | — |
| Glaive | 8gp | 1d8 | — | Maul | 10gp | 1d10 | — |
| Greataxe | 45gp | 1d12 | — | Quarterstaff | — | 1d6 | — |
| Greatclub | 5gp | 1d8 | — | Scythe | 18gp | 2d4 | — |
| Greatsword | 50gp | 2d6 | — | Spear TH | 2gp | 1d8 | 20ft. |
| Guisarme | 9gp | 2d4 | — | | | | |

| Light Armor | | | Medium Armor | | | Heavy Armor | | | Shields | | |
|-----------------|-------|----|--------------|-------|----|-------------|---------|----|--------------|------|----|
| Armor | Cost | AC | Armor | Cost | AC | Armor | Cost | AC | Armor | Cost | AC |
| Padded | 2gp | +1 | Hide | 15gp | +3 | Splint Mail | 200gp | +6 | Buckler | 15gp | +1 |
| Leather | 10gp | +2 | Scale Mail | 50gp | +4 | Banded Mail | 250gp | +6 | Small Shield | 6gp | +1 |
| Studded Leather | 25gp | +3 | Chainmail | 150gp | +5 | Half-Plate | 600gp | +7 | Large Shield | 15gp | +2 |
| Chain Shirt | 100gp | +4 | Breastplate | 200gp | +5 | Full Plate | 1,500gp | +8 | Tower Shield | 30gp | +4 |

Adventuring Equipment (Gear)

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

Adventuring Equipment (Clothing)

| Name | Cost | Name | Cost | Name | Cost |
|----------------------|------|-------------------|------|-------------------|-------|
| Artisan's Outfit | 1gp | Explorer's Outfit | 10gp | Royal Outfit | 200gp |
| Cleric's Vestments | 5gp | Monk's Outfit | 5gp | Scholar's Outfit | 5gp |
| Courtier's Outfit | 30gp | Noble's Outfit | 75gp | Traveler's Outfit | 1gp |
| Entertainer's Outfit | 3gp | Peasant's Outfit | 1gp | Winter Outfit | 8gp |

Adventuring Equipment (Mounts & Related Gear)

| Name | Cost | Name | Cost |
|--------------------------|---------------|--------------------|-------|
| Barding, Medium Creature | X2 Armor Cost | Pony | 30gp |
| Barding, Large Creature | X4 Armor Cost | Saddle, military | 20gp |
| Bit and Bridle | 2gp | Saddle, pack | 5gp |
| Dog, guard | 25gp | Saddle, riding | 10gp |
| Dog, war | 75gp | Saddlebags | 4gp |
| Donkey or Mule | 8gp | Stabling (per day) | 5sp |
| Feed (per day) | 5cp | Warhorse, heavy | 400gp |
| Horse, heavy | 200gp | Warhorse, light | 150gp |
| Horse, light | 75gp | Warpony | 100gp |

Chapter 6: Combat

Initiative

At the start of a battle, each combatant rolls for initiative. To determine initiative, each character rolls a d20 and applies his Agility to the roll. Characters act in order, counting down from highest result to lowest. In every round that follows, the characters act in the same order (unless a character takes an action that results in his initiative changing, such as waiting for another character to act). One round is 6 seconds.

If two or more combatants have the same initiative check result, the combatants who are tied act in order of total initiative modifier (highest first). If there is still a tie, the tied characters should roll again to determine which one of them goes before the other.

Surprise

When a combat starts, if you are not aware of your opponents and they are aware of you, you're surprised.

Determining Awareness

Sometimes all the combatants on a side are aware of their opponents, sometimes none are, and sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware. Determining awareness may call for Sub + Intellect checks or other checks.

The Surprise Round: If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. Any combatants aware of the opponents can act in the surprise round, so they roll for initiative and act in order (highest to lowest). However, creatures who are able to act in the surprise round may only perform one standard action, and no full actions during the surprise round. If no one or everyone is surprised, no surprise round occurs.

Unaware Combatants: Combatants who are unaware at the start of battle don't get to act in

the surprise round. After the surprise round, unaware combatants roll for initiative and all combatants act in initiative order (highest to lowest).

On Your Turn

During a combat round, when it is your turn, you can perform either two **Standard Actions**, or one **Full Action**.

Possible standard actions include: moving, making a partial attack, casting a spell, using a skill, drinking a potion, retrieving an item stored in a backpack, and activating a magic item.

Even though casting a spell is classified as a standard action, you may only cast one spell per round (the exception to this is Feather Fall, you may cast this spell once in a round, and still cast another spell).

Making a partial attack means attacking once. Even though making a partial attack is classified as a standard action, you may not make two partial attacks in one round.

All characters have a base speed of 30'. This means that if a character uses one of his standard actions to move across the battle field, he can move up to 30' as part of the action. You may use both of your standard actions to move, allowing you to move up to 60'.

Possible full actions include: running all out, making a full attack, and casting a spell using a Meta-Magic.

When a character uses a full action to run all out, he can move up to 4x his base speed, but he loses and positive Spirit modifier to his AC until his next turn.

If you want to do something that is not listed above, your GM decides whether it counts as a standard or full action (or even not an action).

Attacking & Defending

There are three types of attacks in Challenges & Champions: melee, ranged, and magic.

Melee Attacks

When you attack with a melee weapon, you roll a d20 and add your Melee Attack Bonus and compare this number to your target's Armor Class (AC). If your modified roll is equal to or higher than your target's AC, you hit and deal damage. If your modified roll is lower than your target's AC, you miss and deal no damage. A natural 1 (the d20 comes up a 1) is always a miss, and a natural 20 (the d20 comes up a 20) is always a hit.

Melee Attack Bonus = Character Level + Might + Relevant Miscellaneous Modifiers

Ranged Attacks

When you attack with a ranged weapon, you roll a d20 and add your Ranged Attack Bonus and compare this number to your target's Armor Class (AC). If your modified roll is equal to or higher than your target's AC, you hit and deal damage. If your modified roll is lower than your target's AC, you miss and deal no damage. A natural 1 (the d20 comes up a 1) is always a miss, and a natural 20 (the d20 comes up a 20) is always a hit.

Ranged Attack Bonus = Character Level + Agility + Relevant Miscellaneous Modifiers

Magic Attacks

Certain spells and abilities require you to make a Magic Attack roll. To make a Magic Attack roll, roll a d20 and add your Magic Attack Bonus. The number that this roll is compared to varies depending on what you are trying to do. When comparing a Magic Attack roll to a target's Armor Class, do not count that target's armor, shield, or natural armor bonuses to AC. When making a Magic attack vs. a target's AC, a natural 1 (the d20 comes up a 1) is always a miss, and a natural 20 (the d20 comes up a 20) is always a hit.

Magic Attack Bonus = Caster Level + Casting Attribute + Relevant Miscellaneous Modifiers

Full Attacks

You may use a full action to make a full attack if your total attack bonus is high enough. If your

total Melee or Ranged Attack bonus is +6 or higher, you may make a second attack at a -5 penalty. If your total Melee or Ranged Attack bonus is +11 or higher, you may make a third attack at a -10 penalty. If your total Melee or Ranged Attack bonus is +16 or higher, you may make a fourth attack at a -15 penalty. This pattern continues indefinitely. If a character is wielding a weapon in each hand, and gets multiple attacks in a round, he may use the weapons interchangeably at no penalty.

Damage

When you attack a target and hit, roll the appropriate damage die/dice and add any relevant modifiers. Your target's hit points are reduced by this amount. The modifiers for your damage roll depend on the type of attack you are making.

Melee Damage Roll = Weapon Damage + Might* + Relevant Miscellaneous Modifiers

*When using a melee weapon with two hands, (if your Might is positive) add your Might x2.

Ranged Damage Roll = Weapon Damage + Might** + Relevant Miscellaneous Modifiers

** Only include your Might in your ranged damage roll if you are using a thrown weapon or a sling.

Critical Hits

When making a melee or ranged attack, if you roll a natural 20 (the d20 comes up a 20), you score a critical hit. Critical hits deal x2 damage (roll for damage once and multiply the total by 2). Certain creatures may be immune to critical hits.

Hit Points

Hit Points (HP) are an abstract representation of how much physical punishment a character can take and keep going. Every level, a character gains 1d8 + Might Maximum Hit Points. When a character's HP total reaches 0, he falls to the ground, unconscious. When his HP total reaches -10, he dies.

Armor Class

Armor Class (AC) is a measure of how hard it is for a creature to be hit and dealt damage. The formula for determining a character's AC is shown below. Note that characters wearing heavy armor do not add a positive Agility to AC, but do add a negative Agility.

$$AC = 10 + Agility + Armor Bonus + Shield Bonus + Relevant Miscellaneous Modifiers$$

Saving Throws

Generally, when you are subject to an unusual or magical attack, you usually get a saving throw to avoid or reduce the effect. Like an attack roll, a saving throw is a d20 roll plus a bonus based on your level and an attribute. There are three types of Saving Throws: Fortitude, Reflex, and Will.

Fortitude: These saves measure your ability to stand up to physical punishment or attacks against your vitality and health.

$$Fortitude Save Bonus = \frac{1}{2} Character Level + Might$$

Reflex: These saves test your ability to dodge area attacks.

$$Reflex Save Bonus = \frac{1}{2} Character Level + Agility$$

Will: These saves reflect your resistance to mental influence as well as many magical effects.

$$Will Save Bonus = \frac{1}{2} Character Level + Spirit$$

Special Rules for Small Weapons

Fighters, rangers, and rogues may use their Agility instead of their Might when attacking with a small melee weapon.

The Akimbo Fighting Style

Fighters, rangers, and rogues may use a special melee combat style called the Akimbo Fighting Style. While wielding a small melee weapon in each hand, a fighter, ranger, or rogue may choose to gain one extra attack (made with the second weapon) if they take a -2 penalty to all

attack rolls that round. This attack is in addition to any attacks gained from a high attack bonus.

Special Combat Maneuvers

During combat, you can attempt to perform a number of maneuvers that can hinder or even cripple your foe. They are: bull rush, disarm, grapple, overrun, sunder, and trip. Although these maneuvers have vastly different results, they all use a similar mechanic to determine success.

Combat Maneuver Bonus: Each character and creature has a Combat Maneuver Bonus (or **CMB**) that represents its skill at performing combat maneuvers. A creature's **CMB** is determined using the following formula:

$$CMB = Character Level + Might$$

When you attempt to perform a combat maneuver, make an attack roll and add your CMB in place of your normal attack bonus. Add any bonuses you currently have on attack rolls due to spells, feats, and other effects. These bonuses must be applicable to the weapon or attack used to perform the maneuver. The DC of this maneuver is your target's Combat Maneuver Defense. Combat maneuvers are attack rolls, so you must roll for concealment and take any other penalties that would normally apply to an attack roll.

Combat Maneuver Defense: Each character and creature has a Combat Maneuver Defense (or **CMD**) that represents its ability to resist combat maneuvers. A creature's **CMD** is determined using the following formula:

$$CMD = 10 + CMB + Agility$$

Determine Success: If your attack roll equals or exceeds the CMD of the target, your maneuver is a success and has the listed effect. Some maneuvers, such as bull rush, have varying levels of success depending on how much your attack roll exceeds the target's CMD. Rolling a natural 20 while attempting a combat maneuver is always a success (except when attempting to

escape from bonds), while rolling a natural 1 is always a failure.

Bull Rush: A bull rush is a standard action that can be performed while a character is using another standard action to move. It attempts to push an opponent straight back without doing any harm. You can only bull rush an opponent who is no more than twice your size.

When making the attack roll, count bonuses as if you were using an unarmed strike. If your attack is successful, your target is pushed back 5'. For every 5 by which your attack exceeds your opponent's CMD you can push the target back an additional 5 feet. You can move with the target if you wish but you must have the available movement to do so. If your attack fails, your movement ends in front of the target.

Disarm: You can attempt to disarm your opponent in place of any melee attack. Attempting to disarm a foe while unarmed imposes a -4 penalty on the attack.

If your attack is successful, your target drops one item it is carrying of your choice (even if the item is wielded with two hands). If your attack exceeds the CMD of the target by 10 or more, the target drops the items it is carrying in both hands (maximum two items if the target has more than two hands). If your attack fails by 10 or more, you drop the weapon that you were using to attempt the disarm. If you successfully disarm your opponent with an unarmed strike, you may automatically pick up the item dropped.

Grapple: As a standard action, you can attempt to grapple a foe, hindering his combat options. Humanoid creatures without two free hands attempting to grapple a foe take a -4 penalty on the combat maneuver roll.

When making the attack roll, count bonuses as if you were using an unarmed strike. If successful, both you and the target are grappled. If you successfully grapple a creature that is not adjacent to you, move that creature to an adjacent open space (if no space is available, your grapple fails). Although both creatures are

grappled, you can, as the creature that initiated the grapple, release the grapple as a free action, freeing both you and the target. If you do not release the grapple, you must continue to make a check each round, as a standard action, to maintain the hold. If your target does not break the grapple, you get a +5 circumstance bonus on grapple checks made against the same target in subsequent rounds. Once you are grappling an opponent, a successful check allows you to continue grappling the foe, and also allows you to perform one of the following actions (as part of the standard action spent to maintain the grapple).

Move: You can move both yourself and your target up to half your speed. At the end of your movement, you can place your target in any square adjacent to you. If you attempt to place your foe in a hazardous location, such as in a *wall of fire* or over a pit, the target receives a free attempt to break your grapple with a +4 bonus.

Damage: You can inflict damage to your target equal to your unarmed strike, a natural attack, or an attack made with armor spikes or a small or medium weapon (so long as you can wield it in one hand).

Pin: You can pin your opponent to try to tie him up. A pinned creature loses any positive Agility to AC and takes an additional -4 penalty to AC. Despite pinning your opponent, you still only be grappled, but you lose any positive Agility to AC.

Tie Up: If you have your target pinned, otherwise restrained, or unconscious, you can use rope to tie him up. This works like a pin effect, but the DC to escape the bonds is equal to 20 + your Combat Maneuver Bonus (instead of your CMD). The ropes do not need to make a check every round to maintain the pin. If the DC to escape from these bindings is higher than 20 + the target's CMB, the target cannot escape from the bonds, even with a natural 20 on the check. If you are grappling the target (but not pinning him), you can attempt to tie him up in ropes, but doing so requires a combat maneuver check at a -10 penalty.

When You Are Grappled: If you are grappled, you can attempt to break the grapple as a standard action by making a combat maneuver check (DC equal to your opponent's CMD) or Phys + Agility check (with a DC equal to your opponent's CMD). If you succeed, you break the grapple and can act normally. Alternatively, if you succeed, you can become the grappler, grappling the other creature (meaning that the other creature cannot freely release the grapple without making a combat maneuver check, while you can). Instead of attempting to break or reverse the grapple, you can take any action that requires only one hand to perform, such as cast a spell or make an attack with a small or medium weapon against any creature within your reach, including the creature that is grappling you.

Trip: You can attempt to trip your opponent in place of a melee attack. You can only trip an opponent who is no more than twice your size. When making the attack roll, count bonuses as if you were using an unarmed strike. If your attack exceeds the target's CMD, the target is knocked prone. If your attack fails by 10 or more, you are knocked prone instead. If the target has more than two legs, add +2 to the DC of the combat maneuver attack roll for each additional leg it has. Some creatures—such as oozes, creatures without legs, and flying creatures—cannot be tripped.

Other Hazards

Falling: 1d6 damage per full 10', half damage with successful Reflex save (DC = depth fallen in feet).

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

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

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

Example of Combat

The PCs, Atolyucus, Kivon, and Jord, are moving through a dungeon. As they round a corner, the heroes see a pair of Orcs a short ways down the corridor. The Orcs, upon seeing the intruding heroes, draw their weapons.

The DM rules that neither side has surprise, so everyone makes an initiative check by rolling a d20 and adding his Agility. Atolyucus rolls 9+4 for an initiative score of 13; Kivon rolls a 10+1 for a score of 11; Jord rolls an 18+1 for a score of 19; and the Orcs roll 2+0 for a score of 2. The initiative order is as follows: Jord first, Atolyucus second, Kivon third, and the Orcs last.

Jord, a 1st level Wizard, spend 3 MP to cast a Sleep spell on the Orcs. Since the Orcs are 1 HD creatures, Jord can affect both. Each Orc attempts a Will Save vs. DC 15 (10 + CL 1 + 4 Intellect) to try to resist the spell. The first gets a 17 (18 – 1 Spirit), a success, but the second only get a 9, a failure. The first remains awake, while the other falls asleep.

Atolyucus, a 1st level Rogue, throws a dagger at the Orc who's still awake. He makes a Ranged Attack roll and gets 12 (8 + 3 Agilitiy + 1 Level Bonus). Since the Orc's AC is 13, Atolyucus misses.

Kivon, a 1st level Fighter, declares that he want to use his Power Attack ability and charges at the Orc that's still awake. He makes a Melee Attack roll and gets 15 (11 + 3 Might + 1 Level Bonus + 1 for being a 1st level Fighter – 1 for Power Attack). Since his roll is higher than the Orc's AC, Kivon scores a hit. He rolls 1d10+6 (Bastard Sword + 3 Might +1 Fighter bonus +1 Power Attack) for damage and gets 12, enough to slay the Orc.

The remaining Orc is asleep, and therefore cannot act. Since all of the PCs' enemies are either slain or incapacitated, combat ends. The PCs decide to tie up the sleeping Orc and interrogate him when it wakes.

Conditions Summary Table

Below is a list of Conditions which a character may be subjected to while out adventuring.

| Condition | Effect |
|----------------------------|---|
| Attribute Damaged | Temporarily loss of 1 or more attribute points. |
| Attribute Drained | Permanently loss of 1 or more attribute points. |
| Blinded | -2 AC, no positive Agility to AC, Move ½, -4 to Skill checks involving Might or Agility. All checks and activities that rely on vision automatically fail. Blinded characters miss all opponents 50% of the time. |
| Blown Away | Prone, blown 1d4x10' round, and takes 1d4/10' damage. |
| Confused | Roll 1d20: 1-2, attack caster; 3-4, act normally; 5-10, babble incoherently; 11-14, flee; 16-20, attack nearest creature. |
| Cowering | No move, -2 AC, no positive Agility to AC. |
| Dazed | No Move. |
| Dazzled | -1 attack, search/spot checks. |
| Dead | The character's hit points are reduced to -10. |
| Deafened | -4 Initiative, automatically fail skill checks where hearing is involved. |
| Disabled | 0 HP. Action beyond a ½ move results in Stable condition. |
| Dying | Losing 1 HP/round until healed or dead. |
| Energy Drained | Character loses 1 or more levels, along with the HP's, attack bonus, etc. gained with the level. |
| Entangled | ½ move, -2 attack rolls, casting requires DC15 + spells level check or spell lost. |
| Exhausted | ½ move, -3 Might and Agility. |
| Fascinated | No actions, condition broken if attacked. |
| Fatigued | No run or charge, -1 Might and Agility. |
| Frightened | Flees, -2 all rolls. |
| Grappling | No positive Agility to AC vs. non-grappled attackers. |
| Helpless | Unable to move, at opponent's mercy, death blows possible. |
| Incorporeal | Harmed only by other incorporeal creatures, +1 or better magic weapons, spells, or spell-like effects. |
| Invisible | +2 attack rolls and no positive Agility to AC for target. |
| Knocked Down | Prone. |
| Nauseated | Move action only. |
| Panicked | Drop items in hand, flee, -2 all rolls. |
| Paralyzed/Petrified | Helpless. |
| Pinned | Held immobile (but not helpless) in a grapple suffering a -4 penalty to AC. |
| Prone | -4 attack rolls, +4 AC vs. ranged, -4 AC vs. melee. |
| Shaken | -2 all rolls. |
| Sickened | -2 all rolls. |
| Stable | Unconscious, no longer losing HP. |
| Stunned | Drops items in hand, -2 AC, no positive Agility to AC. |
| Turned | Affected by a turn undead attempt. Turned undead flee for 10 rounds (1 minute) by the best and fastest means available to them. If they cannot flee, they cower. |
| Unconscious | Helpless. |

Chapter 7: Magic & Spells

Magic

Bards cast bard spells. A bard's caster level is his class level – 5. The maximum spell level he can cast is ½ his caster level (rounded up) up to 6th-level spells. Bards do not have their own spell list, but instead choose spells from both the Arcane and Divine spell lists. A bard chooses a total of 4 spells per spell level that he is able to cast. These decisions are not final; whenever he gains a new maximum spell level, he may “switch out” one spell for another of equal spell level. Bards cast all their spells at will, and therefore need not prepare them ahead of time. Casting a spell requires a bard to audibly speak an incantation and make specific gestures with his hands. Bucklers and light armor do not affect a bard's ability to cast spells (even if a spell is from the Arcane spell list), however, a bard is unable to cast spells if he is wearing medium or heavy armor or using a shield (other than a buckler). A bard's casting attribute is Spirit.

Clerics cast divine spells. A cleric's caster level is equal to his class level. The maximum spell level a Cleric can cast is ½ his caster level, rounded up (up to 9th-level spells). A Cleric knows all the spells of any spell level he can cast, however the GM may rule that a Cleric cannot cast any spell that is against his deity's ethos. This should be discussed ahead of time, as to avoid any sudden conflict between player and GM. Clerics cast all their spells at will, but must spend one hour each day praying in order to cast them. Casting a spell requires a cleric to audibly speak an incantation and present his holy symbol. Wearing armor or a shield does not affect a Cleric's ability to cast spells. A cleric's casting attribute is Spirit.

Wizards cast arcane spells. A wizard's caster level is equal to his class level. The maximum spell level a wizard can cast is ½ his caster level, rounded up (up to 9th-level spells). A Wizard knows all the spells of any spell level he can cast. Wizards cast all their spells at will, and therefore need not prepare them ahead of time. Casting a

spell requires a wizard to audibly speak an incantation and make specific gestures with his hands. A Wizard is unable to cast spells if he is wearing armor or a shield. A wizard's casting attribute is Intellect.

The Difficulty Class (DC) to resist a spell is 10 + Caster Level + Caster's casting attribute.

Casting any kind of spell costs Mana Points (MP). A caster's total MP = (1d8 + casting attribute) per caster level. The MP cost of casting a spell is 1 + (spell level x 2).

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

For each spell level, 1st through 9th, a cleric or wizard chooses one spell to be his signature spell. Signature spells cost 1 MP fewer than normal. A signature spell is chosen as soon as the caster is able to cast that level of spell and the choice is permanent. Bards cast all of their 1st through 6th level spells as signature spells.

Meta-Magics

Using Meta-Magics is a way 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 mana points, added to the standard cost of the spell at the time it is cast.

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

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

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

Spells

The spells in Challenges & Champions are divided into two lists, arcane and divine and further divided by spell levels. Arcane spells are used by the Wizard Class and divine spells are used by the Cleric Class. Bards choose spells from both lists. Below are explanations of the headings for the spell lists.

Note that the spells listed below are what a wizard or cleric knows automatically upon reaching an appropriate level. This does not mean these are the only spells he may ever know. It is quite possible that he may find a scroll or tomb containing a spell not found on these lists.

Name

The first line of every spell description gives the name by which the spell is generally known.

Reversible Spells

If a spell's name is *italicized*, the spell is reversible. If a spell would normally target yourself and/or allies, heal, grant a bonus, or grant some other positive effect; the reverse instead targets an enemy/enemies, deals damage, grants a penalty, or grants a detrimental effect and vice versa.

Effect and Descriptive Text

This portion of the spell description details what the spell does and how it works. If one of the entries in the description included "see text," this is where the explanation is found. Unless otherwise stated, the term "level" in this section refers to the appropriate class level of the caster.

Range

A spell's range indicates how far from you it can reach, as defined in the Range entry of the spell description. A spell's range is the 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. If any portion of the spell's area would extend beyond this range, that area is wasted. Standard ranges include the following:

Personal: This spell affects only you.

Touch: You must touch a creature or object to affect it. To touch an unwilling target, make a Magic Attack roll against the target's AC. Remember that the target does not include armor, shields, or natural armor when calculating AC vs a Magic Attack. A spell requiring a Magic Attack roll that deals damage can score a critical hit just as a weapon can. Some touch spells allow you to touch multiple targets. You can touch as many willing targets as you can reach as part of the casting, but all targets of the spell must be touched in the same round that you finish casting the spell.

Close: The spell reaches as far as 25' + 5' per 2 full caster levels.

Medium: The spell reaches as far as 100' + 10' per caster level.

Long: The spell reaches as far as 400' + 40' per caster level.

Unlimited: The spell reaches anywhere on the same plane of existence.

Range Expressed in Feet: Some spells have no standard range category, just a range expressed in feet.

Duration

A spell's Duration entry tells you how long the magical energy of the spell lasts.

Timed Durations: Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell ends. If a spell's duration is variable the duration is rolled secretly (the caster doesn't know how long the spell will last).

Instantaneous (instant): The spell energy comes and goes the instant the spell is cast, though the consequences might be long-lasting.

Permanent: The energy remains as long as the effect does. This means the spell is vulnerable to dispel magic.

Concentration: The spell lasts as long as you concentrate on it. Concentrating to maintain a spell is a standard action. You can't cast a spell while concentrating on another one. If you take damage while concentrating on a spell, make a Magic Attack roll vs DC = total damage taken. If you fail, you stop concentrating on the spell. Sometimes a spell lasts for a short time after you cease concentrating.

Saving Throw

Usually a harmful spell allows a target to make a saving throw to avoid some or all of the effect. The Saving Throw entry in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work.

Negates: The spell has no effect on a subject that makes a successful saving throw.

Partial: The spell causes an effect on its subject. A successful saving throw means that some lesser effect occurs.

Half: The spell deals damage, and a successful saving throw halves the damage taken.

None: No saving throw is allowed.

Disbelief: A successful save lets the subject ignore the effect.

A creature that successfully saves against a spell that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted spell you sense that the spell has failed. You do not sense when creatures succeed on saves against effect and area spells.

A natural 1 (the d20 comes up 1) on a saving throw is always a failure and a natural 20 (the d20 comes up 20) is always a success.

Spell Resistance

Spell Resistance is a special defensive ability. If your spell is being resisted by a creature with spell resistance, you must make a Magic Attack roll (1d20 + caster level + casting attribute) at least equal to the creature's spell resistance for the spell to affect that creature. The defender's spell resistance is like an Armor Class against magical attacks. Include any adjustments to your caster level to this caster level check.

SR: The spell resistance entry tells you whether spell resistance protects creatures from the spell.

Arcane Spells

0-Level Spells

| Name | Effect | Range | Duration | Save | SR |
|-------------------------|--|----------|--------------------------------------|------|----|
| Arcane Mark | Inscribes a personal rune (visible or invisible) | 0' | Permanent | None | No |
| Detect Magic | Detects spells and magic items within 60' radius | Personal | Concentration (up to 1 minute/level) | None | No |
| Light | Object emits light in a 20' radius | Touch | 10 minutes /level | None | No |
| Mage Hand | 5-pound telekinesis | Close | Concentration | None | No |
| Prestidigitation | Performs minor tricks | 10' | 1 hour | None | No |
| Read Magic | Read scrolls and spell books | Personal | 10 minutes /level | -- | -- |

1st Level Arcane Spells

| Name | Effect | Range | Duration | Save | SR |
|----------------------------|---|--|----------------|-------------------|-----|
| Burning Hands | Deals 1d4/level (max 5d4) fire damage in a 10' radius ½ circle in front of caster | 10' radius ½ circle in front of caster | Instantaneous | Reflex half | Yes |
| Feather Fall | 1 Object or creature/level within a 10' radius falls at 60'/round | Close | 1 round/level | None | Yes |
| Mage Armor | Gives subject +4 armor bonus to AC; counts against Magic Attacks | Touch | 1 hour/level | Will negates | Yes |
| Magic Missile | A missile deals 1d4+1 damage; +1 missile/two levels above 1st (max 5 missiles) | Medium | Instantaneous | None | Yes |
| Ray of Enfeeblement | Magic Attack reduces Might by 1d3 points +1 point/4 levels | Close | 1 minute/level | Fortitude negates | Yes |
| Sleep | Puts 4 HD of creatures within a 10' radius into a comatose slumber | Medium | 1 minute/level | Will negates | Yes |

2nd Level Arcane Spells

| Name | Effect | Range | Duration | Save | SR |
|-------------------------|--|-------------------|----------------------------|--------------|-----|
| Acid Arrow | Magic Attack deals 2d4 damage each round | Long | 1 round +1/three levels | None | Yes |
| Heroic Ability | Subject gains +2 to one attribute | Touch | 1 hour/level | Will negates | Yes |
| Hideous Laughter | Subject begins laughing and can do nothing else | Close | 1d3 rounds | Will negates | Yes |
| Invisibility | Subject is invisible for duration or until it attacks | Touch | 10 minutes /level | Will negates | Yes |
| Knock | Opens one locked or magically sealed door, box, or chest within a 10'/level radius | Medium | Instantaneous | None | No |
| Levitate | Willing subject moves up and down at your direction at 20'/round | Close or personal | 10 minutes /level | None | No |

3rd Level Arcane Spells

| Name | Effect | Range | Duration | Save | SR |
|-----------------------|---|-----------------------|--------------------------|-------------------|-----|
| Dispell Magic | Cancels magical spells and effects (Magic Attack vs DC of each spell or effect) | Medium | Instantaneous | None | No |
| Fireball | Deals 1d6/level (max 10d6) fire damage in a 20' radius | Long | Instantaneous | Reflex half | Yes |
| Fly | Subject flies at speed of 90' | Touch | 10 minutes /level | None | Yes |
| Haste | 1 creature/level, no two of which can be more than 30' apart, gains 1 extra action and +1 on attack rolls, AC, and Reflex saves | Close | 1 round/level | Fortitude negates | Yes |
| Lightning Bolt | Deals 1d6/level (max 10d6) electrical damage to creatures in a line | 120' line from caster | Instantaneous | Reflex half | Yes |
| Vampiric Touch | Deals 1d6 damage/2 levels; caster gains damage as temporary HP | Touch | Instantaneous; 1 hour | None | Yes |

4th Level Arcane Spells

| Name | Effect | Range | Duration | Save | SR |
|------------------------|---|----------------|---------------------------------------|--------------|-----|
| Animate Dead | Creates 2 HD/level of undead skeletons or zombies from touched corpses | Touch | Instantaneous | None | No |
| Arcane Eye | Invisible floating eye moves 30'/round | Unlimited | 1 minute/level | None | No |
| Black Tentacles | Tentacles (Might +10) grapple all within 20' radius, dealing 1d6+4 each round | Medium | 1 round/level | None | No |
| Dimension Door | Teleports you and up to 1 touched creature/3 levels | Long and touch | Instantaneous | Will negates | Yes |
| Polymorph | Gives one willing subject a new form | Touch | 1 minute/level | None | No |
| Stoneskin | Stops 10 damage/physical attack; discharged after 100 damage is stopped | Touch | 10 minutes /level or until discharged | Will negates | Yes |

5th Level Arcane Spells

| Name | Effect | Range | Duration | Save | SR |
|----------------------------|--|---------------------|----------------|----------------------|-----|
| Baleful Polymorph | Transforms subject into harmless animal | Close | Permanent | Fortitude negates | Yes |
| Cloudkill | 20' radius cloud Kills 3 HD or less; 4-6 HD save or die; 6+ HD take 1d2 Might damage/round | Medium | 1 minute/level | Fortitude - see text | Yes |
| Contact Other Plane | Ask 1 question/2 levels of an extra planar entity and get one-word answers | Personal | Concentration | -- | -- |
| Feeblemind | Subject's Intellect and Spirit scores drop to -5 | Medium | Instantaneous | Will negates | Yes |
| Passwall | Breaches walls 1' thick/level | Close | 1 hour/level | None | No |
| Teleport | Instantly transports you and up to 1 touched creature/3 levels anywhere | Touch and unlimited | Instantaneous | Will negates | Yes |

6th Level Arcane Spells

| Name | Effect | Range | Duration | Save | SR |
|------------------------|---|----------|---------------------------------|--------------|-----|
| Antimagic Field | Suppresses magic within a 10' radius of you | Personal | 10 minutes /level | None | Yes |
| Chain Lightning | Deals 1d6/level damage to primary target, ½ damage to one secondary target/level (each of which must be within 30' of the primary target) | Long | Instantaneous | Reflex half | Yes |
| Contingency | Sets a trigger condition for another spell | Personal | 1 day/level or until discharged | -- | -- |
| Disintegrate | Magic Attack deals 2d6 damage/level; if target is brought to 0 HP, it is disintegrated | Medium | Instantaneous | None | Yes |
| Geas | Commands any creature, binding it to a specific task | Close | 1 day/level or until discharged | None | Yes |
| True Seeing | You see all things as they really are | Touch | 1 minute/level | Will negates | Yes |

7th Level Arcane Spells

| Name | Effect | Range | Duration | Save | SR |
|-------------------------------|---|----------|---------------------------------------|-------------------|-----|
| Delayed Blast Fireball | Deals 1d6/level in 20' radius; can delay up to 1 round | Long | Instantaneous | Reflex half | Yes |
| Ethereal Jaunt | You become ethereal | Personal | 1 round/level | -- | -- |
| Finger of Death | Kills one subject; successful save deals 3d6 damage + 1/level | Close | Instantaneous | Fortitude partial | Yes |
| Plane Shift | Up to eight linked subjects travel to another plane | Touch | Instantaneous | Will negates | Yes |
| Power Word Blind | Blinds a creature with 200 HP or less | Close | 1d4+1 minutes | None | Yes |
| Spell Turning | Reflect 1d4+6 spell levels back at caster | Personal | 10 minutes /level or until discharged | -- | -- |

8th Level Arcane Spells

| Name | Effect | Range | Duration | Save | SR |
|---------------------------|--|--------|-------------------------------------|----------------|-----|
| Clone | Duplicate awakens when original dies | 0' | Instantaneous | None | No |
| Horrid Wilting | Deals 1d6/level damage within 30' radius | Long | Instantaneous | Fortitude half | Yes |
| Incendiary Cloud | 20' radius cloud deals 4d6 fire damage/round | Medium | 1 round/level | Reflex half | No |
| Irresistible Dance | Forces subject to dance | Touch | 1d4+1 rounds | None | Yes |
| Power Word Stun | Stuns a creature with 150 HP or less | Close | 2d4 rounds | None | Yes |
| Trap the Soul | Imprisons subject within gem | Close | Permanent or until gem is destroyed | Will negates | Yes |

9th Level Arcane Spells

| Name | Effect | Range | Duration | Save | SR |
|----------------------------|--|--------|---|-------------------|-----|
| Etherealness | As Ethereal Jaunt plus 1 touched creature/3 levels | Touch | 1 minute/level | None | Yes |
| Gate | Connects two planes for travel, or to summon several creatures with total HD up to your level or 1 creature with HD up to twice your level | Medium | Concentration (travel; up to 1 round /level) or Instantaneous (summoning) | None | No |
| Meteor Swarm | Four 2' radius spheres each explode in a 40' radius; each deals 8d6 fire damage | Long | Instantaneous | Reflex half | Yes |
| Power Word Kill | Kills a creature with 100 HP or less | Close | Instantaneous | None | Yes |
| Soul Bind | Traps newly dead soul to prevent resurrection | Close | Permanent | Will negates | No |
| Wail of the Banshee | Kills one creature/level within a 40' radius | Close | Instantaneous | Fortitude negates | Yes |

Divine Spells

0-Level Divine Spells

| Name | Effect | Range | Duration | Save | SR |
|--------------------------------|---|-------|------------------------------|-------------------|-----|
| Create Water | Creates 2 gallons/level of pure water | Close | Instantaneous | None | No |
| Detect Poison | Detects poison in one creature or object | Close | Instantaneous | None | No |
| Guidance | +1 on one attack roll, saving throw, or skill check | Touch | 1 minute or until discharged | Will Negates | Yes |
| Light | Object emits light in a 20' radius | Touch | 10 minutes /level | None | No |
| Purify Food & Drink | Purifies 1 cu. ft./level of food or water | 10' | Instantaneous | None | No |
| Resistance | Subject gains +1 on saving throws | Touch | 1 minute | Will negates | Yes |
| Virtue | Subject gains 1 temporary HP | Touch | 1 minute | Fortitude negates | Yes |

1st Level Divine Spells

| Name | Effect | Range | Duration | Save | SR |
|--------------------------|--|----------|----------------|--------------|-----|
| Bless | You, and allies within range, gain +1 on attack rolls and saves against fear | 50' | 1 minute/level | None | Yes |
| Bless Water | Makes holy water | Touch | Instantaneous | None | No |
| Command | One subject obeys a single, one-word command | Close | 1 round | Will negates | Yes |
| Cure Light Wounds | Cures 1d8 damage +1/level (max +5), damages undead | Touch | Instantaneous | Will half | Yes |
| Divine Favor | You gain +1 per 3 levels on attack and damage rolls | Personal | 1 minute | -- | -- |
| Shield of Faith | Subject gains a +2 deflection bonus to AC, +1 per 6 levels | Touch | 1 minute/level | Will negates | Yes |

2nd Level Divine Spells

| Name | Effect | Range | Duration | Save | SR |
|-----------------------------|--|-------|----------------|------------------|-----|
| Aid | +1 on attack rolls and saves against fear, 1d8 temporary HP +1/level (max +10) | Touch | 1 minute/level | None | Yes |
| Cure Moderate Wounds | Cures 2d8 damage +1/level (max +10), damages undead | Touch | Instantaneous | Will half | Yes |
| Delay Poison | Stops poison from harming subject | Touch | 1 hour/level | Fortitude negate | Yes |
| Gentle Repose | Preserves one corpse | Touch | 1 day/level | None | No |
| Lesser Restoration | Dispels magical attribute penalty or repairs 1d4 attribute damage | Touch | Instantaneous | Will negates | Yes |
| Remove Paralysis | Frees one or more creatures from paralysis or slow effect | Close | Instantaneous | Will Negates | Yes |

3rd Level Divine Spells

| Name | Effect | Range | Duration | Save | SR |
|--------------------------------|---|--------|---------------------------------|-------------------|-----|
| Create Food & Water | Feeds three humans (or one horse)/level | Close | 1 day (Food); Permanent (Water) | None | No |
| Cure Serious Wounds | Cures 3d8 damage +1/level (max +15), damages undead | Touch | Instantaneous | Will half | Yes |
| Prayer | You, and allies within 40', gain +1 bonus to attacks, weapon damage, saves, and skills, enemies gain a -1 penalty to such rolls | 40' | 1 round/level | None | Yes |
| Remove Disease | Cures all diseases affecting subject | Touch | Instantaneous | Fortitude negates | Yes |
| Searing Light | Magic Attack deals 1d8/two levels damage (max 5d8), or 1d6/level (max 10d6) vs undead | Medium | Instantaneous | None | Yes |
| Speak with Dead | Corpse answers one question/two levels | 10' | 1 minute/level | Will negates | No |

4th Level Divine Spells

| Name | Effect | Range | Duration | Save | SR |
|-----------------------------|--|-------|-----------------------------------|--------------|-----|
| Cure Critical Wounds | Cures 4d8 damage +1/level (max +20), damages undead | Touch | Instantaneous | Will half | Yes |
| Discern Lies | Reveals deliberate falsehoods from 1 creature/level/round, no two of which can be more than 30' apart | Close | Concentration (max 1 round/level) | Will negates | No |
| Freedom of Movement | Subject moves normally despite impediments | Touch | 10 minutes /level | Will negates | Yes |
| Neutralize Poison | Immunizes subject against poison, detoxifies venom in or on subject | Touch | 10 minutes /level | Will negates | Yes |
| Restoration | As Lesser Restoration , except that it also dispels negative levels and restores one experience level to a creature who has had a level drained | Touch | Instantaneous | Will negates | Yes |
| Tongues | Subject can speak and understand any spoken language | Touch | 10 minutes /level | Will negates | No |

5th Level Divine Spells

| Name | Effect | Range | Duration | Save | SR |
|-------------------------------|--|----------|----------------|--------------|-----|
| Atonement | Removes burden of misdeeds from subject | Touch | Instantaneous | None | Yes |
| Commune | Your deity answers one yes-or-no question/level at a rate of 1/round | Personal | 1 round/level | -- | -- |
| Flame Strike | Divine fire deals 1d6/level damage within 10' radius, 40' high cylinder | Medium | Instantaneous | Reflex half | Yes |
| Mass Cure Light Wounds | One creature/level, no two of which can be more than 30' apart, is cured 1d8 damage +1/level (max +25), damages undead | Close | Instantaneous | Will half | Yes |
| Raise Dead | Restores life to willing subject, most of whose remains are present, who died up to 1 day/level ago | Touch | Instantaneous | None | Yes |
| True Seeing | You see all things as they really are | Touch | 1 minute/level | Will negates | Yes |

6th Level Divine Spells

| Name | Effect | Range | Duration | Save | SR |
|----------------------------------|---|--------|---------------------------------|-------------------------------------|-----|
| Banishment | Banishes one or more extraplaner creature with total 2 HD/level creatures, no two of which can be more than 30' apart | Close | Instantaneous | Will negates | Yes |
| Blade Barrier | Creates a wall of blades up to 20' long/ level, or a ringed wall of blades with up to 5' radius/2 levels; either form is 20' high | Medium | 1 minute/level | Reflex half (or negates if cast on) | Yes |
| Heal | Cures 10 points/level of damage (max 150), all diseases and mental conditions, or deals damage to undead | Close | Instantaneous | Will half | Yes |
| Heroes' Feast | 1 hour long feast for 1 creature/level cures diseases, sickness, and nausea, and grants poison and fear immunity, 1d8 temporary HP +1/two levels (maximum +10), and +1 to attack rolls and Will saves | Close | 1 hour plus 12 hours; see text | None | No |
| Mass Cure Moderate Wounds | One creature/level, no two of which can be more than 30' apart is cured 2d8 damage +1/level (max +30), damages undead | Close | Instantaneous | Will half | Yes |
| Quest | Commands any creature, binding it to a specific task | Close | 1 day/level or until discharged | None | Yes |

7th Level Divine Spells

| Name | Effect | Range | Duration | Save | SR |
|----------------------------------|---|----------|---------------|-------------------|-----|
| Ethereal Jaunt | You become ethereal | Personal | 1 round/level | -- | -- |
| Greater Restoration | As Restoration , plus restores all levels and attributes | Touch | Instantaneous | Will negates | Yes |
| Mass Cure Moderate Wounds | One creature/level, no two of which can be more than 30' apart is cured 3d8 damage +1/level (max +35), damages undead | Close | Instantaneous | Will half | Yes |
| Regenerate | Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35), doesn't affect nonliving objects or creatures | Touch | Instantaneous | Fortitude negates | Yes |
| Repulsion | An invisible, mobile field (up to 10' radius/level) surrounds you and prevents creatures from approaching you | Personal | 1 round/level | Will negates | Yes |
| Resurrection | As Raise Dead but requires very little remains and the subject may have been dead for up to 10 years/level | Touch | Instantaneous | None | Yes |

8th Level Divine Spells

| Name | Effect | Range | Duration | Save | SR |
|----------------------------------|--|-----------|-------------------|-------------|-----|
| Antimagic Field | Suppresses magic within a 10' radius of you | Personal | 10 minutes /level | None | Yes |
| Dimensional Lock | 20' radius emanation, centered on a point in space, blocks teleportation and interplaner travel | Medium | 1 day/level | None | Yes |
| Discern Location | Reveals exact location of a creature or object; to find a creature with the spell, you must have seen the creature or have some item that once belonged to it; to find an object, you must have touched it at least once | Unlimited | Instantaneous | None | No |
| Fire Storm | Two 10' cubes/level are shot through with flames that deal 1d6/level (max 20d6) of fire damage | Medium | Instantaneous | Reflex half | Yes |
| Holy Aura | 1 creature/level in a 20' radius burst centered on you gains +4 to AC, +4 to saves, immunity to possession and mental influence, and SR 25 | 20' | 1 round/level | None | Yes |
| Mass Cure Moderate Wounds | One creature/level, no two of which can be more than 30' apart is cured 4d8 damage +1/level (max +40), damages undead | Close | Instantaneous | Will half | Yes |

9th Level Divine Spells

| Name | Effect | Range | Duration | Save | SR |
|---------------------|--|--------|---|-------------------|-----|
| Etherealness | As Ethereal Jaunt plus 1 touched creature/3 levels | Touch | 1 minute/level | None | Yes |
| Gate | Connects two planes for travel, or to summon several creatures with total HD up to your level or 1 creature with HD up to twice your level | Medium | Concentration (travel; up to 1 round /level) or Instantaneous (summoning) | None | No |
| Implosion | Kills one corporeal creature/round; cannot target the same creature twice/casting | Close | Concentration (max 4 rounds) | Fortitude negates | Yes |
| Mass Heal | As Heal but affects 1 or more creatures in ranges, no two of which can be more than 30' apart | Close | Instantaneous | Will half | Yes |
| Miracle | Requests a deity's intercession, though it may cost EL's | -- | -- | -- | Yes |
| Soul Bind | Traps newly dead soul to prevent resurrection | Close | Permanent | Will negates | No |

Chapter 8: GM's Section

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: The disease's method of delivery (contact, inhaled, or injury).

DC: The Fortitude save DC needed to prevent infection. Make a Fortitude save after the initial infection; success means you have not been infected, failure means you have been infected and will take attribute damage after the incubation period and every day afterward until you are cured.

Incubation: The time before damage begins.

Damage: The attribute damage the character takes after incubation and each day afterward.

Cackle Fever: Inhaled, DC 16, 1 day, -1d3 Intellect.

Filth Fever: Injury, DC 12, 1d3 days, -1d2 Agility and -1d2 Agility.

Mindfire: Inhaled, DC 12, 1 day, -1d2 Intellect.

Red Ache: Injury, DC 15, 1d3 days, -1d3 Might

Shakes: Contact, DC 13, 1 day, -1d4 Agility.

Extreme Heat & Cold

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

Falling

A falling character takes 1d6 points of damage per 10' fallen.

If the character makes a successful Reflex save vs DC = the depth fallen in feet.

In the event that the fall ends in an area laden with spikes or jagged rocks, add +1 point of

damage to falling damage per 10' fallen (max of +10).

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: The poison's method of delivery (contact, ingested, inhaled, or injury).

DC: The Fortitude save DC needed to avoid the poison's damage.

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

Price: 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 Might/-1d4 Might, 120gp

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

Burnt Othur Fumes: Inhaled, DC 18, -1 Might*/-3d3 Might, 2,100gp

Deathblade: Injury, DC 20, -1d3 Might/-2d3 Might, 1,800gp

Insanity Mist: Inhaled, DC 15, -1d2 Intellect/-2d3 Intellect, 1,500gp

Nitharit: Contact, DC 13, 0/-3d3 Might, 650gp

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

Malys Root Paste: Contact, DC 16, -1 Agility/- 2d2 Agility, 500gp

Monstrous Scorpion (tiny): Injury, DC 12, -(1d2-1) Might /-(1d2-1) Might, 50gp

Monstrous Scorpion (small): Injury, DC 12, -1 Might/-1 Might, 100gp

Monstrous Scorpion (large): Injury, DC 14, -1d2 Might/-1d2 Might, 200gp

Monstrous Scorpion (huge): Injury, DC 18, -1d3 Might/-1d3 Might, 400gp

Monstrous Spider (tiny): Injury, DC 10, -1 Might/-1 Might, 85gp

Monstrous Spider (small): Injury, DC 10, -1d2 Might/-1d2 Might, 125gp

Monstrous Spider (large): Injury, DC 13, -1d3 Might/-1d3 Might, 250gp

Monstrous Spider (huge): Injury, DC 16, -1d4 Might/-1d4 Might, 500gp

Sassone Leaf Residue: Contact, DC 16, -2d12HP/-1d4 Might, 300gp

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

Snake (medium viper): Injury, DC 11, -1d3 Might/-1d3 Might, 120gp

Snake (large viper): Injury, DC 11, -1d3 Might / -1d3 Might, 120gp

Snake (huge viper): Injury, DC 14, -1d3 Might/ -1d3 Might, 250gp

Wyvern: Injury, DC 17, -2d3 Might/-2d3 Might, 3,000gp

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 Reflex save 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 Sub + Intellect check necessary to find the trap without triggering it.

Disable DC lists the DC for the Sub + Agility check necessary to disarm the trap safely. Failing this check by 10 or more triggers the trap.

EL1 Traps

Basic Arrow Trap: Atk +10 (1d6, arrow); Search DC 20, Disable 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' 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' 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' 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' 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 (Fortitude negates) 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' 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' 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

Awarding EL's

When a player character or group of player characters defeat a creature or group of creatures, they should each be awarded a number of EL's equal to the total HD of all the creatures. So if three PC's defeat three 1 HD orcs, each PC gets 3 EL's.

When a PC or group of PC's successfully disable or consciously bypass a trap, they should each be awarded the trap's assigned number of EL's. So if five PC's disable and bypass a 4EL Lightning Bolt trap, they each receive 4 EL's.

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MICROLITE 20 ELF LORDS

by Dr Bull

I have observed that there are very few role playing games for children and young adults, so I decided to make M20 Elf Lords. It's a world that captures the flavors of Harry Potter, Narnia, Brothers Grimm and The Hobbit. Please feel free to alter to your taste...

CHARACTER STATS

Strength (STR), Dexterity (DEX), and Mind (MIND). Split 5 stat bonuses between the three stats.

RACES

Dwarves have +1 STR, Elves have +1 MIND, Gnomes have +1 to DEX, Half-Elves have +1 to MIND, Halflings have +1 DEX, Humans have +1 to each skill, Pixies have -1 STR, but have wings.

SKILLS

There are 4 skills : Move, Sneak, Know and Talk. At first level, characters start with 1 rank in each skill, plus 4 ranks to distribute as they please. Skill ranks can also be spent on Words of Power (see below). Skill roll = d20 + Skill Rank + most applicable ability stat.

Fortitude Saves are STR + Level. Reflex Saves are DEX + Level. Will Saves are MIND + Level.

Hit Points = (STR x 2) + 10 + 1d6/Level. If HP reach 0, the individual is dying.

Healing = 2 + STR in Hit Points per day.

Armor Class (AC) = 10 + DEX bonus + Armor bonus.

COMBAT

Roll d20 + DEX bonus for initiative. Everyone can do one thing each turn; move, attack, cast, etc. Melee attack bonus = STR bonus + Level. Missile attack bonus = DEX bonus + Level. Magic attack bonus = MIND + Level. Add attack bonus to d20 roll. If higher than your opponent's Armor Class (AC), it's a hit. Natural 20 is a critical hit, doing maximum damage. Add STR bonus to Melee damage.

MAGIC

Magic is created by speaking of two (or more) Words of Power in the Divine Tongue. Characters can spend 2 skill rank points to learn a single word of power. Spells are cast by combining an Action with a Realm and successfully making a Magical Attack. The DC for the check is dependent on the target DC of the spell. Each spell cast that day increases the DC by +2. Spells that affect inanimate objects are generally permanent. Transformations end over time. 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. The effect's damage must overcome the target's hit points in order to force a transformation.

TARGET DC

Self = 10, Willing = 15, Organic Object = 20, Unwilling = 25, Inorganic Object = 30.

ACTIONS:

Augeo = Enhance, Strengthen, Heal, Enlarge, Repair, Sharpen, etc.

Infirmitas = Diminish, Weaken, Damage, Injure, Reduce, Break, Dull, etc.

Defero = Communicate with, Sense, Read, Seek, Inform, Determine, etc.

Tempero = Control, Shape, Hold, Command, Form, Direct, Dictate, etc.

REALMS:

Corpus = body - living body of sentient beings, animals, plants.

Mentis = mind - that which normally inhabits and animates a body.

Animus = spirit - the essence or soul. Animus is difficult and must be learned last.

Navitas = energy - fire, water, air, magic, electricity, etc.

Materia = matter - solid material with no mind - stone, metal, wood, leather, etc.

HAZARDS

Falling: 1d6 damage per 10', half damage on Phys + DEX save. Poison: Phys + STR save to avoid or for half, depending on 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.

LEVEL ADVANCEMENT

After 10 encounters (facing a monster, overcoming a difficulty, solving a puzzle, etc.) the character gains a level. Each level adds: +1d6 to Hit Points, +1 to all attack rolls, +1 to all skills (2 of the 4 new skill points can be spent on a magic word, if desired). If the level divides by six (i.e. level 6, 12, 18, etc.) add 1 point to STR, DEX or MIND.

ANIMALS

Bear 8d8+32 (68 HP) AC 15, Claw +13 (1d8+8), Bite +8 (2d8+4)

Crocodile 7d8+28 (59 HP) AC 16, Bite +11 (2d8+12), Tail Slap +11 (1d12+12)

Hawk 1d8 (4 HP) AC 17, Claw +5 (1d4-2)

Horse 3d8+6 (19 HP) AC 13, Hoof +2 (1d4+1)

Octopus 8d8+8 (44 HP) AC 18, Tentacle +10 (1d4+5), Bite +5 (1d8+2)

Rat, Dire 1d8+1 (5 HP) AC 15, Bite +4 (1d4+ disease FORT DC 12)

Shark 3d8+3 (16 HP) AC 15, Bite +4 (1d6+1)

Snake, Boa 11d8+14 (63 hp), AC 15, Bite +13 (1d8+10), Constrict (1d8+10)

Snake, Viper 3d8+6 (19 hp), AC 15, Bite +4 (1d4 plus poison)

Spider, Giant 4d8+4 (22 HP) AC 14, Bite +4 (1d8+3 plus Poison)

Tiger 6d8+18 (45 HP) AC 14, Claw +9 (1d8+6), Bite +4 (2d6+3)

Wolf 2d8+4 (13 HP) AC 14, Bite +3 (1d6+1)

CREATURES

Basilisk 6d10+12 (45 HP) AC 16, Bite +8 (1d8+3) or Petrifying Gaze (Reflex DC 18)

Dragon 12d12+40 (120 HP) AC 21, Bite + 20 (2d6+7) or Breath (10d10, Reflex DC 24)

Elemental 4d8+12 (26 HP) AC 18, Slam +9 (1d6+1), Energy Resistance

Gargoyle 4d8+19 (37 HP) AC 16, DR 5, Claw +6 (1d6+2), Flight

Ghoul 2d12 (13 HP) AC 14, Bite +2 (1d6+1 plus ghoul fever)

Giant 12d8+48 (102 HP) AC 20, Club +16 (2d6+10) or Thrown Rock +8 (2d6+7)

Goblin 1d8+1 (5 HP) AC 15, Weapon +1

Hag 8d8+8 (44 HP) AC 20, Bite +12 (2d6+6) + 5 Magic Words of Power (MA = +11)

Hell Hound 4d8+4 (22 HP) AC 16, Bite +5 (1d8+1 plus 1d6 fire)

Hobgoblin 1d8+2 (7 HP) AC 16, Weapon +2

Nymph 6d6+6 (27 HP) AC 17, Weapon +6 or Stunning Glance (FORT DC 18)

Ogre 4d8+11 (30 HP) AC 16, Club +8 (2d8+7)
Satyr 5d8+5 (27 HP) AC 15, Gore +2 (1d6+1) or Weapon +3
Skeleton 1d12 (6 hp), AC 15, Scimitar +1 (1d6+1) or claw +1 melee (1d4+1)
Vampire 4d12+3 (30 hp), AC 15, Bite +5 (1d6+4 plus 1d6 STR drain, DC 15 v. FORT to resist)
Were-Wolf 3d8+7 (20 HP) AC 17, DR 10/silver, Bite +5 (1d6+3)
Wraith 5d12 (32 HP) AC 15, Incorporeal Touch +5 (-1d6 STR, DC 20 v. FORT to resist)
Treant 7d8+35 (66HP) AC 20, Slam +12 (2d6+9), Animate Trees
Troll 6d8+36 (63 HP) AC 17, Claw +9 (1d6+6), Regenerate 3 HP per round
Unicorn 4d8+20 (42 HP) AC 18, Horn +11 (1d8+8), Protected from Evil

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) 3 rd Level (20 HP), AC 15, Infectious Bite +4 (1d6) STR 1, DEX 2, MIND 0, PHYS 4, SUBT 4. |
| EXECUTIVE | (Umbrella Corporation) 1 st 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) 5 th 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) 15 th 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) 1 st 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) 1 st 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) 2 nd Level (20 HP), AC 11, Infectious Bite +2 (1d4+3) STR 2, DEX 0, MIND 0, PHYS 2, SUBT 2 |
| ZOMBIE | (Advanced) 4 th 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 = $(\text{STR bonus} \times 2) + 10 + 1\text{d}6/\text{Level}$. If HP reach 0, the character is unconscious and near death. Roll $\text{d}20 + \text{DEX bonus}$ 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 $\text{d}20$ 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 = $(STR \text{ bonus} \times 2) + 10 + 1d6/Level$. 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 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 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.

Fricking 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.

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).

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

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 | Exact 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.

Fearful. 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.

Spylite Dossier Generator

Stuck for a mission for your SpyLite game? Grab a handful of dice and roll away! This approach was inspired by the "all the dice" random generators used by Grim (<http://postapocapost.blogspot.com/>) and the Venomous Pao (of <http://www.strangestones.com>). The idea is to take one of each die type and roll them all at once. Once you have the basic idea of the mission, roll for random adventure details in the penultimate step, get a code name and you're done.

Mission Type: Roll d4

- 1 Locate
- 2 Protect
- 3 Rescue or Kidnap
- 4 Sabotage/Modify or Destroy

Object: d6

- 1-2 Person
- 3-4 Place
- 5-6 Thing

What: Roll d8

Choose the column that corresponds to the Object type you rolled with your d6.

| | Person | Place | Thing |
|---|--|------------------------|-------------------------|
| 1 | Government Official | Military Asset | Secret Plans |
| 2 | Spy | Computer Center | Cutting Edge Technology |
| 3 | Military Officer | Listening Post | Enemy Intel |
| 4 | Diplomat | Manufacturing Facility | Sensitive Information |
| 5 | Civilian | Detention Center | A Valuable Artifact |
| 6 | Scientist | Criminal Hotbed | Vast Archives |
| 7 | Informant | Espionage Agency | A Stockpile |
| 8 | Undercover Spy (roll again for cover) | Headquarters | Roll Twice |
| | | Roll Twice | Roll Twice |

Complications: Roll d10

- 1 Your friends are really your enemies.
- 2 Your enemies are really your friends.
- 3 **Expert.** You have an ally who is helpful, but rather fragile. Protect at all costs.
- 4 **Secondary objective.** Roll again on "Mission Type", "Object" and "What".
- 5 **Loose Cannon.** You have an ally for this mission who seems to be the perfect match for your skills. Problem is, he's crazy.
- 6 **Counter-offer.** A friendly agency wants you to do the opposite of your objective and is willing to pay more for it.
- 7 **Ulterior Motives.** It turns out your agency's reasons for this mission aren't as noble as you thought. What do you do?
- 8-9 None
- 10 Roll Twice

Enemies: Roll d12

- 1 Terrorists
- 2 Military, Friendly (countries your country is on good terms with, so keep things low-key...)
- 3 Military, Unfriendly (hostile countries)
- 4 Rogue agents and mercenaries
- 5 Underhanded Businessmen
- 6 Organized Crime
- 7 Rogue Military Unit
- 8 Ninjas
- 9 Government Agents
- 10 Black Ops
- 11 Rebels
- 12 Roll Twice

Locations: Roll d20

- 1 In The Jungle
- 2 Arctic Outpost
- 3 An Oil Rig
- 4 Air Base
- 5 Hidden Underground Bunker
- 6 Corporate Skyscraper
- 7 Run-down Urban Neighborhood
- 8 Remote Island
- 9 Decadent Mansion
- 10 Castle
- 11 Submarine
- 12 Airport
- 13 Train
- 14 In The Desert
- 15 Up In The Mountains
- 16 Sprawling Satellite Dish Array
- 17 Quiet Suburb
- 18 Famous National Monument
- 19 A Bank
- 20 Roll Twice

Adventure Elements: Roll d20, Three Times

You don't have to use any of these—they are merely jumping points to brainstorm interesting things that might happen in the adventure.

- 1 Big Guns
- 2 Bungie Jumping (in other words, needlessly risky stunts as part of the mission plans)
- 3 Chase Sequence
- 4 Complex Security System
- 5 Computer Hacking
- 6 Dangerous Animals
- 7 Dealing With Patrols
- 8 Death Traps
- 9 Departmental Politics
- 10 Destroy All Evidence
- 11 Evil Mirror Universe Spy Team (the enemy has a team just like you!)
- 12 Femme/Homme Fatale
- 13 Hidden Things
- 14 High Fashion
- 15 Impressive Thug (Think Oddjob or Jaws)
- 16 Lasers
- 17 Load-bearing Boss (ie the place starts to fall apart at the climax of the mission)
- 18 Poison
- 19 Skullduggery
- 20 World Domination

Assign A Code Name: Operation (d12 #1) + (d12 #2)

| d12 | #1 | #2 |
|------------|-----------------------|-----------|
| 1 | None (skip this word) | Justice |
| 2 | Rolling | Archer |
| 3 | Code Name | Diamond |
| 4 | Rising | Tiger |
| 5 | Violent | Dragon |
| 6 | Secret | Eagle |
| 7 | Ice | Sun |
| 8 | Burning | Wolf |
| 9 | Black | Victory |
| 10 | Velvet | Fury |
| 11 | Golden | Rain |
| 12 | Phoenix | Storm |

Examples:

Operation Code Name Wolf

Mission Type: Locate Secret Plans

Complications: Loose Cannon

Enemies: Ninjas

Location: Arctic Outpost

Elements: Chase Sequence, Dangerous Animals, Poison

The team has to acquire secret plans to D.I.R.E.'s new intelligence mainframe. The plans are being held at a training facility far north of the Arctic Circle in Siberia. The place is packed with ninjas in various levels of competence, their instructors and trained wolf packs.

There's probably going to be a snowmobile chase or two when the team tries to escape and the plans themselves are being held in a vault that's flooded with deadly poison gas.

Assisting them will be Jack "One-eyed" Morgan, an agency veteran who's seen more action in the last ten years than most armies have seen in a typical century. Unfortunately, he has a tendency to go off the rails rather frequently and this is his last mission before he's going to be forceably retired...

GIANT BUG INVASION

by Mike Berkey (michael.berkey@gmail.com), Copyright 2010. For more Microlite20 awesomeness, head over to the Microlite20 website at <http://www.koboldenterprise.com>.

This is more of a tool kit for playing gonzo weird science scenarios than anything else. It's primarily intended as an expansion to the (now absurdly non-micro) SpyLite system, but is fairly compatible with other versions of Microlite20 with a bit of tweaking.

So, here we go. Mad Science and more nasty bugs than you can shake an emergent quantum stick at.

New Talents

Big Chin. You regenerate Action Points more quickly. Not only do you gain an Action Point back on a natural 20, you also get one back on a 19, so long as the roll itself was successful.

Bulletproof Nudity. This Talent is mainly intended to simulate characters who never seem to tote more than a bikini and a machine gun, but since this is an egalitarian game, it's okay for guys to have this Talent as well. If you're baring some skin, then you have a +1 bonus to your AC. The more skin you're showing, the more the bonus, up to a maximum of +3. Wearing clothing or armor negates this effect. At the GM's discretion, the character can take a small hit to skill and to-hit rolls when "over-dressed" or dressed too conservatively.

Field Biologist. By examining the corpses of icky non-human things and using the fruits of modern science, you and your teammates gain combat and skill bonuses. Requires that Knowledge be a Trained Skill. You can examine any new species of critter killed, assuming you have access to sufficient lab equipment (even a field kit will do in a pinch). Make an Int + Know check vs DC 20. If successful, all attacks and skill rolls against these critters will be at +2 by you and the rest of the team for the rest of the adventure. If the check is DC 30 or better, then all damage inflicted is increased by +1d6. The GM may adjust the DC's up or down to reflect the difficulty of the situation or quality of equipment.

If I Had A Hammer. Improvised weapons never break for you and you do an additional +2 damage when using one.

Mad Scientist. Requires that Knowledge be a Trained Skill. Instead of being forced to roll for your Mad Science gadgets, you can create your own. When this Talent is first chosen, choose a Source for your character—from now on all gadgets you make will have that Source. Taking this Talent again allows you to choose an additional Source for your gadgets. This bonus does not necessarily extend to other party members, except with GM permission (in this case, your character designed and built the party's gadgets).

Serious Hate On For (Insert Target). If there's one thing you hate more than traffic jams, it's... Pick one kind of target every time you choose this Talent (bugs, zombies, bus drivers, whatever). When making a damage roll against this kind of target, you can reroll any 1's or 2's that come up. Rock'n'roll.

Weird Science. Requires Mad Scientist. When rolling for Quirks for your own mad gadgets, not only do you always know what the result is, you can roll twice and choose one of the two results. This bonus does **not** extend to other party members, even when they are using gadgets that you have designed.

Mad Science

Mad Science extends the standard SpyLite Gear Point system and produces devices that are slightly more powerful, but weird and unpredictable.

You can declare any item bought through the Gear Point system to be "Mad."

Roll twice, once for a Source and once for a Quirk. You will know ahead of time what the Source is, but it's recommended that the GM roll the gadget's Quirk and let the players find out what it is through experimentation.

Sources (d8)

- 1 **Biological.** The device uses biological engineered components—viruses, specially bred or mutated creatures, tamed insects, what have you. In order to stay working, it must be fed, either through a prepared solution or whatever's handy.
- 2 **Chemical.** The device uses special chemicals which can run out eventually. The device is prone to leakage when it breaks, as well—**roll d6:** 1-3 harmless chemicals, 4-5 inconveniencing (stains, smells bad), 6 hazardous.
- 3 **Electronic.** The device is entirely electronic. And by electronic, we're talking vacuum tubes, Jacob's Ladders, arcs of exposed electricity. Mad Science never takes half measures. **Roll 1d10** after every use—on a 1 or 2, it has run out of power. In addition, anybody within 5 feet of the item when used (besides the operator) must save vs DC 15 or get zapped for 1d6 damage.
- 4 **Radioactive.** The device is highly radioactive. It has an effectively unlimited power supply, but leaks radiation like a rusty Pinto leaks oil. Anybody exposed to the item for more than an hour has a flat 1 in 10 chance per 4 hours to develop a random mutation. The details of any mutations are up to the GM, but they should be embarrassing and unexpected.
- 5 **Robotic.** The device works via advanced robotics—the more implausible and Rube Goldberg-esque, the better. While it never seems to run out of power, sometimes the robots will go on strike and must be convinced to continue working.
- 6 **Quantum.** Nobody knows quite how the thing works, only that it does. It has a tendency to disappear when looked at out of the corner of the eye, only to reappear when looked at squarely. Occasionally it emits weird noises and appears to occupy unexpected dimensions. On any skill or to-hit roll of one, it causes reality to rewrite itself in some way. **Roll 1d6:** 1-3 Superficial, 4-5 Minor, 6 Major.
- 7 **Steampunk.** The device runs on coal and steam or a complex mechanically-wound clockwork mechanism. It is massively complex for its size and usually rather bulky. **Roll 1d10** after every use—on a 1 or 2, the machine makes a loud clattering noise and falls apart. Putting it back together requires an Int + Sci roll vs DC 20 or more.
- 8 **Roll again.**

Quirks (d8)

- 1 **Creepy.** The item is so bizarre that everyone within 30 feet of the item must save vs DC 15 when it's operating or run the hell away (or at least back off to what appears to be a safe distance). This includes friendlies, but not the operator.
- 2 **Efficient.** If the gadget is a weapon, it either uses less ammunition or affects more opponents per use. If not a weapon, it helps out more with the task it was designed for, but not always in the most obvious ways. For example, an Efficient Lockpick might pick the lock you're trying to open and then wander off and pick 1d3 more locks for you. Or it might spray a chemical that weakens the door's material so that if the lock-picking attempt fails, it's easier to batter down the door.

- 3 **Emergent.** The item has a tendency to gain new features after a while. Every time it's used, roll 1d10. On a 1 or 2, the device gains another Gear Point, which can be spent immediately, on anything, so long as it's still physically attached somehow to the item. The new ability can't be directly related to any previously-bought abilities.
- This can happen 3 times for a total of 3 extra Gear Points. **Roll d6:** 1-3 the choice of new ability is up to the GM, 4-6 player's choice.
- 4 **Evolving.** Every time a skill or to-hit roll is made by 5 or more than the required number while using the item, add +1, up to a +5 total for the gadget. At +5, roll for another Quirk. If the Quirk is "Evolving", re-roll. After that, no more bonuses are gained.
- 5 **Explosive.** The item works once, extremely well, and then breaks. Weapons inflict maximum damage or affect a very wide area, skill-boosting items give an automatic 20 and other items solve the task in record time. Once the device breaks, the Gear Points are "lost" until the end of the adventure.
- 6 **Foul.** The device constantly emits a nasty stench when in operation. -2 to all skill or to-hit rolls within 20 feet when in use. The smell also stains clothing after a while and attracts vermin.
- 7 **Powerful.** +1d6 more damage or an extra +1d6 to a skill roll (roll each time used). If the device doesn't give an obvious bonus (for example, a rebreather), then you can give it another related special ability. For example, a Powerful Rebreather might give the character a swimming speed boost because the bioengineered pygmy sharks that you're using for gills also help pull you along. In exchange for this, however, fumbles are more potent, too. The details should be left to a sadistic GM.
- 8 **Symbiotic.** Every time it's used, make a Str+Phys roll vs DC 15. If the roll is **failed**, the device becomes a part of you. The good part is that you now have a new intrinsic ability with all the bonuses that the device offers. The device no longer takes up Gear Points to possess. The downside, other than being a mutated freak that scares children and small animals, is that you have all the limitations of the gadget's Source.

Generic Bugs

Rather than listing stats for several million different flavors of bugs, take one of the following templates and add one or more of the following Bug Powers. By doing so, you can stat up a freight train-sized Tarantula quickly by giving a Colossal Generic Bug "Wall-Crawling", "Poison Bite" and "Web Spit." A Large Grasshopper could have "Armored Carapace" and "Jumper."

If you have no specific critter in mind, then roll the Bug Powers randomly.

Bug Type (d8)

- 1 **Generic Bug, Tiny.** Bird-sized. HD 1d8-2 (3 HP), AC 14, Bite +5 (1d6-2). Str 6, Dex 14.
- 2 **Generic Bug, Small.** Dog-sized. HD 2d8-2 (7 HP), AC 11, Bite +4 (1d6-1). Str 8, Dex 12.
- 3 **Generic Bug, Medium.** Man-sized. HD 2d8 (9 HP), AC 11, Bite +2 (1d6). DR 1. Str 10, Dex 10.
- 4 **Generic Bug, Large.** Car-sized. HD 4d8+16 (34 HP), AC 12, Bite +7 (1d8+4). DR 2. Str 18, Dex 9.
- 5 **Generic Bug, Huge.** Cabin-sized. HD 8d8+64 (100 HP), AC 10, Bite +14 (1d10+8). DR 3. Str 26, Dex 6.
- 6 **Generic Bug, Colossal.** Very large. HD 16d8+192 (264 HP), AC 12, Bite +25 (3d6+12). DR 5. Str 34, Dex 4.

7 **Swarm.** Each swarm consists of 2d10 Tiny or smaller bugs and will attack one target at a time. Swarms take half-damage from non-flame based weapons and disperse when their HP are exceeded. HD 2d8 (9 HP), AC 17. A swarm will have multiple bugs buzzing around a target, biting, itching or getting into clothing (causing the target to take -1d4 to hit and AC per round while the swarm is attacking). The swarm will also perform a bite attack for +5 (1d6-4) at the same time.

8 **Roll again.**

Bug Powers

Roll d20, 1d3 times...or choose:

- 1 **Armored Carapace.** Tiny and Small bugs: +1 AC, +1 DR. Medium: +2 AC, +1 DR. Large: +3 AC, +2 DR. Huge: +4 AC, +2 DR. Colossal: +5 AC, +3 DR.
- 2 **Boosted Ability. Roll d6:** 1-2 +2d6 Str, 3-4 +2d6 Dex, 5-6 Intelligence becomes 10. Don't forget to recalculate the monster's abilities!
- 3 **Camouflage.** Whether through an innately camouflaged form or color-changing abilities, the bug has a natural stealth ability that provides +4 to all stealth rolls in the proper settings (e.g. walking sticks in a forest), allowing them to blend into their environment provided. Particularly effective camouflage can provide up to a +8 bonus.
- 4-5 **Fast Breeder.** This type of bug breeds exceptionally fast—every few hours, their numbers double.
- 6-7 **Flier.** Not only can the bug fly, it can also perform a dive bomb attack, given enough maneuvering space (+2 to hit and damage). The creature gains +1 AC when in flight.
- 8 **Grabber.** The bug has pincers like an ant or giant grasping claws. Its strength is effectively 4 higher when grappling.
- 9 **Hive Mind.** The bugs can communicate with each other telepathically, allowing for a preternatural level of teamwork. At the GM's option, the Hive Mind can form a highly intelligent gestalt, even if individual bugs are unintelligent.
- 10-11 **Incredibly Tough.** The bug's resilience gives it +2 hp/hit die.
- 12-13 **Jumper.** The bug gains +2 AC. It can also do a Leap Attack if there's sufficient space (+2 to hit and damage).
- 14 **Nasty Stench.** The bug can spray a foul substance at one or more targets, depending on its size. Save vs 5+(twice the bug's HD) or be nauseated for 1d10 rounds.
- 15 **Pheromones.** The bug has the ability to spray one or more types of pheromones at one or more targets, depending on its size. Save vs 10+(twice the bug's HD) or experience one of the following effects for 1d10 minutes: **Roll d6 (or choose)**—1 Anger, 2 Blissed-out Happiness, 3 Fear, 4 Mild Hallucinations, 5 Intense Confusion, 6 Roll Twice.

16 **Poison bite.** Choose an effect or roll randomly the first time the bug bites someone:

Roll d8:

- 1 **Poison**, (1d6)d6 damage. Half of the damage is taken immediately, the other half after a few minutes. Save vs DC 5 + (1d4x5) to negate.
- 2 **Turns you into a bug** if you don't make the save (DC 15). Effective after 1d10 hours.
- 3 **Digestive enzymes** cause your insides to turn into goo. 1d6 Str drain per round for 1d6 rounds.
- 4 **Paralysis** for 3d6 minutes. Save vs DC 5 + (1d4x5) to negate.
- 5 **Acid**. 1d8+Str bonus damage, also eats through items slowly until cleaned off.
- 6 **Partial paralysis**. As per paralysis, but only affects 1d3 limbs. **Roll d8**—1-2 Left Arm, 3-4 Right Arm. 5-6 Left Leg, 7-8. Right Leg.
- 7 **Intoxication**. Save vs DC 5 + (1d4x5) to avoid.
- 8 **Lays eggs** inside of you (YUCK). Save vs DC 15. Eggs hatch in 1d4 days, killing the host.

17 **Spitter.** Has the effect of **roll d6**: 1-2 Nasty Stench, 3-4 Pheromones or 5-6 Poison Bite, but at range. The area of effect varies, depending on bug size, from a foot across up to 40 or 50 feet.

18-19 **Wall-crawling.** The bug can stick to horizontal and vertical surfaces. In addition, it gains +1 AC.

20 **Web Spit.** Spits a sticky web that can be treated as if the creature was grappling at +4 Str. The area of effect varies, depending on bug size, from a foot across up to 40 or 50 feet. At the GM's option, Swarms can "team up" to do this on swarmed targets.

Cyberpunk

Characters

Characters can choose one of two packages when first generated:

Natural. You have a deep-seated mistrust of cyberware—you start out with 2 more Talents. If you ever gain cyberware, you have to "pay off" the cyberware with earned experience at a rate of 1 xp per new cyberware point before you can continue advancing. In addition, at every 5 levels (e.g. 5, 10, 15, 20), you can either pick one bonus Talent or gain a +1 to an ability score of your choice.

Wired. You have \$10,000 to spend on cybernetic enhancements (or more, depending on how the GM sets up cyberware prices for his campaign setting). You can install new cyberware with no experience penalty. Optionally, you can take \$5000 (or half whatever the GM sets) and take another Talent. The character can bank any left-over money.

Cyberware

Cyberware packages are built with points. These points work in a similar fashion to Gear Points in SpyLite, but are tracked separately. Usually, the point total is used to calculate a dollar cost.

1 point lets you do one thing you couldn't before.

It could give you a +2 to a range of appropriate skill checks or a +5 if it's something very specific/appropriate. It could give you +1 to an attribute (up to +8), or +1 to AC or initiative, or it could mimick the effect of one Talent (if you use these) or some other similar bonus.

Attribute bonuses generally only apply as far as the extent of the modification: a cybernetic arm with a +4 to Str might only give bonuses to grip strength, punching and other such applications, but not apply to jumping or running.

Strength bonuses do NOT apply to hit point totals. If you want your cyberware to make you tougher, then buy an AC upgrade.

No ability score can be boosted by more than +8 total, even with multiple pieces of cyberware.

The final total can be modified with the following:

- +1 pt Inconspicuous technology
- +2 pt Lessened impact on Humanity Meter
- 1 pt Inelegant or very obvious (hydraulic rams, for example)
- 1 pt Comes with a side effect of some sort (e.g. causes headaches when in use)

The two -1's can represent outdated or improvised tech.

The final dollar (eurodollar, credit, yen or whatever) cost is equal to the total pts of the cyberware package multiplied by the type of enhancement.

How much of a multiplier is up to the specifics of the setting, but a good guideline might be \$1000 for prosthetic limbs, \$500 for sensory upgrades, and \$250 for a data jack or other similar low-impact enhancements.

Very difficult/high impact modifications such as wired reflexes or physical skillwire enhancements might go as high as \$2500 per point, or even higher.

It's recommended that the GM build a list of available cyberware rather than allowing PC's direct access to this system.

Examples:

Cyber-arm. +4 Str, +1 AC. Comes with a pistol built into the palm, but is rather large and bulky, since it was built with sturdy Soviet-bloc hydraulics. 5 pts. \$5000.

Datajack. Allows direct neural interface with a machine or computer. 1 point. \$250. Better models are inconspicuous (with a concealed port), but cost more.

Dermal Armor. +3 AC. Includes a medical port connecting to a belt pack that allows emergency injections of various performance-enhancing drugs. Drugs are effective for an hour or so, but are potentially addictive. 4 pts. \$4000 (using the cyberlimb cost).

Optical Upgrade. Includes infra-red enhancements, a built-in HD camera and connects to a nearby computer (probably a cellphone) as a display. Inconspicuous—looks like a normal eye. 4 pts. \$2000.

Retractable Spurs. Adds +1d6 to all unarmed melee damage. 1 point. \$1000.

Rigger Processor, Basic Package. Allows a character with a datajack to connect directly to a vehicle's processor. +2 Dex, +1 initiative, but only while driving or flying. 2 points for the Dexterity, 1 point for the initiative bonus, 1 point for the ability to connect with a vehicle, -1 for the vehicle only limitation on the stat bonuses. 3 points. \$4500.

For balance reasons, I put the base cost for this at \$1500 per point—it's not quite as overpowering as wired reflexes, but it's a more extensive modification than prosthetic limbs, humanity-wise.

Skillwire System. The character can slot in various software chips that mimic knowledge of any skill, ranging from martial arts to obscure academic disciplines. Only 2 chips can be inserted at any given time.

The character is considered to be Trained when making skill checks in that area, or, if they already have that skill Trained, they gain a +2 to appropriate rolls. In other words, if your character is not Trained in Knowledge but is now chipped to speak Chinese, then a skill roll to do so would be at level+3 instead of 1/2 level+1. Any other application of Knowledge would still be at the lower, untrained level, unless you had another chip to cover that situation.

While the chips are inserted, the character gains either +2 Dex or +2 Int, depending on whether the chips are physical or knowledge in nature (player choice), to reflect the added knowledge base or physical assurance that the skillwire programming lends.

Damaging Cyberware

If the character is reduced in hit points to the point that they start taking Str damage, roll for a random piece of cyberware every time they take damage—if a specific system comes up, there's a 50% chance that it is damaged.

Humanity Meter

The more cyberware your character is packing, the more they distance themselves from humanity. The humanity meter is a quick and dirty way of measuring this distance.

It's rated on a scale of 1 through 5, with 1 being the least enhanced to 5 being almost completely detached from humanity.

HL Broad Description Of How Enhanced The Character Is

- 1 Very slightly enhanced—a datajack, for example.
- 3 An artificial limb or two, or an assortment of minor enhancements.
- 5 Full conversion, vast laundry list of minor-to-major enhancements. More metal than meat.

However, there's a side effect—for the first hour a new skill chip is inserted, the character suffers blinding headaches (-2 to all checks until the knowledge is fully integrated). 2 pts for the two separate skill bonuses, 2 pts for the stat bonus, +1 for inconspicuous, -1 for the side effects. 4 points. \$10,000.

Smartlink. Provides a direct interface to the gun's targeting system, which will give varying information depending on the sophistication of the gun's optics and computer.

Gives a +2 with gunfire rolls, might have other benefits depending on how good your gun is. Requires a datajack. Better models are inconspicuous—the basic model assumes there's a communications pad embedded into one or both palms. 1 point. \$250.

Wired Reflexes, Basic Package. +2 Dex, +1 Initiative. 3 points. \$7,500.

Wired Reflexes, Cutting Edge. +4 Dex, +1 AC, +3 Initiative. 8 points. \$20,000.

Wired Reflexes, Outdated. +2 Dex, +1 Initiative. Side effects: character is constantly jittery and on edge. 2 points \$5,000.

Each genre has a different meter—different settings value humanity loss differently and enforce it in different ways.

In a **traditional cyberpunk** setting, as you go up you take a social modifier hit and have a progressively higher chance to rage or weird out in high stress situations.

| HL | Social Rolls | Cyber-psychosis |
|-----------|---------------------|--|
| 1 | No effects | |
| 2 | -1 to social rolls | |
| 3 | -2 to social rolls | In high stress situations, roll vs DC 10 to avoid snapping |
| 4 | -3 to social rolls | In high stress situations, roll vs DC 15 to avoid snapping |
| 5 | -4 to social rolls | In high stress situations, roll vs DC 20 to avoid snapping |

In a **Shadowrun-style** setting, as you go up you take a social hit (but not as bad as in a cyberpunk setting), and magic becomes harder to use. The magic penalty also applies to the cost of healing spells used on you, so be careful.

| HL | Social Rolls | Casting Cost | Maximum Spell Level |
|-----------|---------------------|--------------------------------|----------------------------|
| 1 | No effects | | Max Spell Level 8 |
| 2 | No effects | Spellcasting costs: +1 hp | Max Spell Level 7 |
| 3 | No effects | Spellcasting costs: +25% cost | Max Spell Level 5 |
| 4 | -1 to social rolls | Spellcasting costs: +50% cost | Max Spell Level 3 |
| 5 | -2 to social rolls | Spellcasting costs: +100% cost | Max Spell Level 1 |

And, since it would be really easy to hack in at this point...

ShadowLite

In addition to humans, ShadowLite offers several other possible player races:

All of the following races start out with 2 Talents and 2 Action Points (base SpyLite assumes that humans gain +1 Talent and +1 Action Point as a species bonus):

Dwarf. +2 Str, -2 Dex. Automatically gains the Durable Talent. Can see in the infrared spectrum.

Elf. +2 Dex, +2 Int, -2 Str. Automatically has low-light vision.

Orc. +4 Str, -2 Cha. Automatically has low-light vision.

Troll. +8 Str, -4 Int, -4 Cha. Can see in the infrared spectrum. Their thick skin gives them 1 point of DR.

Finally, when choosing whether to make a character Natural or Wired, players have one more choice:

Arcane. Your character can use one type of magic: Cleric, Wizard, Druid or the like. Spell use works as per Microlite20. If you ever gain cyberware, you have to "pay off" the cyberware with earned experience at a rate of 1 xp per new cyberware point before you can continue advancing.

In all other ways, the game runs like SpyLite, with the cyberware rules in effect.

SUPERLITE

SuperLite is a game of four color comic book action. It's based on Greywolf'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 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.

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 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 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 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.

Example #1. *Your cosmic power ring gives you the Remarkable (+15) ability to make objects out of force*

If the power's rank is reduced to less than Feeble, the power fizzles.

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.

SUPERLITE: THE VILLAIN MACHINE

Need a bad guy fast and have run out of ideas? Below, you'll find a step-by-step series of tables enabling you to randomly generate a near-infinite variety of dastardly villains. Cosmically-powered gorillas, mad scientist robot ninjas, cackling megalomaniacs—it's all here.

The true purpose of The Villain Machine, however, is to break through writer's block. If a roll comes up with something odd or ungameable, feel free to fudge it—much like a diviner reading tea leaves to learn of the future, think of this as a guide, a way to break yourself out of your usual habits. If you get to the end of the process, have a fleshed out villain...but find all but a few details boring, then take the bits you like and cut the boring stuff out.

In other words, feel free to override or fudge any roll if you have an idea that would work better. I'd recommend, however, that you develop a taste for randomness—sticking through a small amount of insanity until you get to the end is a good habit to get into. It can unveil surprising details you wouldn't normally consider and truly enable you to get the drop on those quivering wretches you call player characters.

KIND OF BAD GUY

What is the villain's general approach to crime?

Roll d20

- 1 – 4 **Boss.** Uses helpers to achieve his goals. The helpers will either be (**d6:** 1-2 very weak—almost normal human level, 3-4 several lesser super villains, again in the same theme as the villain or 5-6 be reasonably powerful super villains). Villain is typically charismatic, organized and has good planning skills.
- 5 – 8 **Brute.** The fastest way to any goal is a straight line, littered with rubble.
- 9 – 11 **Planner.** Cerebral, convoluted plans, always with a twist. Tends to recruit other super villains to help out, otherwise uses hired thugs. (**d6:** 1-4: Has 1d6 super villains on his side, 5-6 3d6 hired thugs).
- 12 – 13 **Scientist.** Success through the miracles of science! Scientist's powers are much more likely to come from gadgets (1-4 instead of 1-2 out of d6). Scientists also often have minions (**d8:** 1-2 Robots, lots of them, 3-4 One or two powerful robots, 5 at least one powerful Frankenstein-type monster, 6-8 No helpers).
- 14 – 15 **Sneak.** The best way to succeed is to not get caught—this type of villain is elusive and tricky.
- 16 – 19 **Underhanded.** Fights dirty. Hostages, blackmail, anything goes.
- 20 **Disguised.** Roll twice—seems like the first one, but is actually the second type rolled.

POWER SET

What kind of powers does the villain have?

Roll d20

- 1 – 2 **Animal-Themed Powers (d8:** 1 Lizard or Crocodile, 2 Shark, 3 Bat, 4 Scorpion, 5 Bird Of Prey, 6 Wolf, 7 Cat or Lion, 8 Has access to the entire animal kingdom's powers)
- 3 **Disaster-Themed Powers (d10:** 1 Floods, 2 Quakes, 3 Meteor Showers, 4 Fire, 5 Plague, 6 Storms, 7 Blizzards, 8 Tornadoes/High Winds, 9 Sand Storms, 10 Every kind of disaster)
- 4 – 6 **Control/Manipulation**

| d100 | Type |
|-------|-------|
| 1-5 | Air |
| 6-10 | Earth |
| 11-15 | Fire |
| 16-20 | Water |

| | |
|--------|--|
| 21-25 | Ice |
| 26-30 | All Classical Elements (e.g. Earth, Air, Fire and Water) |
| 31-35 | Continuum Control (d6 : 1-2 Time, 3-4 Space, 5-6 Both) |
| 36-40 | Darkness/Shadow |
| 41-45 | Electricity |
| 46-50 | Emotions (d6 : 1-2 Fear, 3-4 Love, 5-6 Any of them) |
| 51-55 | Gravity |
| 56-60 | Light |
| 61-65 | Luck Manipulation (d6 : 1-2 Bad Luck, 3-4 Good Luck, 5-6 Controls The Laws of Probability) |
| 66-70 | Magnetism |
| 71-75 | Plants |
| 76-80 | Radiation |
| 81-85 | Technology (d6 : 1-2 Computers only, 3-4 Machines, 5-6 All technology) |
| 86-90 | Weather Manipulation |
| 91-100 | Roll Twice |

- 7 **Evil Genius.** The villain has a towering intellect—set his Intelligence at 30, at the very minimum. Roll one more time on the table to give him a power set. He will most likely have skill bonuses in all things related to this power set, to reflect his life's work and aptitudes.
- 8 **Evil God.** If you don't have any evil or trickster gods in your campaign, such as Loki, Hades, Ares, Shiva and so on, now you do. Pick one that's not being used and introduce it.
- 9 **Gadgets, and lots of them (d6: 1-2 Magic, 3-6 Technology).** Usually strongly themed. For the type of gadgets available to the villain at any given time, **Roll d6:** 1-2 Roll once on this table, 3-4 roll twice on this table, 5-6 roll twice on supplemental powers, ignoring results of "none". This villain has a vast array of equipment available—the next time he's encountered, he may have different gadgets available to him.
- 10 **Magic (d6: 1 Alchemy, 2 Summoning, 3 Transmutation, 4 Voodoo, 5 Witchcraft, 6 No Specific Theme).** **Roll another d6,** on 1-2, it's not magic—it's scientific trickery.
- 11 **No Powers At All** – the villain is abnormally skillful at something. **Roll d8:** 1-2 Spy Stuff, 3 Robotics, 4 Invention, 5-6 Crime, 7-8 Martial Arts). In cases like Martial Arts, the villain may have mystical abilities (1d3 specific ones, perhaps) in addition to their skill bonuses. With other areas of skill, the villain may have a similar number of gadgets.
- 12 **Power Armor.** This power is automatically a gadget. You can go with the classic Iron Man-style power set, or roll again and use that as the power armor's theme. Power armor will also almost always have a defensive power, like Body Armor or a personal Force Field, although usually at a lower rank than the main power.
- 13 **Psychic Powers (d6: 1-2 Mind Control, 3-4 Illusions, 5-6 Telekinesis)**
- 14 **Shapeshifting (d6: 1-4 limited category—e.g., animals only, 5-6 into anything)**
- 15 **Sonic Powers**
- 16 – 17 **Super Strong**
- 18 **Super Fast**
- 19 **Weapon Master**—the villain is not only highly skilled with a certain type of weapons, but also either (**Roll d6**) 1-3 carries around a small arsenal or 4-6 carries around one exceptionally powerful weapon. For type, **roll d8:** 1 Guns, 2 Martial arts weapons, 3 Improvised weapons such as chairs or cards, 4 Medieval weapons, 5 Bows or Crossbows, 6 Whips, 7 Swords, 8 Strongly-themed—flip through a dictionary until something interesting strikes you and base all weapons attacks on that theme.
- 20 **Roll Twice**

Gadgets: Roll 1d6, on 1-2 out of 6, all (or at least some of the) powers are gadgets. This step is optional if you already have an idea of what kinds of things the villain does.

SUPPLEMENTAL POWERS

These powers are more limited than the villain's main power set. They're usually specific powers, not broad, and they tend to be at a lower power rank than the main powers. If there's overlap, or you just flat out don't like the result, treat as a result of "none" or reroll.

Supplemental Powers are more likely to be Gadgets: **Roll d6**—each power is a gadget on a result of 1-3.

Roll d20

- 1 – 6 **None**
- 7 **Agile**
- 8 **Body Armor**
- 9 **Can Read Minds**
- 10 **Can Stick To Walls**
- 11 **Energy Blast/Other Ranged Attack**
- 12 **Flight**
- 13 **Invulnerability**
- 14 **Melee Weapons (claws or fangs, a sword if it's a gadget, etc)**
- 15 **Regeneration**
- 16 **Skilled**
- 17 **Strong**
- 18 **Summon Helpers (d8: 1 ninjas, 2 mercenaries, 3 pirates, 4 thugs, 5 robots, 6 zombies, 7 dinosaurs, 8 aliens, or just choose an appropriate type that's in line with the theme of the villain's main power set)**
- 19 **Teleportation**
- 20 **Roll Twice**

POWER LEVELS

Compare the results from below to the campaign's power level. If the campaign's power level gives, for example, 2 broad powers at Monstrous and the villain's higher than the group average, then give him a couple of Unearthly broad powers, or perhaps one Shift-X. If he's supposed to be weaker, give him an appropriate number of Amazing or Incredible powers.

If there aren't that many players in the group, it's a good idea to adjust villain power levels down a bit from here. If there are a lot of players, adjust power levels up or have the villains team up. The villain's experience levels will typically keep the same pattern, but you can roll separately, if desired.

Roll d20

- 1 – 5 Lower than the group average
- 6 – 12 Group average
- 13 – 18 Higher than the group average
- 19 – 20 Vastly higher

PERSONALITY TYPE – GOALS

What's the villain's motivation?

Roll d20

- 1 – 2 **Collector.** Obsessed with one type of object or a given type of crime. If you don't have any inspiration, randomly flipping through a dictionary might be a good start.
- 3 **Disguised.** Roll twice—seems like the first result, but is actually the second result.
- 4 **Hero In Disguise.** Roll again, but he's actually a good guy. Either **(d6):** 1-3 Can be convinced into reforming his ways or 4-6 actually is a hero, but is undercover while working on a mission.
- 5 – 6 **Irrational/Insane**
- 7 – 8 **Love of money**
- 9 – 11 **Lust for power**
- 12 – 13 **Nihilist**
- 14 – 16 **Patriotism/Dedication to a cause**
- 17 – 19 **Pure, cackling evil**
- 20 **Revenge (d6: 1-2 One of the Heroes, 3-4 An Important NPC, 5-6 The World In General)**

PERSONALITY TYPE – Demeanor.

How does the villain come across in person? How does he behave?

Roll d20

- 1 **Accident-prone**
- 2 **Aloof**
- 3 **Brash and Arrogant**
- 4 **Charming and Flamboyant**
- 5 **Child-like**
- 6 **Cynical**
- 7 **Eloquent**
- 8 **Evil**
- 9 **Full of Rage**
- 10 **Naive**
- 11 **Nervous/Edgy**
- 12 **Preachy**
- 13 **Professional**
- 14 **Quiet**
- 15 **Sinister**
- 16 **Sneering**
- 17 **Sophisticated**
- 18 **Thrill Seeker**
- 19 **Verbose**
- 20 **Wild Mood Swings**

QUIRKS

Random last details to flesh out the villain.

Roll d20

- 1 – 5 **No quirks**
- 6 **Abnormal Size. Roll d6:** 1 Doll-sized, 2-3 Child-sized, 4-5 Twice the size of a normal human, 6 the size of a truck.
- 7 **Alien**
- 8 **Alternate universe version of a similar-themed hero**
- 9 **Animal Companion**, usually something like a bear, a hawk or a trained gorilla.
- 10 **Ape.** Villain has increased strength. Intelligence, speaking ability and other traits unaffected.
- 11 **Foreign, Hostile Power.** Communists are the classic example.
- 12 **Foreign, not from a hostile power.**
- 13 **Ghost or otherwise undead**
- 14 **Mad/Insane**
- 15 **Ninja**
- 16 **Obsessed with one type of thing**—as with the Collect motivation, flipping through a dictionary would be a good start for ideas.
- 17 **Rich**
- 18 **Robot.** Villain has increased strength, some level of body armor, other traits usually unaffected. Has a marked tendency to talk like a robot ("Query: What is this thing called 'love'?")
- 19 **Sidekick/Lackey.** Roll as a lesser villain. Usually comic relief—in any case, in no way should a sidekick or lackey be cooler than the main villain.
- 20 **Roll twice**

NAME

Roll d6:

- 1 – 2 **The name is a play on the villain's powers.** For example, a magnetic controller with wild mood swings named "Bipolar Disorder".
- 3 – 4 **The name is a play on the villain's goals**, such as a diamond-obsessed thief named "Blood Diamond".
- 5 – 6 **Roll d20 once for each column on the table below**, arranging the results in a way that sounds good. Reroll or replace with a cooler word if a result still sounds bad.

| Roll | Adjective | Noun |
|------|----------------|---|
| 1 | Baron/Baroness | A deadly animal such as a wolf or a shark |
| 2 | Bishop | Anarchy |
| 3 | (The) Black | Blood |
| 4 | Brother/Sister | Bloodshed |
| 5 | Count | Carnage |
| 6 | (The) Crimson | Chaos |
| 7 | Doctor | Claw |
| 8 | The Dread(ed) | Death |

| | | |
|----|--|--|
| 9 | Father/Mother | Destruction |
| 10 | General | Disaster |
| 11 | Lord/Lady | Discord |
| 12 | King/Queen | Doom |
| 13 | Major | Evil |
| 14 | Mister/Mistress | Fang |
| 15 | Professor | Name of a disease (such as Anthrax or simply "Plague") |
| 16 | (The) Red | Scare |
| 17 | The Sinister | Pain |
| 18 | The Skulking | Skull |
| 19 | Roll again on this column and use the result as a noun (don't roll on the next column) | Terror |
| 20 | No adjective | War |

Microlite 20 Costumes (Superhero Role Playing)

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Based on the Microlite 20 Purest Essence Rules: www.microlite20.net/files/Microlite20_purest_essence.pdf

This is a super hero role playing game blend of Microlite 20, Mutants and Masterminds, ICONS and Marvel Super Heroes, for something a little bit like and a little bit different from each. This document only includes character creation rules. Game play rules are the same as in Microlite 20 Purest Essence.

1. Level and Power Points

In Microlite 20 Costumes, heroes usually don't start at level 1. They typically start at a higher level, appropriate to the kind of characters your game will represent. Each player chooses a level for his character and begins with the listed number of Power Points, which are spent on stats, bonuses and super powers. Any points that are not spent during character creation are lost.

All of the hero characters – and their enemies – don't have to be exactly the same level to be competitive. A level 7 or 8 enemy can still be a challenge to a level 11 or 12 hero. Even though their power points aren't the same, a good use of powers and skills can make up for the difference in levels.

| <u>Level</u> | <u>Power Points</u> | <u>Notes</u> |
|--------------|---------------------|--|
| 1 | 15 | Typical starting non-super-powered Microlite 20 character |
| 2 | 30 | |
| 3 | 45 | |
| 4 | 60 | “Pulp” hero: Dick Tracy, Rocketeer |
| 5 | 75 | |
| 6 | 90 | “Street level” hero: Rorschach, Buffy the Vampire Slayer |
| 7 | 105 | |
| 8 | 120 | “Sidekick” hero: Robin, Bucky |
| 9 | 135 | |
| 10 | 150 | Typical starting Microlite 20 Costumes character: Flash, Spider-Man |
| 11 | 165 | |
| 12 | 180 | “Advanced” hero: Batman, Captain America |
| 13 | 195 | |
| 14 | 210 | |
| 15 | 225 | “Superior” hero: Superman, Thor |
| 16 | 240 | |
| 17 | 255 | |
| 18 | 270 | |
| 19 | 285 | |
| 20 | 300 | “Godlike” hero: Morpheus (Sandman), Thanos |

2. Races and Classes

There are no races or classes in Microlite 20 Costumes. Describe your character's origin any way you want: is he a mutant, born with strange powers to a world that fears and hates him? Was she doused in chemicals and transformed into a mighty being? Is he from Atlantis? Outer space? Another time? Did she invent a robotic suit of armor she wears into combat?

The bonuses provided by races and classes in other versions of Microlite 20 will be compensated for in other parts of the character creation process.

3. Stats

There are 3 stats: Strength (**STR**), Dexterity (**DEX**) and Mind (**MIND**). Each has a score, determined by spending Power Points on the chart below. Each stat score also has a related bonus, calculated as $(\text{Stat} - 10) / 2$, round down.

| Power Point Cost | Stat Score | Stat Bonus |
|------------------|------------|------------|
| Gain 2 points | 8 | -1 |
| Gain 1 point | 9 | -1 |
| 0 (zero) | 10 | +0 |
| 1 | 11 | +0 |
| 2 | 12 | +1 |
| 3 | 13 | +1 |
| 4 | 14 | +2 |
| 5 | 15 | +2 |
| 6 | 16 | +3 |
| 7 | 17 | +3 |

| Power Point Cost | Stat Score | Stat Bonus |
|------------------|------------|---------------|
| 8 | 18 | +4 |
| 10 | 19 | +4 |
| 12 | 20 | +5 |
| 14 | 21 | +5 |
| 16 | 22 | +6 |
| 18 | 23 | +6 |
| 20 | 24 | +7 |
| 22 | 25 | +7 |
| +2 | +1 | as calculated |

4. Powers

The core of Microlite 20 Costumes, of course, is the super powers. Each power is purchased at its listed **base cost** (in parentheses) with Power Points. Each starts with a power rank of 0 (zero), though you can spend more Power Points to increase a power's rank. **1 Power Point gives you +1 to a power rank**, up to a rank equal to your level. Not all powers need ranks, though you can still give those powers ranks, if you wish; some powers are "either you have them or you don't."

The listed powers cover most of the common super abilities found in comic books. Use these as models to create other powers. The base costs of powers can also be shifted up or down (to a minimum of 1 point), to simulate a certain kind of feel for your superhero world. For example, a power might be inexpensive because almost everyone can do it, on this particular planet. You can also easily adjust the amount of damage or number of times a hero can use a power.

As with spells in the Microlite 20 core rules, each power has only a brief description, leaving it up to the player and game master to determine exactly what the character can try and do with the power. It's also up to you exactly how your character uses the power (for example, what color is the beam it creates? What happens to enemies struck by your attack? Does the power come from a part of your body? How long does it last, and what happens when the power's effect ends?).

ADHESION (15): This power enables a character to cling to any surface without falling. It is used to climb vertically and upside down on walls and ceilings. The character may have a penalty to use this power if the surface he is trying to stick to is especially slick (ice, steep slopes, etc.). Roll DEX + Phys + Adhesion to climb.

ANIMATION (30): The character can bring inanimate objects like toys and puppets to life. Up to power rank number of objects can be animated at one time. Each will only perform one simple action the animator gives, like "attack," "distract," "search," etc. Each is controlled by the player with the animator character, and take their turn immediately after the animator. All animated objects have stats, skills, attack bonuses and other character information equal to $\frac{1}{2}$ the original character's information (round

down), but only cause 1 point of damage each. They all last a number of turns equal to $\frac{1}{2}$ the original character's Animation power rank (round up) before losing their "life." An animated object will also vanish if any successful attack is made against it. This power can be used power rank times per day.

BAD LUCK (35): This power causes trouble for the hero's enemies. Once per turn, the character can name one enemy. All dice rolls the target character makes on its next turn will suffer a penalty equal to $\frac{1}{2}$ the Bad Luck power rank (round up).

BINDING (10): This power fires a special barrier (on a successful missile/ranged attack) to restrain an enemy, like a net, a glue ball or a bubble of space. The Binding will imprison the target for a number of turns (in combat) or minutes (outside

of combat) equal to the hero's power rank, though an enemy can try to break free with a STR + Subt roll.

BODY ARMOR (special): Super heroes often have specially designed armor or enhanced physical endurance. This power is represented by DR: damage resistance (i.e. each time the character takes damage, the amount of damage is reduced by the amount of DR before it is removed from the character's hit points). The Body Armor power costs 3 Power Points for 1 DR. The character can have a maximum number of DR equal to level (for example, a level 10 character can have 10 DR, costing 30 Power Points).

BREATHE (10): A super character can survive underwater, in a vacuum like outer space or in a room full of gas without any ill effect for a number of hours equal to the power rank.

CALM (20): The character radiates peace and serenity in an area around him or her equal to power rank yards. The calming effect can be turned "on" or "off" at any time. While it is on, all characters (including the character with this power) have a penalty to any attack or other activity that causes harm to someone equal to power rank.

CHANGE SHAPE (30): A character with this power can instantly transform his body and equipment into another shape for up to his Change Shape power rank number of turns in a row. The character has no limit to the number of forms he can take, but he cannot change significantly in size. The hero does gain the new form's natural abilities (like a cat's claws or a prince's handsomeness), and can still speak and use his own other powers.

CONTACTS (15): The character has an intricate network of informants and undercover agents who know what criminals are planning next, and have talents the hero does not. This power may also represent a high-tech computer system with scientific information and profiles of evildoers. Add the Contacts power rank to any stat + skill roll the character makes. This can be done power rank times per day.

CONTROL CREATURE (20): This power gives a character the ability to give "normal" commands to a creature or creatures of animal-level intellect that the character can see, using MIND + Comm + Control Creature. The character can also speak to the creature or creatures in its own language. This power is active at all times, but creatures will not do anything that is obviously harmful to themselves. A character

can control up to power level x 10 creatures at one time.

CONTROL PLANT (15): With this power, a character can boost the growth of vegetable and fungal life, causing vines to hold enemies for a number of turns/minutes equal to power rank, making roots dig tunnels under the ground, etc. There must be plant life growing in the area to use this power; it cannot make flowers step out of their pots and walk, for example.

CORRUPT (10): This power enables characters to instantaneously burn, consume or decay objects with a touch, or infect them with disease. Make a melee/hand to hand attack roll. On a success, you cause 1d6 + power rank damage.

COSMIC POWER (50): A character with this power is a focal point of the universe's essence. He is sensitive to any monumental changes to time and space, and possesses some of the primordial power that is used to form worlds. The character can fly, can fire a bolt of raw organic energy causing 3d10 + power rank damage, and also has a bonus to Armor Class equal to power rank. A cosmic character is responsible for protecting the stability of the universe and may have to use the power in other ways, like healing others, establishing balance between warring races, and so on.

DANGER SENSE (10): The Danger Sense super power gives the character warning of possible threats, like traps and attacking foes, within point-blank or short range via a mental "flash" of awareness. The character cannot be surprised in combat, and gains +1 to Initiative and AC.

DAZE (10): With a flash of light or a loud sound, the character can cause an enemy to pause for a moment. The opponent suffers a -1 penalty to all its rolls (except damage) on its next turn. This power can be used power rank times per day.

DEATH TRANCE (15): A character with this power can slow his body's metabolic functions to a level where others think the character is dead. During the death trance, the character is getting full rest for purposes of healing, but is also fully aware of what is going on around him. The character cannot talk or otherwise act while in the trance, however. It lasts for any amount of time, and the character immediately returns to normal when the power is "turned off."

DENSITY (20): You can make yourself into an immovable mass. You have a bonus to AC equal to ½ power rank (round up). You also stay in place if someone else is trying to move you but

you do not want to be moved, no matter how hard they are pushing or pulling.

DRAIN LIFE (20): You can drink blood or absorb life-force. Make a melee/hand-to-hand attack roll. On a success, you cause 1d6 + power rank damage. You immediately regain a number of hit points equal to power rank.

DUPLICATION (40): The character creates one or more body doubles (up to a number equal to his power rank). Each looks and acts just like the original character, but will only perform one simple action the original character gives, like “attack,” “distract,” “search,” etc. Each is controlled by the player with the original character, and take their turns immediately after the original character. The duplicates cannot create their own duplicates, and the original character cannot create more duplicates if any are already present. All duplicates have stats, skills, attack bonuses and other character information equal to ½ the original character's information (round down). They all last a number of turns equal to ½ the original character's Duplication power rank (round up) and disappear simultaneously. A duplicate will also vanish if any successful attack is made against it.

ELECTRICITY (15): A character with this power can control the flow of electrical energy and can use it to shock others for 2d6 + power rank damage, to increase/decrease the amount of light in a room, etc.

ELEMENT BLAST (20): A character with this power can fire projectiles of one element (rock, ice, water, etc.) from his body, causing 2d8 + power rank damage. Make a missile/ranged attack and add this power rank to the attack roll. This power must be selected once per element.

ELEMENT BODY (25): A character with this power can physically cover his body head-to-toe with an element (stone, flame, lightning, swamp muck, ice, etc.). The character has an Armor Class bonus equal to his power rank while in Element Body form, is naturally immune to the chosen element, and can “join” the element if it is available (a water body character can flow into a river, for example). This power must be selected once per element.

EMPATHY (20): This character can sense and affect the emotions of one other character or creature, but does not know the motivation behind those emotions. This power is mainly used as a lie detector (to sense the true feeling behind what someone says) or as a method of intensifying an emotion (to raise the anger of a

person to the point where he attacks, to help ease the pain another is feeling, etc.).

ENERGY BLAST (25): This power sends a beam of pure supernatural force from some part of the character's body toward enemies. The blast can be pure light, evil magic, psychic shock waves, etc. It causes 3d6 + power rank damage. Make a missile/ranged attack and add this power rank to the attack roll.

ENHANCED SENSES (10 each): A character must purchase this power once per sense (sight, hearing, taste, smell, touch). It improves that sense to a supernatural level – the character can feel the ink on a page of print, can see tiny details across a crowded street, etc.

ERASE (15): This power wipes the mind of another creature or character, causing the individual to forget a single moment in time. Roll MIND + Know + Erase; the result is the DC for the target to remember the moment at any point in the future.

EXPLOSION (15): Once per day, the character can release all of its superhuman energy at once, detonating like a living bomb. Every other object and creature (enemy, ally and bystander) suffers damage equal to ½ the exploding character's power rank (round up) in d6, in an area equal to 5 feet per power rank. For example, an exploding character with a power rank of 10 causes 5d6 damage to everything in 50 feet. The exploding character falls out of action until the end of the combat.

EXTRA LIMB (15): The character has another leg, arm, tail or other limb which acts exactly like any body part of its type.

FLIGHT (10): This common power enables a character to fly. This can appear in many ways: wings, anti-gravity field, swinging by jungle vines, floating platform, etc. Having just a few ranks of Flight means the character can keep up with a fast-moving vehicle, while many ranks of this power may enable the character to break the sound barrier.

FORCE FIELD (30): This power sets up a transparent shield of protection around the character and allies. Everyone in the field gains a bonus to Armor Class equal to power rank of the character with this power. It lasts for a number of turns per day equal to power rank. The character with this power determines the force field's size and shape. The force field can be turned on and off instantaneously.

GRAVITY CONTROL (15): The character can boost the gravity of an area equal to power rank yards

in every direction. Objects or creatures in the air immediately fall, suffering damage equal to 1d6 + power rank per 10 feet they fall. You also stay in place if someone else is trying to move you but you do not want to be moved, no matter how hard they are pushing or pulling.

GROW (20): Characters can increase in height to any size at will. Add +1 to STR score (not bonus) for every 2 feet of growth.

IMAGE (15): The character can create a mental illusion or nightmare in another's mind. The picture seems completely real (it moves, makes noise, etc.) but cannot cause actual damage. The target of the illusion can attempt to "disbelieve" the image on a MIND + Know roll (the DC is equal to MIND + Know + Image power rank of the character who created the image). It lasts a number of turns/minutes equal to the power rank.

IMMORTAL (40): You cannot be killed, and may have lived for centuries or millenia already. If you are reduced to 0 (zero) hit points or less, you are out of action for the remainder of the battle, but will be fully recovered immediately after the battle. Also, add your level (not rank) to any stat + skill roll you make. This second ability can only be used power rank times per day.

INFRA-RED VISION (10): The character can see into the infra-red spectrum (i.e., see in the dark) as far as the character can see in normal light.

INTIMIDATE (10): The character is especially terrifying or disturbing. Add the power rank to intimidation rolls (usually STR + Phys, MIND + Subt, or STR + Comm).

INVENTING (20): The character is a genius at coming up with a device that solves a problem and saves the day. Make a MIND + Know + Inventing roll, with a DC determined by the game master. On a success, the character has invented a useful device. This power is mostly useful to move the plot forward, so to prevent characters from simply inventing their way out of every problem, inventions made with this power only work once before falling to pieces, and only one invention can be made per day.

INVISIBILITY (15): This power turns a character invisible to the naked eye. Any items or clothing the character is touching will also become invisible. The character will still leave footprints, make noise, etc.

INVULNERABILITY (35): This power makes a character nearly invincible. When a character with this power is created, the player must choose one material for the character to be

invulnerable to, such as magic, poison, bullets, lasers, etc. All attacks with the chosen material have no effect on the character. A character can be invulnerable to more than one material, but each must be purchased separately.

JUMP (10): The character can leap the length of a city block and can land with enough force to cause 1d6 + power rank damage, if he wishes.

LEADERSHIP (20): This character has a legion of nameless minions that obey his every order, or is so inspiring he makes his allies better. On this character's turn, the hero can name one type of die roll (a particular skill, a type of attack, damage, etc.). All allies of the character, but not the character himself, gain a bonus to that die roll equal to ½ power level (round up) until the character with Leadership's next turn. This ability can be used a number of turns per day equal to power rank, though the turns do not have to be in a row.

LUCK (45): You are incredibly fortunate, or you are prepared with a tool or idea for any situation. Roll extra dice whenever this character makes any skill, attack or other die rolls (except damage). The extra dice depend on the power rank. 1 to 3: +1d6, 4 to 7: +1d8, 8 to 11: +1d10, 12 to 15: +2d6, 16 to 19: +2d8, 20: +2d10.

MAGNETISM (20): This power gives a character control over magnetic force. Metallic items can be manipulated at will in any direction and at any speed, causing on average 2d8 + power rank damage. A character can make a STR + Phys roll vs a DC of MIND + Phys + Magnetism to resist having their metal objects pulled away from them.

MARTIAL ARTS MASTERY (30): You are trained in dozens of combat forms, or know one martial art so well you can achieve supernatural levels of achievement in it. Add ½ power rank (round up) to Armor Class and Initiative rolls. Add power rank to melee/hand-to-hand and missile/ranged attack rolls when unarmed or using martial arts weapons (ones you have selected using the Weapon or Weapon (Major) powers).

METAL BODY (20): This power enables a character to sheathe his or her entire body in a thick coat of steel, giving the character an Armor Class bonus equal to power rank. The hero can still act as he normally would, as he is not affected by the weight of the metal body.

MIMIC (45): The character can exactly imitate a single skill, super power or other ability of any one creature or character, as long as he or she is able to observe the skill, power or ability for

one turn before mimicking it. The mimicked ability uses the mimicking character's Mimic power rank. A character can only mimic one ability at a time, and only for a number of turns (in combat) or minutes (outside of combat) equal to his power rank.

MIND CONTROL (30): The character can attempt to dominate the mind of a single target of human-level intellect. Roll MIND + Comm + Mind Control. That is the DC for a character's MIND + Know roll to resist or overcome the mind control. On a success, the target is completely under control of the mind controlling character for a number of turns equal to $\frac{1}{2}$ power rank (round up). It can make attacks against allies, though the target will not do anything suicidal, like walk off a bridge. This power can only be used against one target at a time. The character that is mind-controlled can make a MIND + Know roll each turn to end the control, with a penalty equal to the controlling character's power rank to each roll.

OBLIVIOUS (15): The character is unfamiliar with the world's customs, is able to "break the fourth wall" of comic books, or is so thick-headed he doesn't realize what he's doing is wrong or strange. This power can be used to retry a failed attack or a stat + skill attempt, or even to try and avoid suffering the effects of a successful attack against the character. Roll 1d6: on a 4 to 6, the result of the die roll is favorable to the hero (an attack by the character hits after all, or the character fails to be controlled by an enemy who made a successful die roll). On a 2 or 3, the action takes place like it normally would have. On a result of 1, the result of the die roll is utter failure for the hero. This power can be attempted any number of times per day, but only used successfully (with a roll of 4 or better) 3 times per day +1 time every 5 levels (level 5, 10, 15, etc.). This power is useful for silly heroes, or characters from alien worlds.

PARALYZE (40): The character "freezes" an opponent by covering them in ice, turning them to stone, etc. It requires a successful melee/hand-to-hand attack roll. The target is paralyzed for a number of rounds equal to $\frac{1}{2}$ Paralyze power rank (round up), and can take no actions until the paralysis ends.

PHASE (20): A Phasing super character can pass through any and all barriers and walls, including supernatural ones, with no ill effects. The character gains a bonus to AC equal to $\frac{1}{2}$ Phasing power rank (round up).

POWER ABSORPTION (30): This power draws the energy from a super character and gives the absorber one of the target's powers for a number of turns equal to power rank (on a successful MIND + Phys + Power Absorption vs. MIND + Phys roll). The target loses the use of that power while the absorber has it. A character can absorb up to power rank number of super powers at one time, but cannot actually use any of the absorbed powers. The character must name the power to be absorbed before any attempt to absorb a power is made. The character does not have to actually touch the target to absorb a power.

PRECOGNITION (20): You have knowledge of the immediate future, though circumstances are always changing and your knowledge isn't perfect. Instead of taking your turn, you can declare one event that just happened instead did not happen, and all effects of that action are nullified. In effect, your character sees the results of the activity and realizes the best course of action. This power might be used to "undo" a character's death (so the character does not lose hit points from the most recent attack against him or her), to prevent a character from saying something wrong, or to attempt a skill roll a second time. To attempt to "undo" an event, you lose your turn and roll MIND + Know + Precognition vs a DC of the game master's choice (usually 15). This power can be used, succeed or fail, $\frac{1}{2}$ power rank times per day (round up).

PROTECTED SENSES (10 each): The character can shield his or her eyes, ears or nose and throat from any harmful effects (like poison, blinding light or toxins). This power must be selected once for each of sight, hearing or smell and taste.

PSYCHIC TRAVEL (30): A character using this power can step from his body into the mind of a willing or unconscious target and interact as he would normally with the visions and images he encounters. Alternately, the character can psychically leave his body and travel invisibly anywhere he would like to go. His body remains in place where it was left, but cannot act. If either version of the super character (the psychic form or the inactive physical body) is knocked out of action, the character is entirely knocked out of action. This power is often used to search and battle mental illnesses, or to learn secrets which are otherwise hidden. This power lasts a number of turns (in combat) or minutes (outside of combat) equal to power rank.

REGENERATION (20): The super character can regrow body parts and heal wounds almost instantaneously. He will regain hit points equal to power rank at the beginning of each of his turns, even in the middle of combat.

RESIST ATTACK (15): The character has mental and physical defenses against one specific type of attack (fire, cold, psychic invasion, vampirism, magic, etc.). Any time the character suffers damage from that type of attack, the number of hit points the character loses is reduced by the power rank of Resist Attack. A character can resist more than one type of attack, but each must be purchased separately.

SHRINK (20): Characters can decrease in height to any size at will. Add +1 to DEX score (not bonus) for every 2 feet of size reduction.

SLEEP (20): The character can put another individual to sleep instantly on a successful MIND + Phys + Sleep vs. MIND + Phys roll. The target falls asleep for a number of turns (in combat) or minutes (outside of combat) equal to the power rank, but any physical harm to the target will fully wake them instantly.

SONIC WAVE (15): This power sends a pulse of sound at enemies. It causes 2d6 + power rank damage. Make a melee/hand-to-hand attack (since sound usually requires a strong voice) and add this power rank to the attack roll. Characters injured by the wave are deaf on their next turn.

STEALTH (15): The character is a master of stealth, able to perfectly mimic another's voice and mannerisms, hide in the shadows, and/or slip into or out of somewhere without making a sound. Add power rank to rolls to sneak, hide or pretend to be someone else (usually DEX + Subt, MIND + Subt, or MIND + Comm).

STRETCH (20): The character can physically elongate to reach long distances quickly, capture an enemy by wrapping around the foe, spread into a thin sheet to fit under closed doors, etc. The character can stretch a limb up to power rank x 2 feet at one time.

SUGGESTION (15): Concepts that can be summarized in a phrase can be mentally "hinted" to another ("you are sick," "there were footsteps outside last night," etc.). This power cannot force a character to make an action of any kind, but a failed MIND + Phys roll vs. the character with Suggestion's MIND + Comm + Suggestion will lead the target to fully believe what was suggested.

SUMMON (45): The character conjures forth a single powerful creature. It will only perform one

simple action the summoner character gives, like "attack," "distract," "search," etc. It is controlled by the player with the summoner character, and takes its turn immediately after the summoner. The summoned creature has stats, skills, attack bonuses and other character information equal to the summoner character's information. The summoned creature lasts a number of turns equal to ½ the summoning character's Summon power rank (round up). This power can be used power rank times per day.

SUPER-AGILITY (special): The character is especially flexible and quick. He or she has a DEX score of 19 or more, as purchased above in section 3. Stats.

SUPER-CHARGE (25): The character can draw on his or her life-force and put it all into a single attack. Add the Super-Charge power rank to the attack roll, and if successful, the attack causes extra damage equal to power rank x 2. This power can be combined with any attack and any other attack bonuses. It can only be successfully attempted a number of times per day equal to ½ power rank (round up).

SUPER-CHARISMA (10): The character is naturally charming and seductive, thanks to training or pheromones. Add power rank to attempts to win friends and influence people (usually MIND + Comm).

SUPER-INTELLIGENCE (special): The character is especially smart and clever. He or she has a MIND score of 19 or more, as purchased above in section 3. Stats.

SUPER-SPEED (45): A character with this power can run, swim or fly (if capable) faster than any normal person. Add power rank to Armor Class and Initiative rolls, and add ½ (round up) power rank to DEX score (not bonus). Having just a few ranks of Super-Speed means the character can keep up with a fast-moving vehicle, while many ranks of this power may enable the character to break the sound barrier.

SUPER-STRENGTH (special): The character is especially tough and strong. He or she has a STR score of 19 or more, as purchased above in section 3. Stats.

SWIMMING (10): The character can move underwater as fast as he or she can on land. This power also allows the character to breathe underwater.

TECHNICAL MANIPULATION (10): The character can psychically enter and manipulate computers, vehicles and other mechanical or electronic systems (using MIND + Subt + Technical

Manipulation). The character must be able to physically see the target technology before attempting to manipulate it.

TELEKINESIS (20): This power enables a character to lift or move an object with a successful Magic/Supernatural attack + Telekinesis roll. Telekinesis can be used to levitate a character, move something across a hallway, operate a machine, maneuver a weapon away from the character's body, etc. Throwing items or people causes 1d6 + power rank damage.

TELEPATHY (10): This power connects the mind of the super character to another person through a psychic link. The character can "speak" and respond to messages of any length in complete silence, though the target may choose to ignore them. If a telepathic character is "speaking" with a character who does not have this power, the conversation can only last a number of turns (in combat) or minutes (outside of combat) equal to the telepathic character's power rank. If all characters in a conversation have the Telepathy power, the conversation can last any amount of time.

TELEPORT (20): Teleporting heroes can move instantly from one place to another. Characters always successfully teleport to destinations visible to the character from the spot where he is starting. Teleporting to locations the character cannot see requires a dice roll (MIND + Phys + Teleport).

TIME STOP (35): This power enables a character to stop and start time in a small area, about power rank x 10 yards in a circle centered on the character. All activity slows down so much it appears to have stopped. The super character can take a second single action (movement or attack or another activity) during the time stop. After this additional turn, time returns to normal. This can be done power rank times per day.

TUNNEL (10): The character can quickly dig a tunnel large enough to fit a human-sized character through any non-supernatural substance (concrete, rock, ice, etc.). The character can dig as fast as he can walk through the tunnel.

VIBRATE (10): The character can move a hand quickly enough to "saw" through any type of material, causing 1d6 + power rank damage each turn. This power can be used to start small earthquakes if the character is touching a floor or ground.

WEAPON (10): From claws in your fists to a magic battle axe to high-level training with firearms, you're a master of one particular type of weapon. It causes damage equal to 1d6 + power rank. Add ½ the weapon's power rank (round up) to the appropriate type of attack bonus when using this power. This power must be purchased once for each signature weapon the character uses.

WEAPON (MAJOR) (20): As Weapon (above), except the damage is equal to 1d10 + power rank. This represents powerful weapons, like rocket launchers or multiple swords used simultaneously.

WEATHER CONTROL (25): This power gives a character complete control over the weather conditions in the area the character can see. The character can make attacks against everyone who can be affected by any severe weather (hurricane-force winds, lightning, drought, etc.), but cannot cause more than 3d6 + power rank damage to any individual foe. The character can also build up or diminish the pre-existing natural weather conditions at will.

X-RAY VISION (10): The character can see through solid structures, such as wood and steel, as well as supernatural barriers.

5. Gadgets, Limits and Magic

Gadgets are powers a character has and can use that are embedded in an item, like a rocket pack with Flight, a customized hat providing Mind Control to the wearer, or a super-car with a pair of machine guns (Weapon) and a single rank of Super-Speed. To put a power or powers in a gadget, subtract -4 from the base cost of each power, then spend Power Points on power ranks, if you wish. The drawback of gadgets is that they can be lost or damaged. The character must be wearing/using/driving (or whatever) the gadget to use the power.

Some characters have limited powers, like the hero with Control Creature that can only be used with one type of animal (like rats or lions), the fun-loving super with Change Shape who can take the form of any animal but is always colored green, the hero who has Flight only when swinging from a rope or cable, or the space police officer whose Cosmic Power is useless against the color yellow. To have a limited power,

subtract -2 from the base cost of each power, and make sure the game master knows the limits of your character's power.

Powers represented as magic spells are created the same way, but subtract -6 from the base cost of each power. Each time the power is used, the hero must spend hit points equal to the power rank +1.

6. Skills

There are four skills. Skill checks called for in other RPGs will fall under the heading of one of these skills.

- *Physical*: athletics and acrobatics, stamina, etc.
- *Subterfuge*: sleight of hand, stealth and tracking, spotting evidence, etc.
- *Knowledge*: science, research and technology, education, etc.
- *Communication*: diplomacy and connections, fast-talk, body language, etc.

Each covers a wide range of abilities. While a stat has a score and a bonus, a skill has a rank.

Skill Rank = Level + Free Bonus + Power Points. A skill's maximum rank is equal to level +5.

Level: the hero's level.

Free Bonus: each character gets +3 to add to one or more skills. This represents the character's non-super powered background, his work in his "secret identity." You can assign the free bonus all to one skill, +2 to one skill and +1 to another, or +1 to three skills.

Power Points: you can boost your skill rank by spending Power Points, at a rate of **2 points per +1 skill rank**. There's no maximum to the number of Power Points you can spend this way (though remember the maximum skill rank of level +5).

7. Combat

There are several numbers used in Microlite 20 Costumes combat. Each can be improved by spending Power Points.

Hit Points: Add STR, DEX and MIND stat scores together, then add 2 hit points per level. You can boost your hit points by spending Power Points, at a rate of **1 Power Point per +1 Hit Point**. There's no maximum to the number of Power Points you can spend this way – this is a good way to use up the last few Power Points you still have to spend. Characters who can absorb a lot of damage and still stay in the fight often have many hit points. There is no maximum to the number of hit points your character can have.

At 0 (zero) hit points, your character is unconscious. At -10 hit points, your character is dead (at least until the next adventure, when you miraculously come back to life).

After a battle, each hero recovers a number of hit points equal to his or her STR stat score. More hit points have to be regained via rest or medicine.

Initiative: Equal to DEX bonus. You can improve your Initiative by spending Power Points, at a rate of **2 points per +1 to initiative**. The initiative bonus you gain by spending Power Points cannot be greater than your level.

For attack bonuses, you can spend Power Points, at a rate of **4 points per +1 to attack bonus**. The attack bonus you gain by spending Power Points cannot be greater than your level. For example, a level 10 hero with a STR bonus of +3 has a Melee/Hand-To-Hand Attack Bonus of 10 (for level), +3 (for STR bonus) and can spend up to 40 Power Points to add another +10 to attack bonus.

Melee/Hand-To-Hand Attack Bonus: Level + STR bonus + Power Points spent

Missile/Ranged Attack Bonus: Level + DEX bonus + Power Points spent

Magic/Supernatural Attack Bonus: Level + MIND bonus + Power Points spent

Armor Class: 10 + highest single stat bonus + Power Points spent. **2 Power Points gives you +1 to Armor Class**, but the AC bonus you gain by spending Power Points cannot be greater than your level.

A die result of 20 is automatically a hit, no matter what the opponent's Armor Class is. Likewise, a die result of 1 is automatically a miss, no matter what the attacker's attack bonus.

All Microlite 20 Costumes characters have a basic unarmed damage of 1d4 + STR bonus.

Makeshift weapons typically cause less damage than the character's signature weapons (represented by the Weapon or Weapon (Major) powers), which is why characters usually rely on a simple punch or one of their specially crafted items to make an attack.

Small (length of chain, baseball bat): 1d4 + ½ STR bonus, round down
Medium (pistol, sword): 1d6 + ½ STR bonus (melee weapon), round down, or
1d6 + ½ DEX bonus (missile weapon), round down
Large (rifle, boulder): 1d8 + ½ STR bonus (melee weapon), round down, or
1d8 + ½ DEX bonus (missile weapon), round down
Very Large (car, streetlight): 1d12 + full STR bonus (melee weapon) or
1d12 + full DEX bonus (missile weapon)

Heroism: Heroism points represent a character's determination, fighting spirit and even a little bit of good fortune. **1 Power Point gives you 1 Heroism Point**. There's no limit to the number of heroism points a character can have – like hit points, this is a good way to use up Power Points you haven't spent.

Heroism points can be used to add to any attack, damage or stat + skill roll at a rate of +1 per 1 heroism point spent. You can only spend up to your level in heroism points on one single roll (for example, a level 10 character can only spend up to 10 heroism points, for a +10 bonus). Heroism points do not need to be spent all at once, but when they are completely spent, they are gone for the rest of game session. A character's Heroism points are restored to their starting amount at the beginning of a game session.

Miniatures: If you have miniature figures (about 1 inch to 2 inches, or 25 to 28 mm tall) to represent the characters and their enemies, you'll need a ruler or a battle map covered in spaces (squares or hexes 1 inch or 1 ½ inches in size). Alternately, you can simply measure distances using a ruler, considering each inch a "space."

One space equals 5 feet or 2 yards, and the average character and monster moves 6 spaces per turn, even diagonally. Figures can move through the same space as another character or enemy, but cannot end movement in the same space as another figure. Rubble, darkness, heavy growth and other difficult terrain "costs" 2 spaces of movement for each space the figure moves into.

If there's a question whether a character could see an enemy to hit it, draw an imaginary straight line from the center of the attacker's space to the center of the target's space (or one of its spaces, if it takes up more than one space on the map). If there is no large obstacle or enemy in the path, the character can make the attack. Allies of the attacker do not block its path, nor do obstacles filling less than half a space in the path. Characters can attack through windows and other partial obstacles at a -2 penalty to hit.

Simplified Attacks (Optional): To avoid calculating attack ranges each turn, melee attacks must be made against an enemy in a space adjacent to the character. Thrown and short-range weapon attacks can be

made against an enemy up to 10 spaces away. Long-range weapon attacks can be made against an enemy up to 25 spaces away.

Action Figures: If you're using typical superhero action figures (often 3.75 or 7 inches, depending on brand of figure), references to spaces above are doubled. One space is still 5 feet, but the average character moves 12 spaces per turn. Difficult terrain "costs" 4 spaces of movement. Short-range weapon attacks can be made up to 20 spaces away, and long-range weapon attacks can be made up to 50 spaces away.

8. Status, wealth and equipment

Super heroes rarely worry about money, transportation, or food, and in fact many are extremely wealthy. In Microlite 20 Costumes, this is represented with status, as shown below. It's up to the game master to determine what a character possesses, using his or her status as a guideline. Equipment the character uses as part of costumed adventuring is represented with gadgets (like vehicles) and powers (like weapons), though some items are simply tools, like lock picks, smoke grenades and grappling hooks. They have no cost.

Ultra-Rich: This character is head of a major multinational corporation or foundation, and has almost unlimited access to funds and technology. Examples: Batman, Iron Man. *Costs 20 Power Points.*

Comfortable: This character has a steady day job that brings in decent pay, or some other way of making ends meet without much worry. Examples: Nightwing, Daredevil. *Costs 0 (zero) Power Points.*

Rich: This character is in charge of a large company, but not one that's quite as big as the ultra-rich characters. Examples: Blue Beetle, Iron Fist. *Costs 15 Power Points.*

Struggling: This character is always trying to earn a buck, even while fighting off supervillains. Example: Spider-Man. *Gain 10 Power Points.*

Sponsored: This character is an extension of a government agency, army or other organization that takes care of living expenses and gear. Examples: Hellboy, Nick Fury. *Costs 10 Power Points.*

Not Important: This character is from a society that does not care about money. Examples: Aquaman, Thor. *Costs 0 (zero) Power Points, but does require game master approval.*

9. Flaws

Part of the fun of comics is seeing heroes struggle against their flaws. In Microlite 20 Costumes, characters gain 10 Power Points for one flaw or 20 Power Points for two flaws. These can be anything the player wishes, but a few common ones are:

A dependent, like an elderly aunt or child, that must constantly be protected; or

A disability, like blindness or being unable to walk; or

An uncontrollable rage the character slips into whenever angry or upset; or

A vulnerability, like a kind of rock that will prevent the hero from using any of his powers while in its presence.

Simply having a secret identity isn't significant enough to be a Power Point-earning flaw, but having a secret identity with a deep secret of its own (like, "I used to be a supervillain") might be.

10. Advancement

Super powered heroes rarely "advance" in levels in the way other adventurers do, but heroes can still gain benefits after fighting bad guys and saving the world. After each game session, each character gains between 1 and 3 Power Points, depending on their performance in the game. These points can be spent right away, or saved up to buy more powers or other bonuses. Keep track of how many Power Points a

character has collected; when he gets 15, he's increased a level, and his skills, attack bonuses and limits on Power Points spent will increase.

11. Mooks

Heroes battle supervillains and giant monsters regularly, but their most common opponents are mooks. These are the nameless crooks and minions who seem to exist just to slow heroes down, like thugs, mobsters, robots and ninja. Normal police and soldiers may be mooks for anti-heroes. Typical statistics for common mooks are listed here.

Low-Quality Mooks (thugs, security guards, police officers, soldiers, karate students, dabblers in magic, etc.)

STR: 13 (+1), DEX: 16 (+3), MIND: 11 (+0)

Physical: 3, Subterfuge: 3, Knowledge: 1, Communication: 1

HP: 10 to 15 (or just 1), AC: 13, Melee/Hand-To-Hand: +2, Missile/Ranged: +4, Magic/Supernatural: +0

Equipment: Weapon (1d4 or 1d6 damage)

High-Quality Mooks (mobsters, newly created super-soldiers, war robots, ninja, demon cultists, etc.)

STR: 14 (+2), DEX: 16 (+3), MIND: 11 (+0)

Physical: 6, Subterfuge: 5, Knowledge: 4, Communication: 3

HP: 15 to 20 (or just 1), AC: 15, Melee/Hand-To-Hand: +5, Missile/Ranged: +6, Magic/Supernatural: +3

Equipment: Weapon (1d8 or 1d10 damage), light armor

Innocent Bystanders (construction workers, newspaper reporters, attorneys, scientists, students, damsels in distress, non-combat industrial robots, etc.)

STR: 10 (+0), DEX: 10 (+0), MIND: 10 (+0)

Physical: 1, Subterfuge: 0, Knowledge: 1, Communication: 1

HP: 5 to 10 (or just 1), AC: 10, Melee/Hand-To-Hand: +0, Missile/Ranged: +0, Magic/Supernatural: +0

Equipment: What's needed to do their jobs; no weapons or armor

12. Character Templates

To get into the game quicker, simply use one of these templates. It provides "average" hero characters, without powers, and the Power Points values for each of their game characteristics. Each template leaves 1/2 or 1/3 of the listed level's Power Points to purchase a few powers at or near the maximum number of power ranks possible.

All you need to do is use the remaining Power Points to improve the listed characteristics and purchase powers and power ranks in the way you wish. Skill ranks already include the Free Bonus, with a +1 assigned to Subterfuge, Knowledge and Communication. A template also has the Financial Status often associated with comic book heroes of that type. "AB" stands for Attack Bonus.

PULP Points spent: 50

Points remaining to reach level 4: 20

| <u>Characteristic</u> | <u>Rank/Value</u> | <u>Power Points</u> |
|-----------------------|-------------------|---------------------|
| STR | 14 (+2) | 4 |
| DEX | 11 (+0) | 1 |
| MIND | 16 (+3) | 6 |
| Physical | 5 | 2 |
| Subterfuge | 5 | 0 |
| Knowledge | 5 | 0 |
| Communication | 5 | 0 |
| Hit Points | 51 | 2 |
| Initiative | +0 | 0 |
| Armor Class | 13 | 0 |
| Heroism Points | 10 | 10 |
| Melee/Hand-to-Hand AB | +6 | 0 |
| Missile/Ranged AB | +4 | 0 |
| Magic/Supernatural AB | +7 | 0 |
| Financial Status | Rich | 15 |

STREET LEVEL Points spent: 40

Points remaining to reach level 6: 50

| <u>Characteristic</u> | <u>Rank/Value</u> | <u>Power Points</u> |
|-----------------------|-------------------|---------------------|
| STR | 16 (+3) | 6 |
| DEX | 13 (+1) | 3 |
| MIND | 13 (+1) | 3 |
| Physical | 8 | 4 |
| Subterfuge | 8 | 2 |
| Knowledge | 8 | 2 |
| Communication | 8 | 2 |
| Hit Points | 54 | 0 |
| Initiative | +3 | 4 |
| Armor Class | 16 | 6 |
| Heroism Points | 6 | 6 |
| Melee/Hand-to-Hand AB | +11 | 8 |
| Missile/Ranged AB | +8 | 4 |
| Magic/Supernatural AB | +7 | 0 |
| Financial Status | Struggling | -10 |

SIDEKICK Points spent: 80

Points remaining to reach level 8: 40

| <u>Characteristic</u> | <u>Rank/Value</u> | <u>Power Points</u> |
|-----------------------|-------------------|---------------------|
| STR | 13 (+1) | 3 |
| DEX | 17 (+3) | 7 |
| MIND | 14 (+2) | 4 |
| Physical | 11 | 4 |
| Subterfuge | 12 | 4 |
| Knowledge | 11 | 2 |
| Communication | 11 | 2 |
| Hit Points | 70 | 10 |
| Initiative | +5 | 4 |
| Armor Class | 18 | 10 |
| Heroism Points | 15 | 15 |
| Melee/Hand-to-Hand AB | +11 | 8 |
| Missile/Ranged AB | +13 | 8 |
| Magic/Supernatural AB | +11 | 4 |
| Financial Status | Comfortable | 0 |

TYPICAL Points spent: 80

Points remaining to reach level 10: 70

| <u>Characteristic</u> | <u>Rank/Value</u> | <u>Power Points</u> |
|-----------------------|-------------------|---------------------|
| STR | 14 (+2) | 4 |
| DEX | 17 (+3) | 7 |
| MIND | 12 (+1) | 2 |
| Physical | 13 | 6 |
| Subterfuge | 13 | 4 |
| Knowledge | 13 | 4 |
| Communication | 13 | 4 |
| Hit Points | 64 | 1 |
| Initiative | +3 | 0 |
| Armor Class | 20 | 14 |
| Heroism Points | 10 | 10 |
| Melee/Hand-to-Hand AB | +15 | 12 |
| Missile/Ranged AB | +15 | 8 |
| Magic/Supernatural AB | +12 | 4 |
| Financial Status | Comfortable | 0 |

ADVANCED Points spent: 90

Points remaining to reach level 12: 90

| <u>Characteristic</u> | <u>Rank/Value</u> | <u>Power Points</u> |
|-----------------------|-------------------|---------------------|
| STR | 18 (+4) | 8 |
| DEX | 14 (+2) | 4 |
| MIND | 12 (+1) | 2 |
| Physical | 15 | 6 |
| Subterfuge | 14 | 2 |
| Knowledge | 14 | 2 |
| Communication | 13 | 0 |
| Hit Points | 79 | 11 |
| Initiative | +6 | 8 |
| Armor Class | 23 | 18 |
| Heroism Points | 5 | 5 |
| Melee/Hand-to-Hand AB | +18 | 8 |
| Missile/Ranged AB | +16 | 8 |
| Magic/Supernatural AB | +15 | 8 |
| Financial Status | Comfortable | 0 |

SUPERIOR Points spent: 110

Points remaining to reach level 15: 115

| <u>Characteristic</u> | <u>Rank/Value</u> | <u>Power Points</u> |
|-----------------------|-------------------|---------------------|
| STR | 18 (+4) | 8 |
| DEX | 13 (+1) | 3 |
| MIND | 14 (+2) | 4 |
| Physical | 18 | 6 |
| Subterfuge | 18 | 4 |
| Knowledge | 18 | 4 |
| Communication | 18 | 4 |
| Hit Points | 92 | 17 |
| Initiative | +9 | 16 |
| Armor Class | 25 | 22 |
| Heroism Points | 10 | 10 |
| Melee/Hand-to-Hand AB | +20 | 4 |
| Missile/Ranged AB | +18 | 8 |
| Magic/Supernatural AB | +17 | 0 |
| Financial Status | Not Important | 0 |

QUICK ROLL CHARACTER GENERATOR: If you want to get a superhero adventure up and running right away, follow the steps below to create a costumed hero with little more than some simple calculations and a few dice rolls. You can simply choose powers, ranks, flaws or any other character elements you like, or use the methods in the standard Microlite 20 Costumes rules to replace any of these steps, but remember that you'll have to determine how many Power Points you've spent up to that point.

Step I: Choose A Level

Select a level for your hero (the typical comic book hero is level 10). Power Points aren't used with the quick roll option.

Step II: Stats

Roll 4d6, dropping the single lowest die result. Do this three times, and apply the three results to your stat scores, in any order you wish. Alternately, assign the dice results in order: Strength, Dexterity and Mind. Also determine the stat bonus for each.

Step III: Powers

This involves dice rolls on several charts found below, or you can simply choose powers you want your character to have. It's also up to you if you want powers in the form of gadgets or magic, or if you want them to have limits.

Roll 1d4 +1 to determine the number of powers your hero has. Each has a power rank equal to your level, if the power needs a power rank.

The powers are separated by base cost. Roll the listed die on each chart to find your powers. If you roll a power twice, roll again, unless it is a power that can be selected more than once.

Step IV: Skills

Your hero's skill rank in each skill is equal to level + $\frac{1}{2}$ level (round up). Add +3 to one skill.

Step V: Combat

To determine *hit points*, add your character's stat scores together, then add 2 hit points per level.

Your *initiative* is equal to your DEX bonus.

Your *melee/hand-to-hand attack bonus* is equal to your level + $\frac{1}{4}$ level (round up) + STR bonus.

Your *missile/ranged attack bonus* is equal to your level + $\frac{1}{4}$ level (round up) + DEX bonus.

Your *magic/supernatural attack bonus* is equal to your level + $\frac{1}{4}$ level (round up) + MIND bonus.

To determine *Armor Class*, add your highest stat bonus to your level + $\frac{1}{2}$ level (round up).

Step VI: Status

Roll 1d10.

1: Ultra Rich

2: Rich

3 to 4: Sponsored

5 to 8: Comfortable

9: Struggling

10: Not Important

Step VII: Flaws

Roll 1d6. On a result of 1, choose a flaw for your hero.

QUICK ROLL CHARACTER GENERATOR POWER CHARTS: Roll 1d10 to determine each power's base cost, then go to the chart for that cost.

- 1 to 3: Base Cost 10
- 4 to 6: Base Cost 15
- 7 to 8: Base Cost 20 or 25
- 9: Base Cost 30 or 35
- 10: Base Cost 40 or more

Base Cost 10

Roll 1d6. On a 1 to 3, roll on List A.
On a 4 to 6, roll on List B.

List A (Roll 1d12)

- 1: Binding
- 2: Body Armor (roll 1d6 to determine Damage Resistance)
- 3: Breathe
- 4: Corrupt
- 5: Danger Sense
- 6: Daze
- 7: Enhanced Senses (choose a sense)
- 8: Flight
- 9: Flight
- 10: Infra-Red Vision
- 11: Intimidate
- 12: Jump

List B (Roll 1d12)

- 1: Protected Senses (choose a sense)
- 2: Super-Agility (roll 1d6 to determine increase to DEX stat)
- 3: Super-Charisma
- 4: Super-Intelligence (roll 1d6 to determine increase to MIND stat)
- 5: Super-Strength (roll 1d6 to determine increase to STR stat)
- 6: Swimming
- 7: Technical Manipulation
- 8: Telepathy
- 9: Tunnel
- 10: Vibrate
- 11: Weapon (choose one)
- 12: X-Ray Vision

Base Cost 15

Roll 1d6. On a 1 to 3, roll on List A.
On a 4 to 6, roll on List B.

List A (Roll 1d8)

- 1: Adhesion
- 2: Contacts
- 3: Control Plant
- 4: Death Trance
- 5: Electricity
- 6: Erase
- 7: Explosion
- 8: Extra Limb (choose one)

List B (Roll 1d8)

- 1: Gravity Control
- 2: Image
- 3: Invisibility
- 4: Oblivious
- 5: Resist Attack (choose a type of attack)
- 6: Sonic Wave
- 7: Stealth
- 8: Suggestion

Base Cost 20 or 25

Roll 1d6. On a 1 to 3, roll on List A.
On a 4 to 6, roll on List B.

List A (Roll 1d12)

- 1: Calm
- 2: Control Creature
- 3: Density
- 4: Drain Life
- 5: Element Body (choose an element)
- 6: Element Blast (choose an element)
- 7: Empathy
- 8: Energy Blast
- 9: Grow
- 10: Inventing
- 11: Leadership
- 12: Magnetism

List B (Roll 1d12)

- 1: Metal Body
- 2: Phase
- 3: Precognition
- 4: Regeneration
- 5: Shrink
- 6: Sleep
- 7: Stretch
- 8: Super-Charge
- 9: Telekinesis
- 10: Teleport
- 11: Weapon (Major) (choose one)
- 12: Weather Control

Base Cost 30 or 35 (Roll 1d10)

- 1: Animation
- 2: Bad Luck
- 3: Change Shape
- 4: Force Field
- 5: Invulnerability (choose a material)
- 6: Martial Arts Mastery
- 7: Mind Control
- 8: Power Absorption
- 9: Psychic Travel
- 10: Time Stop

Base Cost 40 or more (Roll 1d8)

- 1: Cosmic Power
- 2: Duplication
- 3: Immortal
- 4: Luck
- 5: Mimic
- 6: Paralyze
- 7: Summon
- 8: Super-Speed

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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 riflework. 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 $d20 + \text{DEX} + \text{Phys}$. 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.

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 $\text{STR} + \text{Phys}$ 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 $\text{STR} + \text{Phys}$) 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, Gifter 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.

GUNSMOKE & GOBLINS

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 ain't 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 folk's 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 GRIT to be a Frontiersman

Gadeteers 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. Gadeteers 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 Gadeteer.

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

can git their hands on. They gain +3 bonus to Athletics. 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.

☆ DISPOSITION ☆

Law-abiding: Most folk understand survival on the borderlands depends on community. So long kindness and decency are the Law o the West, we all have a fighting chance.

Renegade: Some out there ain't too keen on being told how to make their way in the frontier. Now don't git me wrong, most of em are right friendly. Just don't go treading on their claim forcing civil obedience. That's when they ain't so civil.

Dag Nasty: Sometimes, when you roam too long in the borderlands, the borderlands git inside you, twist yer mind till it ain't yer own anymore. You become one of the wicked, wandering the West spreading yer chaos til you're six feet under.

☆ WEAPONS & ARMOR ☆

Used mainly by the military for a time, swords have made a bit of a comeback these days along with axes, long knives, bows, crossbows and some spears. What with all the close up fighting, the more distance you can keep between yerself and a nasty the better. Bullets don't last forever you know.

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

• *Leather Plate*: AV-3

☆ FIREARMS ☆

Everybody, and I mean *EVERYBODY* gets 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...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 linea-

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. Fer 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 Gadgeteers 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.

Gadgeteers know how to build a number of gadgets equal to their learning score. Each gadget weighs 11b 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.

☆ 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

GUNSMOKE & GOBLINS®

- 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, creepingest, gnarliest, dag nastiest critters to come crawling form beyond the shimmering dark. Buggers like the tumble weird, cacktapus, owlbul, 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 biting 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!

'HAAAAAAAA-HAH-HAH-HAH- heh-hulf-killlllll...'

a-HEM

☆☆☆☆☆☆

GUNSMOKE & GOBLINS®

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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.

TABLE OF CONTENTS

How to Play 1

Character Creation 2

Character Races 3

Character Classes 4

Skills 5

Powers 6

Gadgeteer Powers 7

Mentalist Powers 8

Preacher Powers 9

Shaman Powers 10

Equipment 11

Weapons 12

Combat 13

Damage and Injury 14

Traveling 15

Advancement 16

Foes and Monsters 17

Running The Game 18

Open Game License 19

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 + 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 + **SNAP** + level
- ★ *Mental Defense score* = 10 + **WITS** + 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 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 + 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 + their level + their **WITS**. If they roll 15 + 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 + 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.

Horrific 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 as \$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 as not 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.

Gadgets, 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 + ghouls 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 $\times 4 + 10$ (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 shopkeeps will notice that. As they adventure more, let their legend grow and even give them leverage when talking with folks.

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Microlite Storytelling

Attributes

There are six attributes: Strength (STR), Dexterity (DEX), Intelligence (INT), Resolve (RES), Presence (PRE) and Manipulation (MAN).

You can divide up 14 dots between these Attributes. Each must have at least one dot, and buying a fifth dot in an attribute costs 2 dots.

Race

Choose a supernatural race, such as Vampire, Werewolf or Demon. (Your Storyteller may limit your choices depending on his Chronicle)

Virtue & Vice

Select a Virtue and Vice for your character from the traditional virtues & sins, to define their personality. Fulfilling your vice regains you 1 dot of Willpower; fulfilling your Virtue regains you all Willpower dots.

Breeds

Strong creatures get +1 dot to STR

Nimble creatures get +1 dot to DEX

Wise creatures get +1 dot to INT

Determined creatures get +1 dot to RES

Lordly creatures get +1 dot to PRE

Charming creatures get +1 dot to MAN

Skills

There are just five skills: Physical, Subterfuge, Knowledge, Communication and Occult.

You can divide up 5 dots between these skills.

Factions

Soldier creatures get +2 dots to Physical.

Sneak creatures get +2 dots to Subterfuge.

Intellectual creatures get +2 dots to Knowledge

Diplomat creatures get +2 dots to Communication

Magical creatures get +2 dots to Occult.

Unaligned creatures get a +1 dot to any two skills.

Dice Rolls

The storyteller picks two scores which relate to your task, usually but not always an Attribute and a Skill: for example, Climbing would be STR + Physical, picking pockets would be DEX+ Subterfuge, avoiding a falling object would be DEX+ Physical and fast-talking a policeman would be MAN + Communication.

Total your dots in these two scores into a pool, apply any situational modifiers and roll that many D10s. Every score of 8 or more you roll is a success; if you roll a 10, you get a success and may immediately re-roll that dice. (This can lead to another 10 and another re-roll, and so-on)

As long as you roll at least one success, you will usually succeed at your task at the minimum level required. If you roll five or more successes, you have an exceptional success: you succeed above and beyond your requirements.

When two characters are competing at something (for example, arm-wrestling or playing chess) they can both roll the same pool. Whoever gets the most successes, or reaches a certain number of successes first, wins.

When trying to complete a long term task (for example, repairing a car or translating an ancient tome) you can ask for a dice roll to check progress every hour, day or suchlike. Work is not completed until a pre-determined number of successes is reached.

Willpower

Each character starts with Willpower dots equal to his RESx2. By spending a single dot of Willpower, he may add +3 to any one pool. Willpower refreshes between sessions.

Health

Each character starts with Health dots equal to his STRx2. If a health dot is lost, note if it is bashing, normal or aggravated damage: they heal differently

Combat

Melee attack pool = STR + bonus for weapon.

Ranged attack pool = DEX + Bonus for weapon.

From these pools, subtract the targets DEX.

Every success is a health point lost. If Health reaches 0, unconscious and near death. Further damage directly reduces STR – if that reaches 0, death.

Health is regained at 1 point per hour, 1 point per day for bashing and 1 point per week for aggravated damage. STR lost regained at 1 point per 2 weeks. Lesser wounds are always regained first.

Magic

All supernatural creatures possess the following magical traits:

Supernatural is a measure of magical power. Magic requires Supernatural to be spent, but it can also be spent as Willpower. Regained in different ways for different species – see species notes and storyteller. Characters start with Supernatural equal to RES + Occult

Magic is the list of powers a creature possesses. Each creature starts with 3 dots to spend in 1 or more magical powers: select any area of control, subject to storyteller approval.

To use your magical powers, roll Magic + Occult and spend Supernatural to achieve following results:

- 1 Dot:** 1 Supernatural to detect element, control tiny amount of element, can't be used as weapon.
- 2 Dot:** 1 Supernatural to create tiny amount of element, control element, use as small weapon.
- 3 Dot:** 2 Supernatural to detect element from afar, create element, control large amounts.
- 4 Dot:** 2 Supernatural to create lots of element, control at distance, use as large weapon.
- 5 Dot:** 3 Supernatural to detect element anywhere, convert self into element, control utterly.

E.G. 1 Dot in "Sadness" lets a creature detect sad creatures nearby, 2 Dots to plant sadness in someone and 3 Dots to create full-blown depression. 1 Dot in "Water" lets a creature control droplets, 3 Dots to create a gallon of water and 5 Dots to turn self into a form of liquid.

Morality

Each character starts with 4 Dots of Morality. The sins for that creature type are rated from M1 to M5: M1 being the worst. Whenever a creature does a sin with an M number equal to or below it's current Morality, roll a pool of the appropriate M number of dice: if no successes are rolled, it's morality lowers by one. **You may not spend Willpower or Supernatural on this roll.**

If Morality is lowered, roll new Morality score + RES as a pool. If no successes, creature develops a derangement from trauma of the sin, determined by the Storyteller.

E.G. A Changeling has "Kidnapping" as an M1 sin. If a Changeling with Morality 4 and Resolve 3 kidnaps someone, they must roll 1 dice (as the sin is M1). If no successes, their Morality will drop to 3. If this is the case, they must then roll new 6 dice (3 for Morality, 3 for Resolve) or develop a derangement.

Experience

At the end of every session, the storyteller awards 1 Experience point to each character. These can be spent as follows:

Increase Attribute by 1 Dot: New Score x 3 XP

Increase Magic by 1 Dot: New Score x 2 XP

Increase Morality by 1 Dot: New Score x 2 XP

Increase Skill by 1 Dot: New Score x 1 XP

All experience spent must be cleared with the Storyteller and may require in-game justification.

Optional Rule: Chance Dice & Exceptional Failures

If after a dice pool has had all modifiers applied you have 0 or less dice in it, you may still roll a single D10. You only score a success on a 10, although this may be re-rolled as normal.

If you score a 1 on your Chance dice, this is an exceptional failure – you don't just fail the task, you make things worse for yourself than if you had done nothing. For example, if you try to un-jam a gun and roll an exceptional failure, the weapon goes off and shoots you in the foot; if trying to cast a darkness spell, you in fact generate a bright light instead.

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.

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.

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.

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 + (1/2 level, rounded down) + highest stat mod

Dodge Pool = 6 + 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.

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.

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.

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.

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

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

“FLOCCINAUCINIHIPIPILIFICATION!!!”

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.

Dragoons™

Dragoons20 Role-playing Game
1.1 Edition

Designed, Illustrated and Published by Randy Angle
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www.hoppsbusch.com

“The Cartoon Steampunk Fantasy World of Scallywags and Scoundrels”



Dragoons20 is based on the Microlite20 Role-playing Game (RPG) that was originally a trimmed-down, subminiature, version of the Primary Fantasy SRD rules (see license for more info). It has been designed to be quick and easy to play, with a sense of humor and minimal consequences for failure. The goal is to create an even simpler game, but one for which players have instant familiarity and all of the resources of Primary Fantasy SRD (monsters, spells, adventures and equipment) could be used with minimal conversion.

Contents

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| | |
|--------------------------|----|
| World © | 3 |
| How To Play | 3 |
| Player Characters | 4 |
| Stats | 4 |
| Races | 4 |
| Classes | 5 |
| Flaws | 5 |
| Skills | 6 |
| Pet Dragoons © | 7 |
| Powers | 7 |
| Level Advancement | 7 |
| Brute Powers | 8 |
| Burglar Powers | 9 |
| Rascal Powers | 10 |
| Hedge Wyzards | 11 |
| Tinkers | 12 |
| Shamans | 13 |
| Creature Powers | 14 |
| Equipment | 15 |
| Dungeoneer | 17 |
| Combat and Other Hazards | 17 |
| Hell © | 18 |
| Fumbles & Critical Hits | 19 |
| Traps | 20 |
| Encounters | 22 |
| Creatures | 24 |
| Legacy Rules | 24 |
| Character Sheet | 25 |
| Open Game License | 26 |

Dedicated to my lovely wife, Sara, and my terrific son, Ross.
Thanks to all my creative play testers.

World ©

Bantamwart, the setting of *Dragoons20* is fairly far a field from our own reality or even the classical fantasy settings of Elves and Dwarves. It is an alternate cartoon universe of fairy races, fantasy creatures, magical spells, clockwerk gadgets and steam-powered technology. Bantamwart is a collection of planetoids suspended in the swirling mists of æther. Called æyots, these little moons spin and orbit in chaotic paths – miraculously missing each other. Flying creatures and Blunderwagens freely travel from æyot to æyot. There is no central star; instead, the day light comes from the luminous properties of the ætheric aurora which fades to dark at night, leaving only sparkles and ribbons of faint light.

There are no thundering gods that sit on high taking dominion over the affairs of mortals. Instead the world is alive with spirits that manifest and imbue their believers with strange powers. These small gods are much like our world's Grim Reaper, Tooth Fairy, Easter Bunny, Mother Nature, Father Time, Boogie Monster, and Santa Claus. Other cultures refer to this spirit of all living and inanimate things as Kami, Numen and Animism. Together the small gods are known as the Infinitesimal Immortals. Their power comes from people believing they exist. Communing with the small gods and ancestral spirits gives the shaman their spell casting power. Any believer may ask for their blessing by visiting the Sanctum Sanctorum of the Infinitesimal Immortals and Public Privy – put your coin in the slot, crank the knob, and take the small paper fortune produced.

Technology is wacky and dangerous. Gadgets are often looked upon as abominations or at least as annoyances. Those brave tinkers who manage to make something useful and (mostly) reliable earn some respect from their peers.

The world has lots of magic. Almost everyone can use their Star Powers to perform stunts, feats and spells of various kinds. It is easy to enchant wondrous devices, and most everyone uses them. Never the less magic spells are wild and can go horribly wrong with disastrous mishaps and runaway effects.

Money is a very big motivator for adventurers and creatures, who both like to collect it. The Gildapence (gilded penny – 1GP) is the base unit, with Tuppence (2GP) and Sixpence (6GP) also being common coins. Sub-GP values include the Ha'penny (0.5GP) and the Farthing (0.25GP). Some areas have a local coin called a Slug, made of lead, which is exchanged for 1GP and has no value beyond those areas.

How To Play

Dragoons20 allows a group of players to take the roles of adventuring player characters (PCs) and a dungeoneer (or game master) who moderates the gameplay, runs the adventures and plays the roles of all the non-player characters (NPCs). This RPG focuses on the role-playing and the complex tactical rules have been trimmed to the bone and funny game mechanics have been added to encourage wacky cartoon action. Throughout these rules references to dice are depicted as a number followed by the letter 'D' and another number - 1D20 is a single twenty sided die and 4D6 is four six-sided dice.



Player Characters

Review the rules and then pick a name, a gender, and a race. Then generate your Stats, set your Skill values and choose your Powers and equipment. Once your character is finished, you may also generate a pet Dragoon.

Stats

There are 4 stats: Strength (STR), Dexterity (DEX), Intelligence (INT), and Charisma (CHA).

Roll 4D6, and drop the lowest die. Total the remaining 3 dice, and assign that number to the stat of your choice. Repeat until you have assigned numbers to all the stats.

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

Races

Boggart +2 DEX Start with 2 powers of your choice

Boggarts are 24" to 30", grumbly collectors of anything that isn't nailed down. They prefer urban environments.

Gnome +1 INT and +1 DEX Start with 2 Tinker powers

Gnomes are 18" to 24", nimble-minded and skilled workers. They easily become extremely focused on their craft to the exclusion of everything else.

Kobold +2 STR Start with 2 Brute powers

Kobolds are 20" to 26" sneaky, pesky and larcenous. They have little compassion for others, bullying and beating lesser creatures.

Grymm +1 INT and +1 STR Start with 2 Shaman powers

Grymm are 20" to 36", dark and mysterious. Their pale skin is in stark contrast to their black hair and black pointy nails. Their faces below their bone masks is rarely seen.

Pixy +2 CHA Start with 1 Rascal power and Fly power

Pixy are tiny 12" flying bundles of chaos. They have extremely short attention spans and seem disconnected to what is going on around them.

Flunkey +2 DEX Start with 1 Burglar power and Fly power

Flunkey are 30" monkeys with eagle wings. Culturally they proudly wear a fez or other funny hat. They can be very excitable.

Pooka +1 INT and +1 CHA Start with 2 Creature powers

Pooka are 30" to 36" shape changing half-beasts. They may look like other wee folk, but have tails, hooves, horns and beast ears. They tend to be jokesters and take life with a very casual attitude.

Brainard +2 INT Start with 2 Hedge Wyzard powers

Brainard are the disembodied minds suspended in a hardened crystal jar filled with luminous liquid. They have excellent mental abilities and may have magical or mechanical means of locomotion and manipulation, by animating any objects they 'dock' into.

Hyzz +1 DEX and +1 CHA Start with 1 Burglar power and Charm Person power

Hyzz are 36" bipedal reptiles. They wear dark goggles over their hypnotic eyes to prevent accidentally charming people. They are extraordinary, and cold blooded, burglars and rascals.



Classes

Characters begin at Level 1 in an occupation, or class, of their choosing. Every level they may remain in the class they are currently, or choose a new class. Beginning characters get 2 additional powers in their starting class.

Heart Points measure your health for fighting battles.

Starting Heart Points (HP) = STR stat + (STR bonus + HP dice)/level (including 1st)

Star Points measure your magical energy for using powers.

Starting Star Points (SP) = INT stat + (INT bonus + SP dice)/level (including 1st)

The classes are:

- Brutes** – Skilled in weaponry, dirty brawling and wilderness survival.
HP dice +**1D10**/level. SP dice +**1D6**/level.
- Burglars** – Talented in thievery, subterfuge and stealth.
HP dice +**1D8**/level. SP dice +**1D8**/level.
- Rascals** – Bluffers, forgers, beguilers, taunts and masters of wit and song.
HP dice +**1D8**/level. SP dice +**1D8**/level.
- Hedge Wyzards** – Practitioner of the arcane arts.
HP dice +**1D6**/level. SP dice +**1D10**/level.
- Tinkers** – Gadgeteers and inventors.
HP dice +**1D6**/level. SP dice +**1D10**/level.
- Shamans** – Spiritual communicators and casters of divine magic.
HP dice +**1D6**/level. SP dice +**1D10**/level.

Flaws

Each character starts with two flaws. These are quirks, personality traits or physical limitations that encourage individuality and role-playing. Remember that you do not have to demonstrate this weakness every time you have the chance, only when you want to. Player characters can earn 1 XP for

- Absent-minded
- Blind
- Bossy
- Clumsy
- Combative
- Deaf
- Depressed
- Dingbat
- Distracted
- Dumb
- Easily Lost
- Feeble
- Flirty
- Foreigner
- Frail
- Gambler
- Grizzled
- Grumpy
- Heavy Accent
- Hungry
- Jealous
- Kleptomaniac
- Loud
- Miserly
- Obsessive Compulsive
- Paranoid
- Pacifist
- Pathological Liar
- Pessimist
- Poor Vision
- Psychotic
- Quiet
- Schizophrenic
- Sexist
- Shy
- Sickly
- Silly
- Stinky
- Ugly
- Under The Influence
- Weak Willed
- Phobic (pick one: germs, crowds, heights, light, dark, water...)

each flaw, by role-playing them during an adventure so that it affects the story. Feel free to add to or vary these flaws to create unique and interesting characters.

Skills

Skills are used for both focused actions and for reactions, aka saving throws. While there are only a few base skills, by combining skills with different stats you can create many unique permutations.

There are just 7 skills:

- **Tactics** (Tact) is used as a base for all types of attacks and battle tactics.
- **Physical** (Phys) is used for tests of strength or agility, like climbing, jumping, breaking down a door, tackling an opponent, escaping ropes, and bending bars.
- **Subterfuge** (Subt) is used for hiding, moving silently, stealing, picking locks, searching for or setting traps, finding hidden objects, tricking opponents, and ambushing.
- **Knowledge** (Know) is used for tests of applied logic, science, arcane, divine, trivia, and historic lore.
- **Communication** (Comm) is the ability to beguile, intimidate, influence, speak or read a language, and sense, express or repress motives and emotion.
- **Survival** (Surv) is used for things like sensing danger, spot, tracking, foraging, hunting, finding things logically, and determining direction.
- **Recover** (Reco) is used to regenerate heart or star points, or shake off the effects of disease, poison or the unwanted influence of powers.

Skill rank starts at 4 to one skill, 3 to one other skill and 1 to all remaining skills. Each new level additional points are added to skills of your choice.

Skill roll = D20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers
Roll higher than the situational Difficulty Class (DC) 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.

Picking a pocket or disabling a trap is Subterfuge + DEX bonus.

Spotting a hidden burglar or hunting a buck is Survival + INT bonus.

Hearing a ninja approaching is Survival + INT bonus.

Bluffing past a guard is Subterfuge + CHA bonus.

Intimidating the barbarian leader with a show of might is Physical + CHA bonus.

Remaining calm in the face of a brutal foe is Survival + CHA bonus.

Romantic seduction or haggling down a merchant is Communications + CHA bonus.

Realizing that the cad is handing you a line is Communications + INT bonus.

Convincing the sheriff that you were not poaching from the royal preserve is Communications + CHA bonus.

Noticing the poacher is lying is Communications + INT bonus.

To heal 1D6 Heart Points is Recover + STR bonus (can not be done while in a battle).

To regain 1D6 Star Points is Recover + INT bonus (can not be done while in a battle).

To resist, or avoid, the effects of attacks there are saving checks. Use Recover + STR bonus for Fortitude saves, Physical + DEX bonus for Reflex saves, and saving against Magic (Will save) is Knowledge + INT bonus (or + CHA bonus).

DC Level

- | | |
|----|--|
| 10 | Easy - 50/50 chance of succeeding 1 st time |
| 15 | Moderate - would succeed after several attempts |
| 20 | Difficult - would succeed only with luck on his side |
| 25 | Very Difficult - needs some hefty modifiers, expertise and luck |
| 30 | Extremely Difficult – only possible by the most skilled and powerful |

Pet Dragons ©

Each character may have a magical pet, a companion that accompanies them on adventures. Dragons have the same 4 stats as characters, but only roll 3D6, dropping the lowest die as usual.

Dragoons are unique metamorphic species, or constructs, that grow and gain powers as their master levels up. They start with 3 Creature powers and gain 1 additional power, +1 to all skills, and +1 to any stat for each level the master earns. A Dragoon that grows to a STR 19 or greater can be ridden as a mount. Pick one skill to start at +3. Dragoons have a telepathic link to their master and understand what the masters wishes are without verbal communication.

Starting HP = STR stat + (STR bonus + 1D6)/level (including 1st)

Starting SP = INT stat + (INT bonus + 1D6)/level (including 1st)

Powers

Powers are available to both the PCs and the NPCs. Using a power requires the expenditure of SP. The effect of each power is rated by the amount of SP invested into it. The minimal investment is 1SP and the maximum investment, in a turn, is your level in that power's class, or total level or HD for creature powers. If a power is available in more than one qualifying class then you may combine those levels for determining maximum SP.

Powers can be overcharged by spending SP on successive turns until they are released. When overcharged the maximum SP is your levelx3 or HDx3 (3 turns). You can not move or perform other actions while charging a power.

Once successful, a power may be maintained by continuing to expend SP each successive turn. Moving will not disrupt the power, but using other powers or spells will cause another skill check.

Level Advancement

Players earn experience points (XP) for role playing. During any given session a character may earn up to 5 experience points:

- One point for contributing to moving the story along.
- One point for playing according to the role of their current character class.
- One point for making the players or Dungeoneer laugh and have fun.
- Two points, one for each flaw that is role played during the session.

Add up the XP points earned in 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 the remainder after advancing.

Each level adds:

+1 HP dice + STR bonus to Heart Points

+1 SP dice + INT bonus to Star Points

+1 to 5 different skills

One new power of your choosing from your current class

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

After leveling up a character may continue with the current class or chose any other class to multi-class. Keep track of total level and individual class levels.



Brute Powers

Brute powers come from ancient martial techniques and living in the wilderness.

| Power | Description |
|---------------------------|--|
| Acrobatic Strike | Avoid obstacles and hazards to close and immediately attack in one action, 5ft/1SP |
| Acute Senses | +1/SP search or listen check |
| Ambush Sense | +1/SP detect traps or ambush check |
| Backstab | +1D6/SP damage with sneak attack |
| Battle Cry | -1/SP opponent's AC |
| Beast Reflexes | +1/SP reflex check |
| Blacksmith | Add +3 to base weapon damage by sharpening or hardening it, or +1 AC to armor, only useable once per item, 0SP, 20GP |
| Blind-Fight | +1/SP to sense check to be able to fight and move while blinded, in darkness, or when enemies are invisible |
| Brawl | +1D6/SP damage in unarmed combat |
| Bruiser | When attacking you can double your STR bonus by taking -2 to hit, 0SP |
| Bull Rush | +2 to hit, +1D6/SP damage, -2 AC when doing a full move through combat |
| Camouflage | +1/SP to hide using foliage and natural terrain to hide even when being watched |
| Chink in the Armor | -1/SP to opponent's AC with creature lore or armor lore check |
| Cleave | + 1 repeat brawn attack this turn/SP, cannot change attack type, also ends if an attack fails |
| Counterattack | Gain a free attack action when any designated opponent hits you, 1 opponent/SP |
| Daze | Cause regular damage but also -1/SP to AC for daze, DC 10+SP to recover |
| Defensive Roll | -1/SP to damage taken from one attack, must declare SP before attack |
| Dirty Fighting | +1/SP to brawn attack, +1/SP damage |
| Disarm | Attack disarms opponent, DC 10+1/SP to avoid losing weapon, does no damage |
| Dodge | +1/SP to AC |
| Draw Aggression | +1/SP distract check, to force opponent's attention on you |
| Dual Weapon | Ability to use regular melee weapons in two hands, no shields, 1SP |
| Evasion | +1/SP to reflex check to avoid all damage (not just half) |
| Feint | +1/SP to AC and attack bonus with bluff check |
| Ferocity | fight an additional turn/SP, if reduced to 0 HP |
| Giant Weapon | Can wield a double-handed weapon single handed or giant sized weapon double handed, 0SP |
| Grip | +1/SP to resist disarm attacks |
| Hamstring | Change a critical hit into an immobilizer (damage is not done, but opponent cannot move), 1SP |
| Hide | +1/SP hide check |
| Hunter | +1/SP tracking or hunting check |
| Improvise Weapon | Can find an object that will serve as a weapon, DC 10 for 1D6, DC 15 for 2D6, DC 20 for 3D6 and DC 25 for 4D6, 0SP |
| Inner Might | +1/SP fortitude checks |
| Insult | -1/SP to opponent's AC with taunt check |
| Intimidate | +1/SP intimidate check |
| Master Climber | +1/SP climb check |
| Multi-shot | + 1 repeat target attack this turn/SP, cannot change attack type, also ends if an attack fails |
| Natural Swimmer | +1/SP swim check |
| Opportunity Attack | Gain a free attack action when your designated opponent misses, 1SP (must spend before opponent attacks) |
| Pack Tactics | +1/SP to hit when in combat with Dragoon (Dragoon gains +2 combat) |
| Power Strike | +1D6/SP damage in armed combat |
| Quick Draw | Changing or drawing weapons is does not take an action, 1SP |
| Sneak Attack | +2D6/SP damage for one attack from hiding or ambush |
| Sneaky | +1/SP move silently check |
| Sprint | 3x speed for 1 round/SP |
| Total Defense | +1/SP to AC, no other actions allowed that round |
| Tracking | +1/SP to search check to follow tracks |
| Trick Shot | +1/SP for ranged attack that is behind cover, very small or other penalty |
| Trip | Converts an unarmed attack into a trip, causing no damage, making the opponent prone (-4 AC) DC 10+1/SP to avoid |
| Uncanny Dodge | Get DEX bonus to AC even if ambushed, sneak attack or unseen opponents, 0SP |
| Woodland Stride | +5ft/SP speed when moving through wilderness, Track DC 10+SP |

Burglar Powers

Burglars come by their powers by apprenticeship and practice.

| Power | Description |
|--------------------------------|---|
| Ambush | +1/SP to hit when already hiding |
| Ambush Sense | +1/SP detect traps or ambush check |
| Appraise | +1/SP estimate price check |
| Backstab | +1D6/SP damage with sneak attack |
| Chase | +1/SP to pursue checks |
| Craft Tools | Make tools to help burglarize, +2 Subt, 0SP & 10GP |
| Craft Traps & Locks | Craft check to make complex traps and locks, 0SP & 100GP/EL, DC 10 for EL1, DC 15 for EL2, DC 20 for EL3, DC 25 for EL4, and DC 30 for EL5 |
| Decipher Script | Able to use Shaman or Hedge Wyzard scrolls at a level equal to the burglar's level, 0SP |
| Defensive Roll | -1/SP to damage taken from one attack, must declare SP before attack |
| Disable Device | +1/SP to sabotage check to disarm traps, break gadgets and disable magical contraptions. DC = SP rating for the device + any Obfuscation rating or DC = 10+EL rank. Causes 1D6/SP damage to device. |
| Dodge | +1/SP to AC |
| Elude | +1/SP to escape checks |
| Escape Artist | +1/SP to defend use rope check (DC as Use Ropes), manacles (DC 30), Web (halve DC), Tangle (DC 10+HD or level) |
| Evasion | +1/SP to reflex check to avoid all damage (not just half) |
| Feint | +1/SP to AC and attack bonus with bluff check |
| Filch | Pilfer small valuables (1D6GP/10 minutes), 0SP |
| Hide in Shadows | +1/SP to hide using shadows and disguise to hide even when being watched |
| Improvise Burglar Tools | Can find objects that will serve as burglar tools, DC 10 for -1 Subt, DC 15 for +0 Subt, DC 20 for +1 Subt and DC 25 for +2 Subt, 0SP |
| Improvise Weapon | Can find an object that will serve as a weapon, DC 10 for 1D6, DC 15 for 2D6, DC 20 for 3D6 and DC 25 for 4D6, 0SP |
| Intuit Direction | +1/SP sense direction check, can orient yourself in city, inside or underground |
| Jump | +1/SP acrobatics check |
| Listen | +1/SP perception check |
| Master Climber | +1/SP climb check |
| Natural Swimmer | +1/SP swim check |
| Night Vision | +1/SP to sense check to be able to perform skills, combat and move while blinded, in darkness |
| Open Locks | +1/SP picking locks check |
| Parkour | +5ft/SP speed when moving through urban or dungeon environments, Track DC 10+SP |
| Pick Pockets | +1/SP pick pocket check, DC 10 for food or water, DC 15 for tools or device, DC 20 for weapons and DC 25 for 3D6GP of valuables |
| Quick Reflexes | +1/SP reflex check |
| Read Lips | +1/SP perception check, can understand as though they heard the conversation |
| Scavenge | Find useful items in 10 minutes, DC 10 for food or water, DC 15 for broken tools or device, DC 20 for dull weapons and DC 25 for 1D6GP of valuables, 0SP |
| Search | +1/SP search check |
| Sleight of Hand | +1/SP distract check when dealing with objects that can be hidden |
| Slippery Mind | +1/SP will check against mind reading or control |
| Snare | +1/SP to set trap check, Can set a quick trap to trip, causing no damage, making the opponent prone (-4 AC) DC 10+1/SP to avoid |
| Sneak Attack | +2D6/SP damage for one attack from hiding or ambush |
| Sneaky | +1/SP move silently check |
| Sprint | 3x speed for 1 round/SP |
| Steetwise | +1/SP local knowledge check to find jobs, contact, rumors, supplier or buyer in urban environments |
| Total Defense | +1/SP to AC, no other actions allowed that round |
| Tumble | +1/SP reflex check to avoid damage from falls or area affect attacks |
| Uncanny Dodge | Get DEX bonus to AC even if ambushed, sneak attack or unseen opponents, 0SP |
| Use Device | Able to use Shaman, Hedge Wyzard or Tinker devices at a level equal to the burglar's level, 0SP |
| Use Rope | +1/SP climb, bind or grapple check with rope |

Rascal Powers

Rascals have uncanny understanding of people and how to manipulate them.

| Power | Description |
|-------------------------------|--|
| Ambush | +1/SP to hit when already hiding |
| Ambush Sense | +1/SP detect traps or ambush check |
| Appraise | +1/SP estimate price check |
| Backstab | +1D6/SP damage with sneak attack |
| Busking | Street performance to earn meals and tips (1D6GP/10 minutes), 0SP |
| Cause Fear | One creature or character of up to 1 HD or level/SP flees SP turns |
| Charm Creature | Makes one creature your friend for 1 turn/SP with beguile check |
| Charm Person | Makes one person your friend for 1 turn/SP with beguile check |
| Craft Instrument | Make musical instrument, 0SP & +2 perform check/100GP |
| Decipher Script | +1/SP to use Shaman or Hedge Wyzard scrolls at a level equal to the rascal's level |
| Defensive Roll | -1/SP to damage taken from one attack, must declare SP before attack |
| Dodge | +1/SP to AC |
| Draw Aggression | +1/SP distract check, to force opponent's attention on you |
| Escape Artist | +1/SP escape check |
| Evasion | +1/SP to reflex check to avoid all damage (not just half) |
| Feeblemind | -1/SP from subject's INT score for SP turns |
| Forgery | +1/SP to bluff check to pass off copies of art, jewelry, paperwork and currency |
| Glamour | +1/SP to CHA bonus for SP turns for beguiling |
| Glibness | +1/SP to bluff checks while lying |
| Glitterdust | 1 target/SP are blinded for 1 turn/SP, reveals or prevents invisibility and hiding |
| Gossip | +1/SP local knowledge check |
| Hide in Shadows | +1/SP to hide using shadows and disguise to hide even when being watched |
| Hideous Laughter | Subject loses actions 1 turn/SP, must maintain humor each turn |
| Illusion | Creates mirage, 1 object/SP, +1SP each animated, sound, smell, and thermal effects |
| Improvise Rascal Tools | Can find objects that will serve as rascal tools, DC 10 for -1 Comm, DC 15 for +0 Comm, DC 20 for +1 Comm and DC 25 for +2 Comm, 0SP |
| Improvise Weapon | Can find an object that will serve as a weapon, DC 10 for 1D6, DC 15 for 2D6, DC 20 for 3D6 and DC 25 for 4D6, 0SP |
| Inspire | +1/SP to will saves for friends who can hear (area) |
| Insult | +1/SP aggravate check, -1/SP to opponent's AC |
| Intimidate | +1/SP intimidate check |
| Intuit Direction | +1/SP sense direction check, can orient yourself in city, inside or underground |
| Jump | +1/SP acrobatics check |
| Laugh It Off | +1/SP to all fortitude, reflex or will saves (self) |
| Master Climber | +1/SP climb check |
| Natural Swimmer | +1/SP swim check |
| Open Locks | +1/SP picking locks check |
| Parkour | +5ft/SP speed when moving through urban locals, Track DC 10+SP |
| Pick Pockets | +1/SP pick pocket check |
| Prestidigitation | Performs minor tricks for 1 encounter, 1SP |
| Quick Reflexes | +1/SP reflex check |
| Read Lips | +1/SP perception check, can understand as though they heard the conversation |
| Search | +1/SP search check |
| Sleep | 1D6 HD or levels of enemies/SP slumber, DC10+SP to wakeup (area) |
| Sleight of Hand | +1/SP distract check when dealing with objects that can be hidden |
| Slippery Mind | +1/SP will check against mind reading or control |
| Sneak Attack | +2D6/SP damage for one attack from hiding or ambush |
| Sneaky | +1/SP move silently check |
| Sonic Blast | 1D6/SP sonic disruption ranged attack (area) |
| Sprint | 3x speed for 1 round/SP |
| Taunt | -1/SP to all opponents skills, powers and attacks with aggravate check |
| Total Defense | +1/SP to AC, no other actions allowed that round |
| Tumble | +1/SP reflex check to avoid damage from falls or area effect attacks |
| Use Device | Able to use Shaman, Hedge Wyzard or Tinker devices at a level equal to the rascal's level, 0SP |
| Ventriloquism | +1/SP to project voice check from any visible object, 1 turn |

Hedge Wyzards

Hedge Wyzards study archaic tomes to learn dangerous spells. Powers in gray are craft powers, the remaining are spell powers.

| Power | Description |
|-----------------------------|--|
| Brew Potion | Store any non-attack spell known in a drink or ointment usable by anyone, must invest additional SP equal to spell rank embedded, 10GP/SP, max level SP |
| Craft Wand | Craft wand, 0SP & +2 cast spells check, 100GP |
| Craft Ward | Craft ward, 0SP & +2 AC, 100GP |
| Craft Charm | Craft charm, 0SP & +2 resist spells, 100GP |
| Create Wondrous Item | Permanently enchant magical items with known non-attack spells, user of item must spend SP equal to spell rank embedded, 200GP/SP, max level SP |
| Enchant Weapon | Permanently enchant weapons with +1 attack/3SP and/or a known attack spells, user of item must spend SP equal to spell rank embedded, 300GP/SP, max level SP |
| Scribe Scroll | +1/SP to create a scroll of any spell known, must invest additional SP equal to spell rank embedded, 20GP, max level SP |
| Antimagic Field | Temporarily negates magic within 10 ft. for 1 turn/SP, must be DC of 10+SP of spell or enchantment |
| Arcane Mark | Inscribes a permanent personal rune (visible or invisible) to indentify object, 0SP |
| Baleful Polymorph | Transforms target, up to 1HD or level/SP into a frog, chicken, sheep, or bunny for 1 turn/SP |
| Blink | +5ft/SP move by teleportation |
| Cause Fear | One creature of 1 HD/SP or less flees SP turns |
| Charm Creature | Command one creature (move, follow, attack, push, lift, stand) for 1 turn/SP with beguile check |
| Charm Person | Command one person (move, follow, attack, push, lift, stand) for 1 turn/SP with beguile check |
| Comprehend Languages | +1/SP speak or read language check |
| Cone of Cold | 1D6/SP ice ranged attack (area) |
| Crushing Grasp | 1D6/SP crush touch attack |
| Detect Magic | +1/SP, Indicates direction of nearest spells and magic items within 60ft |
| Dispel Magic | Cancels SP rank of magical spells and effects |
| Drain | 1D4/SP drains target's SP, touch attack, ignores armor |
| Feather Fall | +1/SP to make SP# of objects/creatures fall slowly for up to SP turns |
| Feeblemind | -1/SP from subject's INT score for SP turns |
| Fireball | 1D6/SP fire burst ranged attack (area) |
| Fly | +5ft/SP move through air |
| Haste | 3x speed for 1 round/SP |
| Heal | +1/SP first aid check, 1D6/SP healing touch |
| Invisibility | Subject is invisible for 1 turn/SP or until it attacks |
| Knock | +1/SP to open locked or magically sealed door check |
| Light | Staff or wand shines like a torch for 10 minutes/SP, until dismissed |
| Lightning Bolt | 1D6/SP electrical bolts ranged attack (area) |
| Mage Armor | +1/SP to AC for SP turns |
| Magic Missile | Magical missiles, 1D6/SP damage, ranged (area) |
| Magic Pocket | Opens a portal to a unique pocket dimension, 1SP |
| Passwall | Creates 1ft radius/SP passage through wood or stone wall, 1inch thick/SP for SP turns |
| Scrying | Spies on subject from a distance via Drogoon, 5ft/SP |
| See Invisibility | +1/SP sense check to reveal invisible creatures or objects |
| Shapechange | Transforms user into a 1HD/SP creature from the local area Encounter table for 1 turn/SP (you must have encountered that creature before) |
| Sleep | 1D6 HD or levels of enemies/SP slumber, DC10+SP to wakeup (area) |
| Slow | Makes one creature up to 1 HD/SP move at only 5ft/turn |
| Sonic Blast | 1D6/SP sonic disruption ranged attack (area) |
| Spell Turning | Reflect 1 spell rank/SP back at caster |
| Spider Climb | +1/SP climb check to walk on walls or ceilings |
| Sprint | 3x speed for 1 round/SP |
| Stone Shape | Sculpts 1 CUBFT/SP of stone into any shape |
| Stoneskin | Ignore SP points of damage per attack for SP turns |
| Telekinesis | Lift 1D6 pounds/SP for SP turns |
| Tunnel | +2.5ft/SP move through soil |
| Web | 1D6 HD or levels of enemies/SP cannot move (can attack), DC10+SP to escape (area) |
| Will-o-wisps | Creates bouncing glow 1 minute, 0SP |

Tinkers

Tinkers earn their powers by apprenticeship, study and experimentation.

| Power | Description |
|---------------------------------|---|
| Appraise | +1/SP estimate price check |
| Craft Tinker Tools | Craft tools to help tinker, +2 Know, 0SP & 10GP |
| Craft Traps & Locks | Craft complex traps and locks. Costs 100GP/EL, , max level EL. DC 10 for EL1, DC 15 for EL2, DC 20 for EL3, DC 25 for EL4, and DC 30 for EL5 |
| Create Blunderwagen | Craft a vehicle capable of hauling 1 to 6 passengers and gear up to 50 miles/day, using the sprint, fly, swim, tunnel, or blink powers, max level passengers – every 20 miles it must be refueled which will require purchasing fuel for 10GP, or scavenging the fuel. Any maneuvers will require a pilot check; a failure requires an Operate Dangerous Device check. Cost 0SP, 1000GP and 1 day/passenger |
| Create Bomb | Craft dangerous explosives with any attack power with area affect, takes 1 day to make, max level SP. must invest additional SP equal to power rank embedded. DC 10 for 1D6 & 50GP, DC 15 for 2D6 & 100GP, DC 20 for 3D6 & 200GP, DC 25 for 4D6 & 400GP, DC 30 for 5D6 & 800GP |
| Create Clockwerk Device | Craft small items (watches, rings, compasses, pocketknife, coins, jewelry, monocle, goggles...) with any skill bonus, takes 1 day to make, max level SP. Costs 0SP and DC 10 for +1 & 50GP, DC 15 for +2 & 100GP, DC 20 for +3 & 200GP, DC 25 for +4 & 400GP, DC 30 for +5 & 800GP – owner still spends SP equal to skill bonus to power gadget every use |
| Create Infernal Weapon | Craft dangerous weapons (blunderbuss, belchers, rayguns, electro-blades, grenades, ...) with any class or creature attack power, takes 3 days to make, max level SP. DC 10 for +1 & 50GP, DC 15 for +2 & 100GP, DC 20 for +3 & 200GP, DC 25 for +4 & 400GP, DC 30 for +5 & 800GP – owner still spends SP equal to bonus to power gadget with use |
| Create RC Construct | Craft clockwork or steam-powered construct capable of following simple commands (command words, whistles, hand-signals): move, follow, attack, push, lift, day. It has no mind of its own (0 INT & 0 CHA). 3D6 STR, 2D6 DEX and 1 HD/1000GP, max level SP – every day it must be refueled which will require purchasing fuel for 10GP, or scavenging the fuel. Cost 0SP |
| Disable Device | +1/SP sabotage check to disarm traps, break gadgets and disable magical contraptions. DC = SP rating for the device + any Obfuscation rating or DC = 10+EL rank. Causes 1D6/SP damage to device. |
| Evasion | +1/SP to reflex check to avoid all damage (not just half) |
| Feeblemind | -1/SP from subject's INT score for SP turns |
| Fix Device | +1/SP gadgeteering check, 1D6/SP repair HP |
| Improvise Tinker Tools | Can find objects that will serve as tinker tools, DC 10 for -1 Know, DC 15 for +0 Know, DC 20 for +1 Know and DC 25 for +2 Know. Costs 0SP |
| MacGyver Device | Combine the functions of a several small sized devices or weapons of any kind to build a new device combining those powers at twice the SP rating. Cost is new level SP. DC = 10+SP rating. Time 1D6 turns. |
| Multi-shot | + 1 repeat target attack this turn/SP, cannot change attack type, also ends if an attack fails |
| Obfuscate Device | +1/SP gadgeteering check to make it harder to disable or sabotage a device by increasing the defense rating by +1/SP |
| Operate Dangerous Device | +1/SP gadgeteering check. Any time you use an Infernal Weapon or Blunderwagen it will require skill checks, failing a skill check for these devices requires a further check on Operate Dangerous Device or the device will suffer 5D6 HP damage that will need repair to operate again. A Blunderwagen will limp along, at 1D6x5ft/turn until it reaches a place to repair it. |
| Sabotage Device | Gadgeteering check to cause device to explode, DC = SP rating for the device + any Obfuscation rating. Causes explosion of 1D6 /SP in 30ft area. |
| Scavenge Parts | Find useful items in 10 minutes, DC 10 for fuel, DC 15 for beams, plates, frames or fasteners, DC 20 for pulleys, gears, levers, fins, or belts and DC 25 for bellows, springs, counter weights, boilers, or mechanism parts, 0SP |
| Slippery Mind | +1/SP will check against mind reading or control |
| Transform Device | Change the power of a device of any kind into a new power with the same SP rating, max level SP. DC = 10+SP rating. Cost rating SP. Time 3D6 turns. |
| Trick Shot | +1/SP for ranged attack that is behind cover, very small or other penalty |
| Use Device | Able to use any other classes devices at a level equal to the tinker's level, 0SP |
| Weird Science | +1/SP science check to understand principles of any power or mechanical principle |

Shamans

A shaman's divine powers are passed down from their ancestors and favors granted by local spirits. Powers in gray are craft powers, the remaining are spell powers.

| Power | Description |
|-----------------------------|--|
| Brew Healing Potion | Create a drink or ointment usable by anyone to add +1D6 to recovery checks for SP (star potion) or HP (heart potion), must invest additional SP equal to spell rank embedded, 10GP/SP, max level SP |
| Brew Potion | Craft check to store any known non-attack spell in a drink or ointment usable by anyone, must invest additional SP equal to spell rank embedded, 10GP/SP, max level SP |
| Craft Charm | Craft charm, 0SP & +2 resist spells, 100GP |
| Craft Totem | Craft totem, 0SP & +2 cast spells check, 100GP |
| Craft Ward | Craft ward, 0SP & +2 AC, 100GP |
| Enchant Rune/Tattoo | +1/SP to enchant check to store any spell known in a permanent rune on objects or permanent tattoo on person. It is released using a simple trigger you specify, user of rune must spend SP equal to spell rank embedded, 200GP/rank, max level SP |
| Scavenge Ingredients | Find potion ingredients in 10 minutes, DC 15 for Star Potion, DC 20 for Heart Potion and DC 25 for other potions, 0SP |
| Astral Projection | Projects you and companions onto Astral Plane, 1 turn/SP |
| Augury | Learns whether an action will be good or bad (1 yes or no question), GM digression. Costs 1SP |
| Awaken | Animal or object gains +1 INT/SP (max 18) and speech, for 1 hour/SP |
| Baleful Polymorph | 1 HD/SP to transform subject into harmless frog, chicken, sheep, or bunny, lasts 1 turn/SP |
| Bane | Enemies have -1/SP on attack rolls and communication + MIND checks against fear for 1 turn/SP |
| Banish Creature | Sends one creature up to 1 HD/SP to a unique pocket dimension, creature resists at +5 |
| Banish Living Dead | Intimidate check to make one living dead creature up to 1 HD/SP run away for 1 turn/SP |
| Bless | Allies gain +1/SP on attack rolls and communication + MIND checks against fear for 1 turn/SP |
| Cure Disease | +1/SP to first aid check to cure disease, living dead can resist at +5 |
| Discern Lies | +1/SP to sense motive check to reveal deliberate falsehoods, lasts 3 turns/SP |
| Discern Location | +1/SP sense direction check to reveal direction to creature or object, lasts 3 turns/SP |
| Entangle | Make plants entangle enemies in 10' radius/SP for 1 turn/SP |
| Ethereal Jaunt | Become ethereal for 1 turn/SP, can fit through tiny spaces, but not solid walls |
| Faerie Fire | Outlines subjects with light for 5 turns/SP, cancels blur, invisibility, etc. Can be dismissed |
| Freedom of Movement | Subject moves normally despite impediments or spells for 1 turn/2P, ranged |
| Guidance | +1/SP to attack roll, +1/SP to skill check. Lasts for 1 turn/SP |
| Heal | +1/SP first aid check, 1D6/SP healing touch |
| Neutralize Poison | +1/SP to first aid check to cure poison or detoxify venom in or on subject |
| Obscuring Mist | Fog surrounds you, provides concealment (DC 25) for 1 turn/SP |
| Produce Flame | Fire damage 1D6/SP, touch or thrown. |
| Remove Paralysis | +1/SP to medicine check to free one or more creatures from paralysis or slow effect. |
| Srying | Spies on subject from a distance via Dragoon, 10ft/SP |
| Shadow Jaunt | +5ft/SP move by teleportation but only through shadows |
| Speak with Animals | +1/SP communicate check to talk with animals for 1 turn/SP |
| Speak with Dead | Speak with corpse. Answers one question/SP with Comm+INT check. |
| Speak with Plants | Talk to normal plants and plant creatures for 1 turn/SP with Comm+INT check |
| Summon Creature | 1 HD/SP to return last banished creature or random encounter from area if more than 24 hours, lasts 1D6 turns |
| Summon Swarm | Summons swarm of bats, rats, or spiders for 1 turn/SP |
| Telepresence | Hear and see at a distance for 5ft/SP with sense check |
| True Seeing | Lets you see all things as they really are for 1 turn/SP |
| Word of Recall | Move yourself, touched objects and willing creatures by teleportation any distance, but only to your sanctuary or home, 1 object or person/SP |

Creature Powers

These powers are related to the natural or supernatural abilities of Dragoons and creatures. There are three basic kinds of creature powers: skill check bonuses, abilities and attacks.

| Power | Description |
|------------------------|---|
| Acid | 1D6/SP dissolve touch attack |
| Acute Senses | +1/SP search or listen check |
| Ambush | +1/SP to hit when already hiding |
| Blink | +5ft/SP move by teleportation |
| Bonus Attack | + 1 repeat attack this turn/SP, cannot change attack type, also ends if an attack fails |
| Brawl | +1D6/SP damage in unarmed combat |
| Breath Fire | 1D6/SP fire breath ranged attack (area) |
| Breath Water | can breath underwater 1 turn/SP |
| Bull Rush | +2 to hit, 1D6/SP damage, -2 AC when doing a full move through combat |
| Camouflage | +1/SP to hide using foliage and natural terrain to hide even when being watched |
| Charm Person | +1/SP beguile check, command one person (move, follow, attack, push, lift, stand) for 1 turn/SP |
| Clever | +1/SP Know check |
| Danger Sense | +1/SP detect traps or ambush check |
| Deceptive | +1/SP Subt check |
| Dodge | +1/SP to AC for SP turns |
| Drain | 1D4/SP drains target's SP, touch attack, ignores armor |
| Fear | Makes one person up to 1 level or HD/SP run away for 1 turn/SP |
| Ferocity | fight an additional round/SP, if reduced to OHP |
| Fly | +5ft/SP move through air |
| Frost | 1D6/SP ice ranged attack (area) |
| Growl | +1/SP intimidate check |
| Harden | +1/SP to AC for SP turns |
| Heal | +1/SP first aid check, 1D6/SP healing touch |
| Hunter | +1/SP tracking or hunting check |
| Inner Might | +1/SP fortitude check |
| Invisibility | Subject is invisible for 1 turn/SP or until it attacks |
| Lightning Bolt | 1D6/SP electrical bolts ranged attack (area) |
| Master Climber | +1/SP climb check |
| Natural Swimmer | +1/SP swim check |
| Pack Tactics | +1/SP to hit when in combat with master (master gains +2 combat) |
| Paralysis | Immobilizes 1 HD or level of enemies/SP, lasts 1 turns/SP |
| Quick Reflexes | +1/SP reflex check |
| Regenerate | +1/SP HP recovery check |
| Shapechange | Transforms user into a 1HD/SP creature from the local area Encounter table for 1 turn/SP (you must have encountered that creature before) |
| Slam | 1D6/SP crush or stomp touch attack |
| Sleep | 1D6 HD or levels of enemies/SP slumber, DC10+SP to wakeup (area) |
| Sneaky | +1/SP move silently check |
| Sonic Blast | 1D6/SP sonic disruption ranged attack (area) |
| Spider Climb | +1/SP climb check to walk on walls or ceilings |
| Spray | 1D6/SP water spout ranged attack (area) |
| Sprint | 3x speed for 1 round/SP |
| Stinger | 1D6/SP poison ranged attack, DC10+SP to resist or take SP damage/turn |
| Tangle | +1/SP grapple check to immobilize for 1 turn, touch attack, ignores armor |
| Tunnel | +3ft/SP move through soil |
| Venom | 1D6/SP poison touch attack, DC10+SP to resist or take SP damage/turn |
| Web | Immobilizes 1 HD or level of enemies/SP, DC10+SP to escape (area) |
| [Class] | [any ability from the master's class if Dragoon or any class if creature] |

Equipment

Brutes start with 1 piece of armor, 1 melee weapon, 1 ranged weapon and 1 knife or dagger.

Rascals & Burglars start with 1 ranged weapon and 1 knife or dagger.

Tinkers, Shamans & Hedge Wyzards start with 1 knife or dagger.

Everyone starts with 1 gear pack of their choice.

Melee Weapons 1D20

| | |
|---------------------------|----------------------|
| Bastard Sword 1D10 35GP | Morningstar 1D8 8GP |
| Battleaxe 1D8 10GP | Quarterstaff 1D6 - |
| Bowie Knife 1D6 10ft 10GP | Saber 2D4 15GP |
| Dagger 1D4 10ft 2GP | Sap 1D6 1GP |
| Flail 1D8 8GP | Scythe 2D4 18GP |
| Great Sword 2D6 50GP | Short Sword 1D6 10GP |
| Halberd 1D10 10GP | Sickle 1D6 6GP |
| Hatchet 1D4 20ft 6GP | Spear 1D8 20ft 2GP |
| Heavy Mace 1D8 12GP | Warhammer 1D8 12GP |
| Long Sword 1D8 15GP | Whip 1D6 1GP |

Ranged Weapons 1D8

| | |
|------------------------------|-------------------------------|
| Blowgun 1D4 20ft 1GP | Shortbow 1D6 60ft 30GP |
| Crossbow 1D8 80ft 35GP | Sling 1D4 50ft - |
| Darts 1D4 20ft 0.5GP | Throwing Knife 1D4 10ft 2GP |
| Hand Crossbow 1D4 30ft 100GP | Throwing Stars 1D6 30ft 0.5GP |

Gadget Weapons 1D4

| | |
|---|----------------------------------|
| Double-barreled Blunderbuss 3D6/barrel 20ft 1200GP | Long Blunderbuss 3D6 30ft 600GP |
| Flame Belcher 3D6 10ft 600GP needs fuel each day | Short Blunderbuss 2D6 10ft 400GP |

Armor 1D12

| | |
|------------------------|--|
| Bracers +1AC 25GP | Hide +3AC 15GP |
| Breastplate +5AC 200GP | Leather +2AC 10GP |
| Buckler +1AC 15GP | Monsterhide +5AC/+2 save vs spells 600GP |
| Chain Shirt +4AC 100GP | Shield +1AC 9GP |
| Chainmail +5AC 150GP | Spaulder +1AC 100GP (can wear 2) |
| Helmet +1AC 15GP | Studded Leather +3AC 25GP |

Clothing 1D10

| | |
|--------------------------|-------------------------|
| Artisan's Outfit 1GP | Peasant's Outfit 0.25GP |
| Cold Weather Outfit 8GP | Royal Outfit 200GP |
| Entertainer's Outfit 3GP | Scholar's Outfit 5GP |
| Explorer's Outfit 10GP | Traveler's Outfit 1GP |
| Noble's Outfit 75GP | Wyzard's Outfit 10GP |



Gear Packs 1D6

Hunter Pack 20GP

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

Explorer Pack 20GP

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

Climber Pack 20GP

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

Tool Pack 20GP

- Backpack, Belt Pouch, Bedroll, Tent, 10 Torches, 5 Oil Flasks, Flint & Steel, Tool Kit (choose burglar or tinker), Waterskin, Iron Rations (4 days)

Performer Pack 20GP

- Backpack, Belt Pouch, Bedroll, Tent, 10 Torches, 5 Oil Flasks, Flint & Steel, Musical Instrument, Waterskin, Iron Rations (4 days)

Spellcasters Pack 20GP

- Backpack, Belt Pouch, Bedroll, Tent, 10 Torches, 5 Oil Flasks, Flint & Steel, Staff, 10 parchments, ink, quill, 3 bottles, Waterskin, Iron Rations (4 days)

Adventuring Gear

| | | |
|-----------------------------|--------------------------|--------------------------------|
| Artisan's Tools 5GP | Flask (metal empty) 1GP | Pitcher, clay 0.25GP |
| Backpack (empty) 2GP | Flint and Steel 1GP | Piton 0.5GP |
| Barrel (empty) 2GP | Grappling Hook 1GP | Pole, 10 ft. 0.25GP |
| Basket (empty) 0.5GP | Hammer 0.5GP | Pot, iron 0.5GP |
| Bedroll 0.5GP | Healer's Kit 50GP | Pouch, belt (empty) 1GP |
| Bell 1GP | Hourglass 25GP | Rations, trail (per day) 0.5GP |
| Blanket, winter 5 sp | Ink (1 oz. Vial) 8GP | Rope, hempen (50 ft.) 1GP |
| Block and Tackle 5GP | Inkpen 1GP | Rope, silk (50 ft.) 10GP |
| Bottle, wine, glass 5GP | Jug, clay 0.5GP | Sack (empty) 0.25GP |
| Bucket (empty) 0.5GP | Ladder, 10 ft. 1GP | Sealing Wax 1GP |
| Caltrops 1GP | Lamp, common 0.5GP | Sewing Needle 0.5GP |
| Candles, 5 pieces 1GP | Lantern, bullseye 12GP | Signal Whistle 8 1GP |
| Canvas (3 sq. yd.) 0.5GP | Lantern, hooded 7GP | Signet Ring 5GP |
| Case, map or scroll 1GP | Lock, average 40GP | Sledge 1GP |
| Chain (10 ft.) 30GP | Lock, good 80GP | Soap (per lb.) 0.5GP |
| Chalk, 5 pieces 0.25GP | Lock, simple 20GP | Spade or Shovel 2GP |
| Chest (empty) 2GP | Magnifying Glass 100GP | Spellbook (blank) 15GP |
| Compass 10GP | Manacles 15GP | Spyglass 1,000GP |
| Craftsman's Tools 5GP | Mirror, small steel 10GP | Tent 10GP |
| Crowbar 2GP | Mug/Tankard, clay 0.25GP | Thieves' Tools 30GP |
| Disguise Kit 50GP | Musical Instrument 5GP | Torch 0.25GP |
| Firewood (per day) 0.5GP | Oil, pint flask 0.25GP | Vial, potion (empty) 1GP |
| Fishhook 0.5GP | Paper (sheet) 4 sp | Waterskin 1GP |
| Fishing net (25 sq.ft.) 4GP | Parchment (sheet) 0.25GP | Whetstone 0.25GP |

Dungeoneer

This section deals with rules that are used by the Dungeoneer, who acts as game master. The goal of the Dungeoneer is to make the game as enjoyable for the players as possible while still having fun themselves.

Combat and Other Hazards

If HPs reach 0 the character, creature or Dragoon goes unconscious and can perform no actions or move. They do not continue to take damage. Any negative HP is reset to 0. Each turn roll a skill check Recover+STR bonus against DC 15 to avoid dying. If healed, before dying, to 1 HP, or more, they regain consciousness and can move or perform actions again. Dead characters must go to be judged in Hell before they return. Nobody has to be dead forever (See Hell page 18).

Initiative:

Use DEX for initiative order. Highest DEX goes first, lowest DEX goes last. Everyone can move and do one additional action each turn; move again, attack, use a skill or power, etc. The initial move can be skipped to a draw weapon or device action.

Attack Values:

Brawn Attack = Tact+STR bonus (- Armor rating*)

Target Attack = Tact+DEX bonus (- Armor rating*)

Mental Attack = Tact+INT bonus (- Armor rating*)

Influence Attack = Tact+CHA bonus (- Armor rating*)

*Spellcasting does not work as well while wearing armor. Any attack that uses spellcasting must subtract Armor rating from attack value.

Attacks Against Armor:

Armor Class (AC) = 10 + DEX bonus + Armor rating.

Touch attacks ignore armor rating.

Add attack value to a 1D20 roll. If higher than your opponent's Armor Class (AC), it's a hit. Natural 20 is automatically a critical doing maximum damage. Natural 1 is a fumble, roll on the Fumble Table.

Verses Attacks:

Some kinds of attacks resolve like skills and then are opposed by saving checks.

The attacker adds attack value to a 1D20 roll. The defender adds their save check to a 1D20 roll. The winner of the contest is the one with the higher total.

Doing Damage:

Roll damage dice based on weapon or power used. Add STR bonus to melee damage, x2 for 2-handed weapons. Everyone gets one unarmed attack for 1D6 + STR bonus damage if not using weapons or powers.

Powers with area attacks can split the damage over as few or as many targets as the attacker chooses. The damage is split over all targets as evenly as possible. Each target can save independently.

Falling: 1D6 damage per 10', half damage on Reflex save check. DC=depth fallen in feet

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

Poison: Fortitude save check to avoid or stop continuing damage.

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

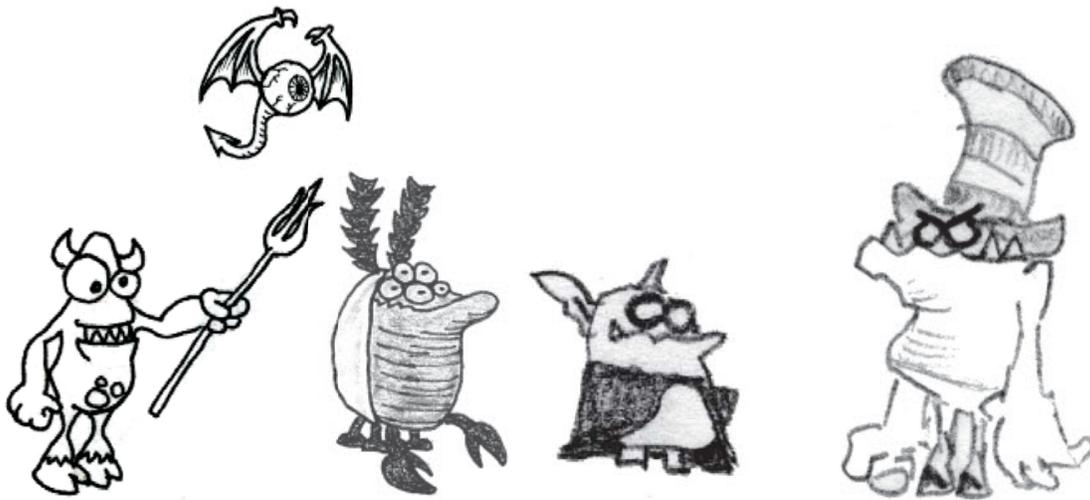
Disease: Fortitude save check to avoid or succumb to pox (-1D6 to each Stat), vampyrism, lycanthrope, shades disease, or toxic zombism

Hell ©

When a character dies they go to Hell to be judged, with full HP, SP and equipment. There are many circles of Hell – roll 3D6 and consult the chart. If you die in Hell you roll for another circle of Hell. Nobody said Hell was fun, but it is funny. Each judge is 6HD, 50HP, 50SP, and AC15 (it is just too hot to wear armor in hell all day). If they run out of HP or SP they will leave for 10 turns to recover. You earn no XP if you do not role-play the 24 hour penalty. Yes, Dragoons, constructs and the living dead can visit Hell.

Each judge can grow bored of watching you try to accomplish your escape task. Each turn they have a 10% chance to attack you in an attempt at spicing things up. They don't call it Hell for nothing.

| Roll | Circle of Hell, Judge | Escape | 24 hour Penalty |
|------|-------------------------------------|------------------------------------|---------------------------|
| 1 | Purgatory, Peanuts Slam 18 | 1D6 Subt+DEX bonus checks in a row | Stinks in 30ft. Radius |
| 2 | Abyss, Smedly - Lightning Bolt 18 | 1D6 Surv+INT bonus checks in a row | Speaks loudly, bad vision |
| 3 | Hades, Vixen - 6D6 battle axe | 1D6 Phys+STR bonus checks in a row | Gear doesn't return yet |
| 4 | Styx, Angus - Bull Russ 18 | 1D6 Know+INT bonus checks in a row | Gender changed |
| 5 | Inferno, Drudley - Breath Fire 18 | 1D6 Comm+CHA bonus checks in a row | Speaks in rhyme or song |
| 6 | Karaoke Bar, Miley - Sonic Blast 18 | 1D6 Reco+STR bonus checks in a row | Doesn't recognize anyone |



Fumbles & Critical Hits

If a player rolls a natural 20 (the actual result on the die) on a skill or combat check the best possible result will happen. This would include maximum damage or effect on rolled dice.

There is a consequence for failure, and rolling a natural 1 on a skill check or combat check will result in disastrous results. There are four categories of fumbles – skill fumbles are just funny things that interfere with your progress, battle fumbles are the result of making mistakes during combat, magical misfires are the result of magic gone wild, and the snafu table is for gadgets and technology that goes wrong.

| Roll | Skill Fumble | Battle Fumble | Magical Misfire | Gadget Snafu |
|------|--|--|---|--|
| 1 | Costs +1D6SP | Costs +1D6SP | Costs twice as much SP | Gadget needs fixing, DC 15 |
| 2 | Makes incredibly loud noise | Makes incredibly loud noise | Makes incredibly loud noise | Makes incredibly loud noise |
| 3 | Floor breaks open and falls 10ft | Armor falls off | Caster shrinks to ½ size, DC20 to recover | Needs new part |
| 4 | Brass pot drops on character's head, 2D6 | Drop shield | Causes caster to glow, DC20 to recover | Causes operator to glow, DC20 to recover |
| 5 | Angry Imp teleports in to fight | Drop primary weapon | Angry Imp teleports in to fight | Falls to pieces, 20 minutes to fix, DC 15 to fix |
| 6 | Blinded for 1D6 turns | Blinded for 1D6 turns | Everyone in 15ft stinks | Everyone in 15ft stinks |
| 7 | Slips and falls to ground prone, -4 AC | Slips and falls to ground prone, -4 AC | Causes casters gravity to reverse for 2 turns | Gadget will overheat and explode (6D6) if not repaired in 1D6 turns, DC 20 |
| 8 | All gear falls off | Pick a random target | Pick a random target | Pick a random target |
| 9 | Drop all money | Opponent gets 1 free attack | Becomes twice as powerful, but then causes 3D6 damage | Becomes twice as powerful, but then explodes, 6D6 damage |
| 10 | Randomly pick another skill | Pants drop, can't move 2 turns | Randomly pick another spell | Becomes another gadget, DC 20 to repair |
| 11 | Drains all SP of skill user | Drains all SP of combatant | Drains all SP of caster | Drains all SP of operator |
| 12 | Works opposite of intention | Aggravates all enemies in view to target combatant | Electrocutes caster, 3D6 | Electrocutes operator, 3D6 |
| 13 | Works opposite of intention | Weapon is stuck in obstacle or wall, DC 15 brawn check to free | Caster catches fire, 2D6/turn, DC 10 to put out | Catches fire, 2D6/turn to continue operating, DC 10 to put out, DC 15 to repair |
| 14 | Forget how to use that skill for 1D6 turns | Weapon gets stuck in clothes or belt for 1D6 turns | Forget how to cast that spell for 1D6 turns | Blinks out of existence, returns in 1D6 turns |
| 15 | Works opposite of intention | Spun around, lose 1 turn | Sputters out, lose 1 turn | Drops to the ground, 1 turn to pickup |
| 16 | Believes the skill did work, can't be convinced it didn't by other player characters | False sense of security, -4 AC for 1D6 turns | Dragoon head appears out of portal and breathes fire toward caster 4D6 damage | Rivets, screws and bolts shoot out of it every turn doing 2D6 damage to random target until repaired DC 15 |
| 17 | Start hiccups, all checks -4 until recover DC 15 | Bump friend or Dragoon, causing them to be prone for 2 turns | Ultrasonic sound causes 4D6 HD or levels of creatures to sleep | Ultrasonic sound causes 4D6 HD or levels of creatures to sleep |
| 18 | Scared, run away randomly for 1D6 turns | Scared, run away randomly for 1D6 turns | Caster is scared and runs away randomly for 1D6 turns | Shoots/moves away randomly 1D6 turns, Speed 2D6 x5ft/turn |
| 19 | Works opposite of intention | Attack a friend, 1 turn | Works opposite of intention | Works opposite of intention |
| 20 | 5 Angry Imps gate into fight | Attack your Dragoon, 1 turn | Explosion 6D6 damage in 15ft | Explosion 6D6 damage in 15ft, DC 20 to repair |

Traps

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

The entries for traps include the following information:

Name of trap: Attack (damage type), Save DC, Search DC, Disable DC

- Name of the trap.
- 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 bonus check DC needed either to avoid the trap entirely, or to take only ½ the listed damage (if this is possible).
- Search DC lists the DC for the Surv+INT bonus check necessary to find the trap without triggering it.
- Disable DC lists the DC for the Subt+DEX bonus check necessary to disarm the trap safely.

EL1 Traps

Basic Arrow Trap: Atk +10 (1d6, arrow); Search DC 20, Disable 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 bonus) 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.

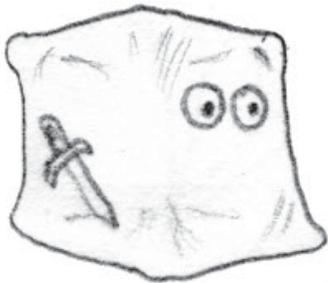
Wide-mouthed Spiked Pit with Poisoned Spikes: 70 ft. deep (7d6, fall), Atk +10 (1d4+5 plus poison each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

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.



Encounters

Metropolis 1D12

| | | | |
|------------------|---------------------|-------|--|
| 1 Boggart | HD 1d8 (4HP) | AC 15 | Shortsword +3 (1d6) or sling +1 (1d4) |
| 2 Brainard | HD 1d8+1 (5HP) | AC 13 | Slam +2 (1d6+1) or blunderbuss +3 (1d6) |
| 3 Bugg or Spyder | HD 1d8 (4HP) | AC 14 | Bite +4 (1d4-2 plus poison) |
| 4 Flunkey | HD 1d8+1 (5HP) | AC 16 | Shortsword +3 (1d6) or light crossbow +3 (1d6) |
| 5 Gargoyle | HD 4d8+19 (37HP) | AC 16 | Claw +6 (1d4+2) |
| 6 Gnome | HD 1d8+2 (6HP) | AC 16 | Waraxe +3 (1d10+1) or shortbow +1 (1d6) |
| 7 Grymm | HD 1d8+1 (5HP) | AC 12 | Dagger +1 (1d6+1) or Magic Missile 2 |
| 8 Iron Golem | HD 14d10+30 (107HP) | AC 26 | Slam +18 (2d10+9) |
| 9 Kobold | HD 1d8+1 (5HP) | AC 15 | Morningstar +2 (1d6) or javelin +3 (1d4) |
| 10 Pixy | HD 1d8 (4HP) | AC 18 | Bite +4 or Charm Person 3 |
| 11 Pooka | HD 1d8+2 (6HP) | AC 15 | Frost Raygun +4 or Head Butt +1 (2D6) |
| 12 Skitty | HD 1d8+1 (5HP) | AC 15 | Bite +4 (1d4 plus disease) |

Dungeons 1D20

| | | | |
|---------------------------|---------------------|-------|--|
| 1 Angry Imp | HD 3d8+3 (16HP) | AC 17 | Morningstar +5 (1d8+2) or trident +3 (1d6+2) |
| 2 Badger or Beavole | HD 1d8+2 (6HP) | AC 15 | Claw +4 (1d2-1) |
| 3 Brog | HD 1d8+1 (5HP) | AC 15 | Bite +4 (1d4 plus disease) |
| 4 Bugg or Spyder | HD 1d8 (4HP) | AC 14 | Bite +4 (1d4-2 plus poison) |
| 5 Dire Maggot | HD 5d10+25 (52HP) | AC 15 | Bite +9 (1d6+5) |
| 6 Earth Elemental (large) | HD 8d8+32 (68HP) | AC 18 | Slam +12 (2d8+7) |
| 7 Gargoyle | HD 4d8+19 (37HP) | AC 16 | Claw +6 (1d4+2) |
| 8 Gelatinous Cube | HD 6d8+48 (52HP) | AC 10 | Swallow +6 (2d8+10) |
| 9 Jabberwocky | HD 13d12+39 (123HP) | AC 21 | Bite +20 (2d6+7), Claw +9 (1d6+6) or Breath Fire 10d10 |
| 10 Kobold | HD 1d8 (4HP) | AC 15 | Spear +1 (1d6-1) or sling +3 (1d3) |
| 11 Mup | HD 1d10 (5HP) | AC 16 | Bite +7 (1d4) |
| 12 Ogre | HD 4d8+11 (29HP) | AC 16 | Greatclub +8 (2d8+7) or javelin +1 (1d8+5) |
| 13 Skeleton Warrior | HD 1d12 (6HP) | AC 15 | Scimitar +1 (1d6+1) or claw +1 melee (1d4+1) |
| 14 Snark | HD 3d12 (19HP) | AC 18 | Talons +3 (1d6+4) or Drain +2 (2d6 Str) |
| 15 Stone Golem | HD 14d10+30 (107HP) | AC 26 | Slam +18 (2d10+9) |
| 16 Tentacle | HD 3d8+3 (16HP) | AC 17 | Crush +6 (1d3+3) |
| 17 Troll | HD 6d8+36 (63HP) | AC 16 | Claw +9 (1d6+6) |
| 18 Vorpal Bunny | HD 2d8+4 (13HP) | AC 14 | Bite +3 (1d6+1) |
| 19 Wyrn | HD 3d10+12 (28HP) | AC 18 | Bite +7 (2d6+7 plus 1d4 acid) |
| 20 Zombie | HD 2d12+3 (16HP) | AC 11 | Slam +2 (1d6+1) or club +2 (1d6+1), 20% chance to turn catch toxic zombism |

Necropolis 1D10

| | | | | |
|----|-------------------------|---------------------|-------|--|
| 1 | Bugg or Spyder | HD 1d8 (4HP) | AC 14 | Bite +4 (1d4-2 plus poison) |
| 2 | Flesh Golem | HD 14d10+30 (107HP) | AC 26 | Slam +18 (2d10+9) |
| 3 | Hellhound | HD 4d8+4 (22HP) | AC 16 | Bite +5 (1d8+1 plus 1d6 fire) |
| 4 | Mup | HD 1d10 (5HP) | AC 16 | Bite +7 (1d4) |
| 5 | Shadow | HD 3d12 (19HP) | AC 13 | Drain +3 (3d6 SP), 20% chance to catch shades disease |
| 6 | Skeleton Warrior | HD 1d12 (6HP) | AC 15 | Scimitar +1 (1d6+1) or claw +1 melee (1d4+1) |
| 7 | Troll | HD 6d8+36 (63HP) | AC 16 | Claw +9 (1d6+6) |
| 8 | Vampire | HD 6d12 (39HP) | AC 15 | Claw +4 (1d4+2) or Bite +6 (next turn Drain 6) or Charm Person 6, 20% chance to catch vampirism |
| 9 | Werebeast (hybrid form) | HD 6d12+7 (46HP) | AC 16 | Claw +6 (1d6+3), 20% chance to catch lycanthropy |
| 10 | Zombie | HD 2d12+3 (16HP) | AC 11 | Slam +2 (1d6+1) or club +2 (1d6+1), 20% chance to turn catch toxic zombism |

Wilderness 1D12

| | | | | |
|----|-------------------|--------------------|-------|--|
| 1 | Badger or Beavole | HD 1d8+2 (6HP) | AC 15 | Claw +4 (1d2-1) |
| 2 | Bandersnatch | HD 4d8+16 (34HP) | AC 16 | Talons +6 (2d6+4) |
| 3 | Bugg or Spyder | HD 1d8 (4HP) | AC 14 | Bite +4 (1d4-2 plus poison) |
| 4 | Bumble Beast | HD 1d8+1 (5HP) | AC 15 | Sting +4 (1d6+4 plus poison) or Bite +4 (3D6) |
| 5 | Griffon | HD 7d10+21 (59HP) | AC 17 | Bite +11 (2d6+4) |
| 6 | Hill Giant | HD 12d8+48 (102HP) | AC 20 | Greatclub +16 (2d8+10) or rock +8 (2d6+7) |
| 7 | JubJub Bird | HD 5d10+25 (52HP) | AC 15 | Claw +9 (1d6+5) |
| 8 | Ogre | HD 4d8+11 (29HP) | AC 16 | Greatclub +8 (2d8+7) or javelin +1 (1d8+5) |
| 9 | Pixy | HD 1d8 (4HP) | AC 18 | Bite +4 or Charm Person 3 |
| 10 | Troll | HD 6d8+36 (63HP) | AC 16 | Claw +9 (1d6+6) |
| 11 | Wolf | HD 2d8+4 (13HP) | AC 14 | Bite +3 (1d6+1) |
| 12 | Wyvern | HD 7d12+14 (59HP) | AC 18 | Sting +10 (1d6+4 plus poison) or Talon +10 (2d6+4) or Bite +10 (2d8+4) |



Creatures

Skills: Each creature has a bonus to each skill equal to the creature's number of Hit Dice (HD). 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 Tactical. For a spell-caster assign the +3 to Knowledge or Communication and also give levels of Hedge Wyzard or Shaman (see below).

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

Alternatively, for intelligent creatures, you can add class levels. Start with the base Hit Dice, and add levels of Brute, Burglar, Rascal, Tinker, Hedge Wyzard or Shaman as required.

Create your own: Assign Hit Dice (D8(5HP) for most things, D12(7HP) for Magical Beasts and Living Dead). Attack bonus and skill level = number of Hit Dice. If it's an intelligent creature give it a +3 bonus to one skill. Other skills are just +HD. Add stat bonuses to suit. Equip and add powers as desired.

Legacy Rules

This world setting does not include these races or classes, but some Dungeoneers may wish to add them back for their own settings.

| | | |
|------------|---------------------------|------------------------------------|
| Human | - | Start with 4 powers of your choice |
| Dwarf | +2 STR | Start with 2 Fighter powers |
| Elf | +2 INT | Start with 2 Hedge Wyzard powers |
| Halfling | +2 DEX | Start with 2 Burglar powers |
| Half-orcs | +4 STR and -2 INT | Start with 2 Fighter powers |
| Half-elves | +1 DEX | Start with 3 powers of your choice |
| Lizardmen | +2 STR, +2 DEX and -2 INT | Start with 2 Brute powers |

| | |
|----------------|--|
| Paladins – | Spiritual Warriors with divine powers. Every 3 rd level pick from Shaman power instead of Brute power. HP dice +1D10/level. SP dice + 1D6/level. |
| Rangers – | Skilled woodsmen and hunters and minor spell powers. Every 3 rd level pick from Shaman power instead of Brute power. HP dice + 1D8/level. SP dice + 1D8/level. |
| Illusionists – | Spellcasters with a mastery of illusions. Use Hedge Wyzards powers. HP dice +1D6/level. SP dice +1D10/level. |
| Druids – | Nature's priests and guardians of ancient secrets. Use Shaman powers. HP dice +1D6/level. SP dice +1D10/level. |
| Bards – | Musical entertainers with the wisdom of wandering both near and far. Use Rascal powers. HP dice +1D8/level. SP dice + 1D8/level. |
| Sorcerers – | Practitioner of the arcane arts. Use Hedge Wyzards powers. HP dice +1D6/level. SP dice + 1D10/level. |
| Wizards – | Practitioner of the arcane arts. Use Hedge Wyzards powers. HP dice +1D6/level. SP dice + 1D10/level. |
| Clerics – | Religious servants and casters of divine magic. Use Shaman powers. HP dice +1D6/level. SP dice + 1D10/level. |
| Rogues – | Thieves and outlaws. Use Burglar powers. HP dice +1D8/level. SP dice + 1D8/level. |

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Dragoons

Dragoons20
1.1 Edition

The unique fantastical world of Bantamwart is filled with wondrous magic and whimsical contraptions. It is inhabited by scallywags, scoundrels and creatures of the imagination.

Players become roguish adventurers, exploring the æyots (floating islands) with rayguns, blunderbusses and magical swords while sailing the ætheric mists in their rocket powered blunderwagens.

- ❖ Play as any of nine fantasy races
- ❖ Build your career in six roguish classes
- ❖ Encounter creatures and beasts of fairy tale imagination
- ❖ Master gadgets, powers and skills that are as personalized as your wildest dreams
- ❖ Frolic and play with the wacky game mechanics
- ❖ Surrender yourself to the chaos and enjoy the fun
- ❖ Compatible with rules and accessories you may already have

Designed and Developed by Randy Angle
www.hoppsbusch.com

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 +0 (Str 8) or by weapon -2 if they can hold one.

Zombie, Acid-spitters. 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, Gooley. A less resilient version of the normal zombie, suitable for use in shambling hordes.

Zombie, Gooley. HD 1d12+1 (7 HP), AC 10, Slam +0 (1d6+1) or Grab +0 (Str 12). Grab is then followed by Bite +0 (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 ¼ (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 Wielding: 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 | Cyrogenic 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 (duration 1 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 ½ 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, ½ 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

Morloks: 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 Blindsense (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

Leather or Hide Armor
 Half-metal Armor
 Metal Armor
 Hybrid Armor
 Shield

AC Bonus

+2
 +3
 +4
 +5
 +1

Mutations

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.

Encumbrance: 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.

| 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 | Blindsense | 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 speed | 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 ½ 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.

Hazards

Fortitude Save = STR modifier + Physical

Reflex Save = DEX modifier + Physical

1) Falling: 1d6 per 10' fallen; Reflex save vs. DC equal to feet fallen for ½ 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 ½ |
| Moderate | 15 | 1d8 STR; save for ½ |
| Strong | 20 | 1d10 STR; save for ½ |
| 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.

Weaksaucy 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.

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 |
| Badder | 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.

Badder: 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 ½ 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. Hisser 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 Napoleon, 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 + Spell Level². 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 + skill rank + 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 + 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 1d6x10 minutes |
| 16-19 | No effect |
| 20+ | Second wind! Character gains 1d6x2 hit points. At the end of the combat hit points are reduced to 0 and the character loses consciousness for 1d6x10 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 tweeks 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 | Ankheg (1) | Beetle, Giant (1d4) | Shambling Mound (1d3) | Wolf/Canine, Giant (2d4) |
| 13 | Mammoth (2d4) | Ankheg (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 | Shambling 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/Envoys | 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 (½ 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 mod + 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 Each Round |
|-----------------|-------------------------|
| 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 ½ 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

.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

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 Each Round |
|-----------------|-------------------------|
| 11-20 | 5 |
| 21-40 | 6 |
| 41-60 | 7 |
| 61-80 | 8 |
| 81-99 | 9 |
| 100+ | 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 hierarchal 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 + 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 ste 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 (ditl.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.

Contents

1. Characters
2. Combat, Action Points And The Rest Of The Core Rules
3. Ship Combat
4. Equipment
5. Enemies and Allies
6. Appendices

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 ((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 0th 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 to 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 + one-half your level, rounded down + 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 zipped when you should've zigged.

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 torpedo.

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.

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.

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.

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.

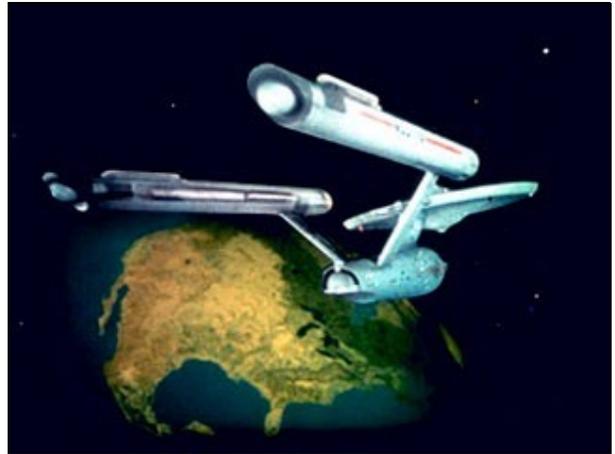
Tractor Beams. Tractor beams are primarily used to haul inert objects of up to, say, double the mass of your ship from point to point at impulse speeds.

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).

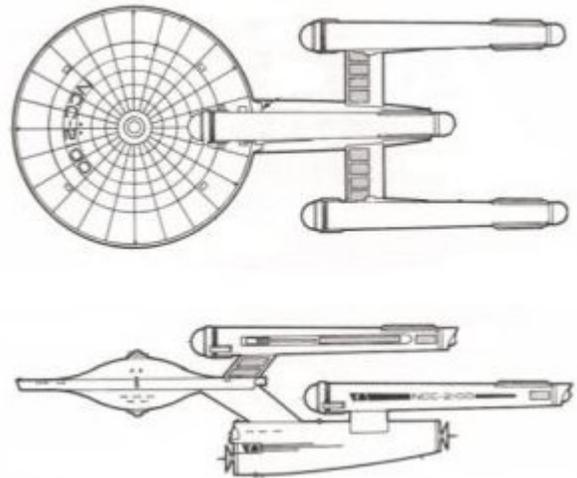
Note: The Constitution class ship has a reputation for durability.



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).

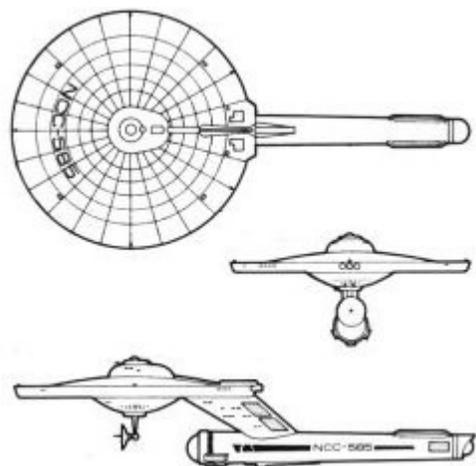
Note: Like the Constitution class, Federation class dreadnoughts also have a reputation for extreme durability.



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

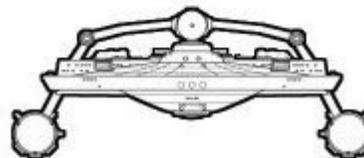
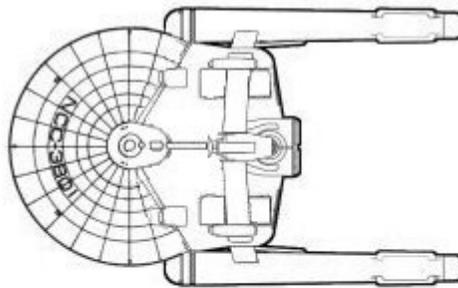
Emergency Warp: Warp 7

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

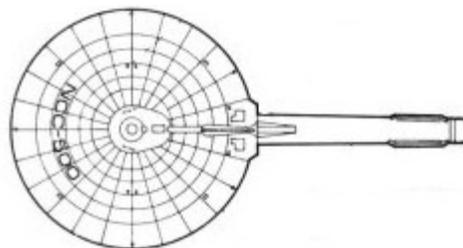
Emergency Warp: Warp 8

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

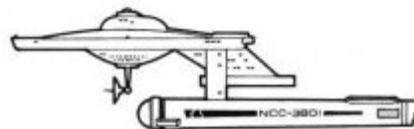
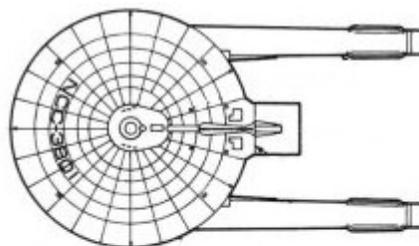
Emergency Warp: Warp 6.5

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 quiriness 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 protoplasmers, 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.

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 |

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.

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.”

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 Deneb 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.

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.

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 megalomaniacal 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.

Nemesis

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.

- **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.

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 Nielsen

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:

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.

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 cliché, 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.

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.

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?

Lifepath Generator

This system generates a randomized background for a character. It's a strictly optional part of character creation and is mostly intended to flesh out your character and to spark ideas. If you don't like a result, or it doesn't match the concept of your character, just pick something you do like instead, or reroll...or come up with a more compelling option.

It works a bit like Mad Libs. Follow the parts in red and roll on the indicated table where appropriate. Once you get to the Tour of Duty section, roll once per level for levels 3 and 4, twice per level for levels 5 through 7 and three times per level for every level beyond that.

Once you're done, do the exit questionnaire, particularly if your GM allows the mechanical bonuses. Now that you have a mass of random, but hopefully interesting data, flesh it out and turn it into a story.

I was born on (1), and/but raised on (2).

Table 1. Birth World. Roll d6 for your birth location

| d6 | Result |
|-------|---|
| 1 | A frontier world not yet a part of the Federation |
| 2 | An established colony |
| 3 – 4 | Your species' homeworld |
| 5 | Deep space, on a ship |
| 6 | On a space station |

If from Earth, roll for a continent. **Roll d8:** 1 Africa, 2 Asia, 3 Australia, 4 Europe, 5 North America, 6 South America, 7 Space station in Earth orbit, 8 the Moon. Once a continent is determined, just pick a good location from that continent (e.g. Chicago, Iowa, France, whatever).

If from another planet, just make up a cool sounding name, or pull a place from Memory Alpha if it has a detailed enough write-up.

Table 2. Where you were raised...

Roll d6: 1-3 Same as what came up in Table 1, 4-6 Reroll on Table 1 for where you grew up.

My parents were (3)...

Table 3. Parents. Now to find out who your parents were. Roll for both of them.

| D20 | Result |
|-----|-----------------------------|
| 1 | Archaeologist |
| 2 | Athlete |
| 3 | Bureaucrat |
| 4 | Businessman |
| 5 | Criminal |
| 6 | Diplomat |
| 7 | Doctor |
| 8 | Laborer |
| 9 | Lawyer |
| 10 | Military, non-Starfleet |
| 11 | Musician |
| 12 | Not your biological parent* |
| 13 | Pilot, non-Starfleet |
| 14 | Politician |

- 15 Scientist
- 16 Starfleet Officer, Blue Shirt
- 17 Starfleet Officer, Red Shirt (Engineering)
- 18 Starfleet Officer, Red Shirt (Security)
- 19 Starfleet Officer, Yellow Shirt
- 20 Teacher/Professor

* **Roll d6:** 1-3 I know who my biological parent was—roll again for that one, too. 4-6 I don't know who my biological parent is. **Roll d6 again:** 1-4 Same species as you are. 5-6 Different species (choose one at random—**d6:** 1 Human, 2 Andorian, 3 Vulcan, 4 Tellarite, 5 "Enemy" species, 6 make a new species).

After that, roll another d6: On a 1-2, roll on the table below. 3-6, nothing remarkable, go on to step #4.

d6 Result

- 1 ...but my parent died when I was a child.*
- 2 ...but they later changed careers (roll again on above, ignoring “not your biological parent”).
- 3 ...was famous.
- 4 ...left mysteriously.*
- 5 ...disappeared mysteriously.*
- 6 ...was divorced (d6: 1-3 remarried, 4-6 still single).

* **Roll d6 again to see who raised you if both parents disappeared/died/left:** 1 One legal guardian, roll above for profession, 2 - 3 Two legal guardians (again, roll above for profession), 4 Passed along through several families, 5 - 6 a close relative of one of your parents (roll randomly for side, **d6:** 1-3 Mother, 4-6 Father).

My childhood was (4)

Table 4. Childhood.

d10 Result

- 1 Happy
- 2 Lonely
- 3 Spent moving from place to place
- 4 Depressing
- 5 Full of adventure
- 6 Dull
- 7 Pretty typical
- 8 Spent studying and reading books
- 9 - 10 Roll twice

I... (5)

Table 5. Upbringing Quirks.

d8 Result

- 1 Had a pet.
- 2 Was rather spoiled.
- 3 A lot of friends.
- 4 Spent a lot of time in detention at school.
- 5 Was always exploring, looking for new things.
- 6 Had strange hobbies.
- 7 Had a lot of siblings.
- 8 Roll twice

Starfleet Academy...(6)

Table 6. Random Things About Your Early Starfleet Academy Years.

- 1 Joined Starfleet at a younger age than usual
- 2 Failed the entrance exam a few times before being successful
- 3 Had a nemesis (the Finnegan to your Kirk)
- 4 On a sports team (**d6**: 1-2 Successful, 3-4 Mediocre, 5-6 Awful)
- 5 Champion in an endeavor appropriate to your class (boxing champion, three dimensional chess champion, etc)
- 6 Gained a mentor (**d6**: 1 - 2 Blue Shirt, 3 - 4 Red Shirt, 5 - 6 Yellow Shirt)
- 7 Missed a semester due to illness
- 8 Graduated in record time
- 9 Had a famous person in your class
- 10 Notorious for exploits
- 11 Notorious for love life
- 12 Disciplinary problems
- 13 Head of class
- 14 Embarrassing nickname
- 15 Got into an adventure
- 16 Inspirational moment with somebody famous (e.g. talked to Spock after a lecture)
- 17 Took a semester off-world
- 18 Absolutely nothing remarkable happened
- 19 Roll twice
- 20 Roll three times

Upon graduating from Starfleet Academy, you're now 3rd level and ready for your first tour of duty!

My first tour of duty... (8)

Table 8. Tour of duties.

d20 Result

- 1 Space/time anomaly discovered. **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.
- 2 - 3 Federation outpost/colony attacked by...
- 4 During a rather dull posting at Headquarters... (roll again, disregarding weird results)
- 5 While being transferred to next posting... (roll again, disregarding weird results)
- 6 Bad assignment (**roll d6**: 1 assigned to a lesser ship, 2 - 3 lonely outpost, 4 menial duties on a star base, 5 desk assignment, 6 Starfleet recruiter), now **roll another d6** to find the reason: 1 Starfleet politics, 2 disciplinary problems, 3 random bad luck, 4 personal choice, 5 Starfleet was simply under-staffed, 6 bureaucratic mistake. Now roll **another d6**: 1 - 3 Completely uneventful, don't roll any more, just move on to next tour of duty, 4 - 6, roll again on this table, disregarding results that don't make any sense.
- 7 Ship hijacked/captured
- 8 - 9 Ship attacked
- 10 Stuck at headquarters, pushing papers. Uneventful—move on to next tour of duty.
- 11 - 12 While on a diplomatic mission... (roll again, disregarding weird results)
- 13 New civilization discovered
- 14 - 15 Responding to distress call
- 16 Rescued a colony from a potentially fatal plague.
- 17 Crew found a Mysterious Alien Device (see Equipment section in WNM)
- 18 Party to an important scientific discovery
- 19 Party to an important archaeological discovery

20 Uncovered an enemy spy

If the roll above requires a villain, roll below to see who it was:

d10 Result

- 1 - 4 Klingons
- 5 - 6 Romulans
- 7 Cloud Monster
- 8 Rogue Starfleet Crew Member
- 9 Starfleet Member Species (**d6**: 1 Andorians, 2 Vulcans, 3 Tellarites, 5 - 6 some other species that gets even less air time such as the Tiburonians or Caitains)
- 10 Civilians of some sort (**d6**: 1 Criminal, 2 Rebel, 3 Shadowy Conspiracy, 4 Religious Cult, 5 Spies, 6 Terrorists)

I...(9)

d10 Result

- 1 Displayed great courage.
- 2 Displayed great sacrifice.
- 3 Saved the lives of many civilians.
- 4 Saved the life of my captain.
- 5 Saved the life of several fellow crew members.
- 6 Prevented the destruction of my ship.
- 7 Showed great inventiveness and creativity.
- 8 Saved the day at the last minute, while under heavy fire.
- 9 Saved the day, but made an enemy out of a fellow crew member.
- 10 Showed great promise and gained a mentor and ally in Starfleet.

For tours of duty that require posting aboard a star ship , roll...

| d6 | 1st | 2nd roll | 3rd roll and above |
|-----------|--------------|-----------------|---------------------------|
| 1 | Ptolemy | Ptolemy | Hermes |
| 2 | Hermes | Hermes | Saladin |
| 3 | Hermes | Saladin | Miranda |
| 4 | Saladin | Saladin | Constitution |
| 5 | Miranda | Miranda | Constitution |
| 6 | Constitution | Constitution | Federation |

Names:

| d10 | Ptolemy | Hermes | Saladin | Miranda |
|------------|----------------|---------------|----------------|----------------|
| 1 | Al Rashid | Anubis | Alexander | Britain |
| 2 | Aristarchus | Bowie | Darius | Lantree |
| 3 | Copernicus | Bridger | Hamilcar | Majestic |
| 4 | Galilei | Carson | Saladin | Miranda |
| 5 | Ptolemy | Crockett | Sargon | Nautilus |
| 6 | Cassini | Hermes | Xerxes | Reliant |
| 7 | Kepler | Sacajawea | Ares | Saratoga |
| 8 | Messier | Aries | Loki | Shir Khar |
| 9 | Luyten | Taurus | Siva | Sitak |
| 10 | Thales | Pegasus | Tamerlane | Tian An Men |

| d10 | Constitution | Federation |
|------------|---------------------|-------------------|
| 1 | Constellation | Affiliation |
| 2 | Constitution | Compactat |
| 3 | Enterprise | Confederation |
| 4 | Excalibur | Directorate |
| 5 | Exeter | Federation |
| 6 | Farragut | Konkordium |
| 7 | Hood | Star Empire |
| 8 | Intrepid | Trusteeship |
| 9 | Republic | Unificatum |
| 10 | Yorktown | Alliance |

Then roll the other tours of duty.

Roll once per level for levels 3 and 4, roll twice per level for level 5 – 7, and three per level for levels 8 and above. On following tour of duties, roll another ship if the tour does not makes sense on your character's current ship (or if you just want the character to be transferred to another vessel).

Exit questionnaire:

1. Pick one thing your character is **most proud of** from his background. It can be something about your childhood, your parents, your Starfleet career. At the GM's option, you get a +2 bonus to related rolls. Example: "I was born on a starship; my father and mother were both pilots. That's why I never get lost." = +2 to all navigation rolls. This bonus should not come up extremely often--if it's being used all the time, then you should spend a Talent and get Specialization in that area.
2. Pick one thing your character is **least proud of**. This is the skeleton in your closet or the thing that makes your character grind their teeth, gets them into fights, whatever. At the GM's option, if this issue comes up in an adventure and is dealt with in a dramatic way, you can either get an extra Action Point for that Episode or an extra experience point.
3. Another useful step is to go through and outline **plot threads**. Interesting parts of the character's background that may be interesting or fun to explore in that character's further adventures. Things like repeated encounters with a certain type of enemy, or mysterious childhood events and so on.

Galactic Methuselah

Imagine, if you will, beings so powerful that they are near god-like in stature. Beings that can cross the universe as easily as you or I cross the street. Beings that enter parallel dimensions, or alternate time streams, as easily as you or I enter the next room. Beings capable even of piercing the veil between reality and fiction. Such beings are Galactic Methuselah, beyond formidable, the very essence of enigmatic, whose motives are as inscrutable to us as our motives are to insects.

Now, imagine working for such a being. That's where you come in, a servant of a Galactic Methuselah. As powerful as the Methuselah are, they are also very busy. And some chores are just not worthy of a Methuselah's time. So they send their servants out to conduct what are, to them, mundane tasks though to us they are often very nearly suicide missions.

Of course, being Methuselah, ordinary servants won't do. No, Galactic Methuselah must have the very best servants possible, genetically enhanced and armed with big guns.

Creating a Servant

Pick Stats: There are three primary stats: Strength (STR), Dexterity (DEX) and Mind (MND). Each player assigns scores of 18, 16 and 14 to one of the three attributes, as desired. (For example, STR 18, DEX 16, MND 14, or STR 14, DEX 18, MND 16, etc.).

Stat modifier is (STAT-10)/2, round down.

Skills: Per standard M20, there are four skills: Physical, Subterfuge, Knowledge and Communication. Select one skill to be your character's Tag skill (put a small T next to the skill on your character sheet).

All skills start with +1. The Tag skill receives an additional +3. Tag skills increase +1 for each experience level gained; non-Tag skills increase +1 every even numbered level (i.e. levels 2, 4, 6, 8, 10, etc.).

Mutations: Servants may be any kind of mutant: humanoid, animal, plant, even mutant dinosaurs or mutant aliens. All servants start at medium size.

Select up to 10 points worth of mutations for your character. Each mutation point you spend increases your character's Experience Base by 1, thus increasing the number of experience points the character needs to advance each level.

Galactic Methuselahs are expert manipulators of DNA, so characters have no genetic defects.

Players may select the same mutation multiple times, paying the cost for each 'stack' of the mutation. All bonuses and effects stack each time the mutation is taken. Mutations that have a multiplicative bonus increase the multiplier by one step (i.e. x2, then x3, then x4, etc.).

Activated mutations have an (A) next to their name. The activation cost to use the mutation is equal to its total point cost in hit points. These hit points may not be healed normally and can only be regained after complete rest. Activating a mutation usually takes an action.

Amazing Fortitude (1) = +5 to Fortitude Saves (Phys+STR)
Amazing Reflexes (1) = +5 to Reflex Saves (Phys+DEX)
Amazing Will (1) = +5 to Will Saves (Mind + level)
Blindsense (1) = Can pinpoint targets within 30'
Chameleon Skin (1) = +10 Subterfuge when not wearing clothes
Climbing Hooks (1) = 10' climbing speed
Enhanced Strength (1) = +1 to Strength stat
Enhanced Dexterity (1) = +1 to Dexterity stat
Enhanced Mind (1) = +1 to Mind stat
Keen Ears (1) = +10 Listen (Subterfuge + Mind)
Keen Eyes (1) = +10 Spot (Subterfuge + Mind)
Keen Nose (1) = Can track by scent
Padded Feet (1) = +10 Subterfuge when sneaking w/o shoes

Tail (1) = +5 on Balance, Jump and Swim tests
Tremorsense (1) = Sense targets through ground vibrations up to 30'
Aquatic (2) = Gills and webbed fingers/toes
Empathy (A) (2) = Sense strong emotions; +2 Communication
Leech Damage (A) (2) = Touch attack; absorb 1d6 hp from target
Light Natural Armor (2) = Scales, fur; +1 AC
Low Light Vision (2) = Can see in all but total darkness up to 100'
Mutant Rage (A) (2) = +4 STR, -2 AC for duration of combat
Psychic Heal (A) (2) = On touch heals 1d6 damage to target
Stench (A) (2) = All adjacent creatures suffer -2 on all rolls
Talented (2) = Pick another Tag skill
Tougher (2) = +2 hit points per level
Darkvision (3) = See in total darkness up to 60'
Forcefield (A) (3) = Absorbs 10 hp of damage
Natural Weapon (3) = Claws, horns, bite, etc; 1d8 +STR damage
Prescience (3) = +1 on initiative rolls, never surprised in combat
Regeneration (3) = Heal 1 hit point per round
Uncanny Dodge (3) = x2 DEX bonus to AC
Extra Limb (4) = May make 1 extra one-hand attack or hold shield
Heavy Natural Armor (4) = Carapace, exoskeleton; +3 AC, -1 DEX
Light Warp (A) (4) = +10 Subterfuge when sneaking
Shapechanger (A) (4) = Same mass as character up to 10/min level
Tank (4) = x2 starting hit points
Bigger (5) = +2 STR; use 2-hand as medium and medium as light weapons
Double Healing (5) = Double all healing effects
Energy Blast (A) (5) = 1d12 damage up to 60' range
Haste (A) (5) = Duration of combat may take 2 actions/round
Levitate Self (A) (5) = Levitate self + 100 lbs per Mind bonus
Wings (A) (5) = Fly for 10 minutes/level
Leech Strength (A) (6) = Touch attack, leech 1d4 STR and add to yours
Light Slip (A) (7) = Invisible 1 round/level or until attacks or hit
Teleport (A) (7) = Up to 30' distance
Immunity to Acid (8) = No damage from acid effects
Immunity to Cold (8) = No damage from cold effects
Immunity to Electricity (8) = No damage from electric effects
Immunity to Fire (8) = No damage from fire effects
Immunity to Poison (8) = No effect from poisons
Immunity to Psychic (8) = Psychic abilities and powers have no effect
Immunity to Radiation (8) = No effect from radiation

Equipment: Servants begin with 2,000 gold pieces with which to purchase initial equipment.

Characters can carry total items equal to their Strength stat. Several smaller items can be grouped together as one item (i.e. 10 magazines, 6 grenades, 100 gold, 250 rounds, 10 potions, 5 rockets/missiles etc.). Up to six items can be readily available for easy access; everything else goes into the backpack. Particularly heavy or bulky gear counts as two or even three items.

Armor

Light Body Armor = AC +4; Cost: 250 gp
Medium Body Armor = AC +6; Cost: 500 gp
Heavy Body Armor = AC +8; Cost: 1,000 gp
Ballistic Shield = AC +1; Cost: 100 gp
Combat Helmet = AC +1; Cost: 100 gp

Assume armor is modified to fit the mutant's body.

Armor Accessories (1 for Body Armor)

Trauma Plate = AC +3; Cost: 300 gp
Enviroseal = Immune to gas attacks; Cost: 1,000 gp
TAC Computer = +1 initiative and attack rolls; Cost: 1,000 gp
Thermal Insulation = +4 on saves vs. fire; Cost: 500 gp
Cyro Insulation = +4 on saves vs. cold; Cost: 500 gp

Guns

Light Pistols (.22, 9mm, 10mm, .45 ACP, etc.) = 250 gp
Heavy Pistols (.44 Magnum, .50 AE) = 400 gp
Machine-pistols/SMGs = 500 gp
Bolt Action Rifles/Pump Shotguns = 350 gp
Assault Rifles/Combat Shotguns = 800 gp
Sniper Rifle = 1,000 gp
Machinegun = 1,500 gp

Single Shot Grenade Launcher = 900 gp
Multi-shot Grenade Launcher = 1,500 gp
7.62 mm Minigun = 3,000 gp
Rocket/Missile Launcher (6d6 dmg, 20' AoE) = 2,500 gp
Flamer (3d6 dmg, 20' CoE, 10 shots) = 1,500 gp

Players may pick any type of weapon they want. For example, a HK MP-5 SMG or an M-4 Carbine. Just note the caliber ammunition it uses and the number of rounds the magazine holds. Microlite20 Modern has a handy list of firearms you can reference. If a player wants a particularly rare or exotic gun (i.e. Barrett .50 Cal sniper rifle), increase the base cost by 50% to 100%.

Note, machine-pistols and sub-machineguns use pistol ammo; machineguns/miniguns use rifle ammo.

Damage by Caliber*

Pistol Ammo

.22/.32 Caliber = 2d4; cost 1 gp per 2 rounds
9mm/10mm/.38/.45/.357 = 2d6; cost 1 gp per round
.44 Mag/.50 Action Express = 2d8; cost 2 gp per round

Shotgun Shells

12 Gauge = 2d8; 2 gp per round
10 Gauge = 2d10; 3 gp per round

Rifle Ammo

5.56mm/.223 = 2d8; 2 gp per round
7.62mm/.30 = 2d10; 3 gp per round
.50 Caliber Rifle = 2d12; 4 gp per round

Heavy Ammo

Rocket/Missile = 250 gp each
Flamer Fuel = 10 gp per shot

*Taken from Modern d20 SRD

Gun Accessories

Laser Sight = +1 attack roll; 500 gp
Gunlight = Flashlight on gun barrel; 50 gp
Suppressor = Suppresses sound and muzzle flash; pistols, SMGs, assault rifles and certain sniper rifles only; 500 gp
Electronic Sight = Negates range penalty for single aimed shots; incorporates low-light vision and laser range finder; 500 gp
Inter-dimensional Munitions Portal (IMP) = Provides unlimited ammo for one specific type of weapon (i.e. M-16 or AK-47) = Ammo Cost x 1000; x1.5 for burst fire weapon (i.e. 3,000 gp for an M-16; 4,500 gp for an AK-47)

Melee Weapons

Light Melee Weapons = 1d6 dmg; 100 gp
Medium Melee Weapons = 1d8 dmg; 150 gp
Two-hand Melee Weapons = 1d10 dmg; double STR damage bonus; 250 gp
Hanzo Sword = 2d6 dmg; +1 on attack rolls; may be used as a medium or a two-handed sword; 1,000 gp

Grenades (Thrown and Launcher)

Fragmentation = 4d6 dmg; 20' AoE; 100 gp each
Smoke = Poor visibility in 30' AoE; 25 gp each
Flash Bang = Physical + STR save vs. 16 or stunned for 1 combat round; 75 gp
White Phosphorous = 2d8 dmg per round; 30' AoE; 200 gp each
Multiple Projectile = 4d6; grenade launchers only; turns GL into a big shotgun with 60' CoE; 100 gp each

Other Gear

Climbing Kit = 250 gp
10' Telescoping Steel Pole = 100 gp
Camping Kit = 50 gp
Stimpack = Immediately heals 1d10+10 damage = 250 gp
Basic Toolkit = 100 gp
Low-light Goggles = 400 gp
Flashlight = 25 gp

Assume servants start with backpacks, ammo pouches, equipment harnesses, uniforms, combat boots, etc.

The Link: Every servant shares a link with their Methuselah, providing the following benefits:

Comprehension: Servants can read, write and speak any common language, no matter what world or setting they are in. Particularly obscure or arcane languages, such as the long dead language of horrific alien gods from the depths of space, may be undecipherable at the GM's discretion.

Reflection: The link reflects to others what they would reasonably expect to see. For example, a medieval peasant will see an armored knight instead of a mutant freak wearing modern body armor and sporting a minigun.

Sustenance: While the link is active, servants do not require food or drink to survive. They can eat and drink for pleasure, if they like.

Recuperation: The link allows servants to heal even grievous wounds very rapidly. All hit points are recuperated after only an hour of rest.

Communication: Through the link, the Methuselah can keep tabs on its servants. They can also communicate directly to their servants, if desired, but very rarely do so. Finally, the link allows servants to communicate with one another, no matter the distance.

Experience and Advancement

Experience Base: Each character has an Experience Base equal to 10 plus the number of mutation points spent during character creation (to a max of 20 starting).

Experience Points (XP): Experience Points are earned by defeating foes, overcoming traps and obstacles, good role-playing and frivolously wasting your hard earned treasure.

Foes are worth 1 XP per hit die, +1 XP for each doubling of the foe. Especially powerful foes may provide additional XP. Traps, obstacles and role-playing grant an additional 1 to 5 XP. Finally, every 100 gold pieces spent with no material benefit to the character provides 1 XP. This includes carousing, training costs or donations.

Advancement: The number of XP required to advance a level is equal to the character's Experience Base times their current experience level. For example, a character with an experience base of 20 would need 20 XP to advance to level 2, 40 XP to advance to level 3, 60 XP to advance to level 4, etc. When a character advances a level, reset their XP to zero, though any excess XP carries over.

Each level of advancement provides the following:

1d6 + STR mod hit points

+1 to attack rolls

Increase skills (+1 each level for Tag skill; +1 every even numbered level for non-Tag skills).

Every fifth level (5, 10, 15, 20) the character receives five additional mutation points. These points may be spent or saved as desired. Any spent mutation points increase the character's experience base.

Combat

In addition to standard M20 combat, the following applies:

Burst Fire: Some weapons are capable of burst fire. Burst fire incurs a -4 to hit penalty and uses 10 rounds of ammunition.

If directed against one target, the burst inflicts double damage. Alternatively, a burst can be direct at a 10x10' area. Make one attack roll against all targets in the area; any that are hit take normal damage for the weapon used.

Miniguns: Miniguns require a Strength of at least 16 to wield by hand. Miniguns always fire in bursts of 100 rounds, with -4 on the attack roll. Select a 10'x10' area, then make one attack roll and compare the result to the AC of each character in that area, as well as to each character in a cone between the attacker and the target area. Any that are hit take double damage; 'misses' still take normal damage.

Jams: If using a gun, on an attack roll of 1 the weapon jams. An action is required to clear the weapon. Revolvers cannot jam.

Area/Cone Effect Weapons: AoE weapons (grenades, rockets, cone effect weapons like flamethrowers, etc.) attack everyone within the area of effect. Make a single attack roll against everyone in the AoE. Any targets hit take normal damage; missed targets still take ½ damage.

Light Weapons: Characters may wield a one-handed weapon in each hand with a -2 attack roll penalty. Pistols, machine-pistols and sub-machineguns count as light weapons for dual wield purposes.

Reloading: Reloading most weapons requires one action. Heavy weapons require two actions to reload. Single shot grenade launchers only require one action to reload.

Hazards

In addition to the standard M20 hazards, servants may occasionally run into radiation. Radiation inflicts damage based on its intensity:

Cold = 1d6 damage every hour
Warm = 1d6 damage every 10 minutes (turn)
Hot = 1d6 damage every minute (round)

Spell Casting (Optional)

The GM has the option of allowing servants to learn magic spells, if they acquire scrolls, spell books or find a willing instructor. They may learn either Divine or Arcane spells (yeah, doesn't necessarily make sense for Divine spells, but think of their Methuselah as a god-like being). The chance to learn a spell is $d20 + \text{Knowledge} + \text{MND modifier}$ vs. DC of $20 + \text{spell level}$. Servants may only attempt to learn a specific spell once each experience level. Hit point cost for casting the spell is per standard M20 rules. Servants are not subject to spell level restrictions, though neither do they get the reduced spell cost bonus.

Adventures and the Methuselah

Galactic Methuselah is a tool that provides a thin excuse for you to run a bunch of mutant freaks with guns through any d20 adventure. Each adventure should have a hook, which is the Galactic Methuselah's task for his servants. The mission should require the servants to recover some object from somewhere in the adventure, preferably towards or at the end. It can be anything, such as a book, a scrap of paper, some worthless object, the lunch menu from the Death Star's cafeteria...whatever. The hook only exists to provide an excuse for heavily armed mutant freaks to storm through classic D&D modules, or any other d20 adventure.

The Methuselah is not a crutch. He does not provide hints or clues, nor does the Methuselah swoop in at the last moment and save the party from certain death. The Methuselah made the servants, and if they die he can easily make more.

Furthermore, the Methuselah doesn't care about mundane or even magical treasure. Whatever his servants manage to loot is theirs to keep. The Methuselah only cares about whatever object it was he sent the party after in the first place.

There is more than one Methuselah in the galaxy, and they are known for being royal jerks. So, if you want to spice up a classic D&D adventure, which your players may already know by heart, just throw in a few twists. For example, Orcs armed with AK-47s, or switch the traps around a bit, or something similar. Just blame it on some other Methuselah who got wind of what was going on and decided to throw a few wrenches into the works, so to speak.

Acknowledgements

Once again I made use of Darth Cestual's Microlite20 Mutations as a starting point for mutations in Galactic Methuselah, tweaking them here and there as needed. I also borrowed a few rules from Microlite74, Hard Core M20 and Microlite20 Modern.

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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.)

Wookiee: +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 star 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 passed.

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 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.

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. 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.

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 access 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 you 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 x 250 credits, with two exceptions:

-Jedi start the game with 3d4 x 100 credits.

-An Expert with the Nobility Affinity starts the game with 3d4 x 400 credits.

WEAPONS:

Damage :: Cost
Melee Weapons
Knife: 1d4 :: 25
Club: 1d6 :: 15
Spear: 1d8 :: 60
Staff: 1d6 :: 65
Vibro dagger: 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
Holo projector 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)
Medium Generic 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 Assault 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 it's 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, 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 \hat{A} 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

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 level 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.

Microlite20 Star Wars

These are rules for a Microlite20 version of the Star Wars RPG. While they attempt to stay true to the spirit of Microlite20 they don't necessarily map directly to either edition of the D20 Star Wars RPG rules. The rules are meant to be relatively lightweight and favor an epic type of play befitting the Star Wars universe. All you need to play is some polyhedral dice and every player should have something to keep notes on.

Characters

Stats

Star Wars uses four stats: Strength (Str), Dexterity (Dex), Mind (Mnd), and Charisma (Cha).

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

Stat bonuses are (STAT-10)/2, rounded down.

Species

The Star Wars universe is filled with diverse alien species. At the time of character creation the player picks a species for their character. Different species offer certain bonuses at their first level, these can be modified at the GM's discretion.

Humans: +1 to all skills (except for Force.)

Bothans: +1 Dex & Deception expertise

Cereans: +2 Mind

Duros: +1 Dex, Pilot expertise

Droid (Small): +2 Technical, Droid, Starship, or Vehicle repair, Small size, cannot be Jedi

Droid (Medium): +2 Technical, Extra expertise at first level, cannot be Jedi

Droid (Large): +2 Physical, Extra expertise at first level, Large size, cannot be Jedi

Ewok: -2 Str, +2 Dex, Stealth expertise, and Small size

Gamorreans: +2 Str

Gungans: +2 Physical, and Natural Swimmer (Can swim at base speed)

Ithorians: +1 Mind and Survival expertise

Kel Dor: +1 Dex, +1 Physical, +1 Force

Mirialan: +1 Dex, Acrobatics expertise

Mon Calamari: +2 Mind and Natural Swimmer (Can swim at base speed)

Quarren: +1 Str, Natural Swimmer (Can swim at base speed)

Rodian: +1 Dex, Tracking expertise

Sullustan: +1 Technical, Starship Repair expertise

Trandoshans: +1 Str, +1 natural Defense.

Twi'Lek: +1 Dex, Deceptive expertise

Wookiee: +3 Str, -1 Dex

Wroonian: +2 Cha

Zabrak: +1 Dex, +1 Physical, +1 Technical

Size: Most playable species are Medium in size and get no special size related bonuses or penalties and have a base move speed of 6 squares. With the GM's approval players can play also play a Small or Large species. Small characters get -2 Str and +2 Dex and have a movement of 4 squares while Large characters get +4 Str and -2 Dex and a movement of 8 squares.

Classes

There are five classes—*Soldier*, *Noble*, *Fringer*, *Scoundrel*, *Jedi*. 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 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.

Noble are born into high society and are accustomed to privilege. They're often silver tongued and politically savvy. They gain +1 to Communication and Knowledge rolls. This increases by +1 at 4th level and every four levels afterwards.

Fringer are from the outskirts of galactic society and as such are very resourceful. They gain +1 to Technical rolls and gain an extra expertise at 1st and 10th levels.

Scoundrel skirts the edge of the law. They survive by their wits and luck. They gain +1 to Subterfuge and Technical rolls. This increases by +1 at 4th level and every four levels afterwards.

Jedi are Force sensitive characters. While the name of the class is Jedi, members of this class don't have to necessarily be members of the Jedi order. A Jedi's primary skill is Use the Force and they can activate Force Powers. Jedi get an extra 2HP at every odd numbered level (1, 3, 5, etc).

Skills

There are six skills : *Communication*, *Knowledge*, *Physical*, *Technical*, *Subterfuge*, and *Use The Force*. Roll higher than the given Difficulty Class or opposed roll to succeed. Only Jedi can have Use the Force as their primary skill.

Each character must choose 1 skill they are best at. Your rank in that skill will be at your level+3. All other skills will be at half the character's level, rounded down, plus one ((Level/2)+1). 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. Piloting a ship is Technical + DEX bonus.

Difficulty Classes

| | | | |
|-----------|----|-------------|----|
| Very Easy | 5 | Hard | 20 |
| Easy | 10 | Very Hard | 25 |
| Moderate | 15 | Exceptional | 30 |

Expertise

Characters can pick a skill expertise at Character Creation and every 5 character levels beyond that (5, 10, etc). When performing an action covered by an expertise the character gets a +5 circumstance bonus to the roll.

| | |
|-------------------|---------------|
| Vehicle Piloting | Squad Tactics |
| Vehicle Repair | Stealth |
| Starship Piloting | Survival |
| Starship Repair | Tracking |
| Droid Repair | Command |
| Computers | Acrobatics |
| Medicine | Languages |
| Investigation | |
| Astrogation | |
| Deception | |

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 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 the character's 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 the character's 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, MND or CHA.

A new Expertise is gained at levels 5, 10, 15, etc.

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

Contests

Challenges

Some skill checks should be broken into parts to maintain tension. Examples would be searching disabling all trash compactors on the detention level, sneaking through the Death Star to disable the tractor beam generators, or attempting to build a lightsaber.

Break a complex or long running task into a number of appropriate skill checks and determine the acceptable number of failures. Players in a challenge will make the skill checks against static DCs. If they succeed in their check some amount of time passes and they move on to the next check. If they fail the check the DCs for all subsequent skill checks get a stacking +2 modifier to the difficulty. If they fail a number of checks equal to the acceptable failure limit they fail the whole check and may not make another attempt. A failed skill challenges should carry some sort of in-game penalty like the guards being alerted or the computer system getting locked down.

The GM should encourage players to roll play their actions they're taking in the challenge describing exactly what they're trying to do. The GM doesn't necessarily need to tell the players they are participating in a skill challenge, they can just give them skill checks to make and keep track of successes on the sly. The skill checks in a challenge can be performed by different characters with the GM's approval (this is a good idea) so every player can participate in a challenge.

Chases

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 5 points of Lead. If the Lead increases to 5 or higher, the Prey wins. If the Lead reaches 0, the Hunter wins. The Lead usually starts out at 1, 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 and describe the actions their character(s) are going to take that round. These will often be opposed skill checks with the highest roll winning a point of Lead. The GM can optionally throw in checks against a static DC to represent obstacles (literal or figurative) that might trip up both characters.

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.

For more epic Star Wars feeling combat scenes consider using chase mechanics instead of the normal combat mechanics. Using

this method for combat the Lead should start at 2 or 3 instead of 1 representing roughly even standing at the start of combat. For instance lightsaber combat could be easily resolved with the chase mechanics with the winner of the chase either escaping from or disabling their opponent. For starship combat the Prey winning might mean they escaped from or disabled the Hunter while the Hunter winning may mean they disabled the Prey or caught them in a tractor beam.

For chases between large groups (5+) characters or ships average the appropriate skill bonus for each side (rounded down) and run the chase normally. The GM should decide the actual tally of the battle depending on the number of times each side lost points of Lead. If the Prey didn't lose any points of Lead during the battle the GM might say they routed the Hunter's forces. A Chase where Lead points were traded back and forth the GM might decide that the winner just squeaked by and lost close to half their force with the loser obviously having lost a larger chunk of theirs.

Combat

Combat is broken into five second rounds. In every round each character gets a turn to act. 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. Movement and range are measured in "squares" a square is 1.5m on a side (about 5') in character scale and 2km in starship scale though the GM is encouraged to change these values to whatever is appropriate for their setting..

Combat Stats

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.

Melee attack bonus: STR bonus + Level

Ranged attack bonus: DEX bonus + Level

Defense: 10 + DEX bonus + Physical.

Saves are bonuses added to rolls for characters resisting damage or harmful effects.

Fortitude: Physical + STR bonus

Reflex: Physical + DEX bonus

Will: MND or CHA bonus + level

Add attack bonus to d20 roll. If higher than the character's opponent's Defense, it's a hit. Natural 20 is automatically a critical, doing maximum damage. Soldiers and Fringers can use DEX bonus + Level as their Melee attack bonus instead if wielding a light weapon. Add STR bonus to Melee damage, x2 for 2-handed weapons.

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.

Stunned: If a character is stunned they cannot take an action on their turn until the stun wears off.

Ranged Penalties: If the target is relatively close, there is no penalty to hit for range. Add a -2 penalty for every range increment.

Unarmed Combat: Unarmed attacks from Medium creatures do damage equal to 4 + STR bonus. Unarmed attacks have a range of 1 square.

DR: Characters get damage reduction from armor. The DR score is subtracted from any damage dealt to the character.

Stun: All blasters have a stun settings. When a target is hit with a blaster set to stun they are stunned for one round for every point that attacker rolled higher than their defense.

Maneuvers

Maneuvers are things you can do in combat in lieu of a normal attack. One maneuver can be performed per turn.

Aimed Shot: Characters get a +4 to their attack roll but their Defense becomes 10 until their next turn.

Assassinate: If the character successfully sneaks up on a target and makes a successful melee attack against DC10 they can do damage equal to STR + Physical + maximum weapon damage.

Autofire: Allows the character to make multiple attacks against a set of up to five adjacent squares. The attacker makes a single attack roll with the normal range penalties as well as an additional -5 penalty. Any targets in the selected squares must make defensive rolls.

Dodge: Performing a full dodge characters roll d20 + Dex + Phys. The total is their effective Defense until their next turn. If it's lower than their normal Defense then they zigged when they should have zagged. Dodging lets the characters move their normal move distance.

Grab: A character can make a grapple attack on a target in an adjacent square. If they roll a successful melee attack they are then grappled with their target. Both the attacker and the defender's Defense becomes 10 when grappled and they cannot make move actions. When in a grapple the defender can't take normal actions and must make opposed STR + Physical rolls against the attacker to attempt to break free. As long as the defender is grappled the attacker can make automatic unarmed attacks on the defender.

Full Run: At a full run your character can move at twice their normal speed for the round. If running for more than one round in a row make a Str + Physical check against DC 20.

Knockout: A character can attempt an armed melee attack against a creature in an adjacent square to stun them. On a successful hit the target is stunned one round for every point the attacker rolled higher than their defense. The butt of a rifle or handle of a pistol can be used for this melee attack.

Run and Gun: You can make your full move action but can also make an attack action. Doing so incurs a -10 penalty to the attack roll.

Sneak attack: If a character successfully sneaks up on a target and makes a successful attack they can add their Subterfuge bonus to their attack damage.

Take Cover: If the character duck behind an object, they gain a +2 to +10 to their Defense depending on the extent of the cover (light cover = +2 all the way to nearly complete = +10). Half this Defense bonus may also apply to saves if the GM allows it.

Teräs Käsi: A character uses martial arts training to deal more damage with an unarmed attack. A martial arts attack does STR bonus + 1d6 damage and can stun the target at the GM's discretion.

Throw an explosive: Thrown weapons (usually grenades) require the attacker to make a ranged attack (no penalty) targeting a particular 5 foot by 5 foot area, which is a DC 10 roll. Anyone caught within the blast radius can make a reflex save against DC15 for 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 like lightsabers.

Action Points

Characters begin each session with 3 Action Points. 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 Defense 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 Action Points--they're meant to be used!

Other Hazards

Falling: 1d6 damage per 2 squares, half damage on Fort save. DC = 5 per square fallen.

Extreme Heat & Cold: If not wearing suitable protection, Fort 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: Fort save to avoid or for half, depending on poison. Effect varies with poison type.

Radiation: Lose 1d3-1 STR per round, DC 20 Fort 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

Vacuum: If not wearing suitable protection a character will lose consciousness in a minute and suffocate soon after.

The Force

Life creates it, makes it grow. It's energy surrounds us and binds us. Luminous beings are we...not this crude matter. Jedi have a sensitivity to the Force and can use it for their own ends. This is manifested through Force Powers. Some powers are defensive and are simply activated while others are activated and need to be maintained. As Yoda said "A Jedi's strength flows from the Force. But beware of the dark side." When a Jedi uses the Force for an evil end or an offensive manner against living creatures they gain a Dark Side Point. When they've accrued 10 or more Dark Side Points they have become tainted by the Dark Side of the Force and the player loses control of that character. Dark Side Points can only be removed by performing selfless acts (as determined by the GM).

To activate a Force Power a Jedi uses a standard action. Passive powers put 4HP on hold while they are active, when the power is deactivated (also a standard action) the character gets the 4HP back. If they're knocked unconscious while the power is activated do not get the HP back. Using an active power costs 2HP. Keeping an active power up for more than one round or as part of a skill challenge only requires subsequent checks and not additional HP. A Jedi can attempt to use any of the powers listed below with the GM's approval.

Force Expertise

The following Expertise are only available to Jedi characters. The Jedi Knight and Sith expertise should be applied to Use the Force checks involving Light side or Dark side powers.

Lightsaber Combat Sith

Jedi Knight

Force Powers

Lightsaber Defense: (passive) This power allows a character armed with a lightsaber can use their UtF skill bonus as a bonus added to their Defense. The Jedi must be aware of the attack and wielding their lightsaber to use this power.

Battlemind: (passive) This power gives the Jedi a +1 bonus to attack rolls as well as Defense. This bonus stacks with maneuvers like Dodge. Additional HP can be spent to increase the bonus to either stat, e.g. spending an extra 2 HP the Jedi could add an additional +2 bonus to either their attack roll or Defense or +1 to each.

Mind Trick: (UtF vs Will save, active) In combat an opponent can become dazed and loses their next turn, outside of combat this power can be used to implant a suggestion in the target's mind. This power cannot be used against robotic brains (Droids, etc). Range 6 squares.

Telepathy: (UtF vs Will save, active) The character communicate with a target or read their thoughts. The target doesn't have to attempt a Will save if they are willing to communicate with the Jedi. Range 12 squares.

Force Sense: (passive) This power allows the Jedi to use the Force to heighten their senses. With this power active they get a +5 bonus to skill checks involving their senses.

Force Grip: (UtF vs Fort save, active) This power lets the Jedi grab something with the Force. Use the rules for the Grab maneuver but this can be performed from a distance. The Jedi rolls their Force + MND instead of Physical + STR. If they cause undue harm to the opponent (such as choking them) they may incur a DSP. Range 6 squares.

Force Thrust: (UtF vs Reflex save, active) A Jedi can use this power to push things away from themselves. This can direct this thrust in a single direction or have it push back in a ring around themselves. Creatures make a Reflex save or are knocked prone. Range in single direction 6 squares, 2 squares in ring.

Move Object: (UtF vs. Reflex save or DC, active) This power can be used against creatures and objects to move them using the Force. Against creatures the target defends with its Physical skill, against inanimate objects use a DC based on the size of the object. Normally a creature is simply knocked prone until the next round but the user can damage the target for 1d6/DC step as well; doing so against a living creature incurs a DSP. Range 6 squares.

| Challenge DC | | | | | |
|--------------|----|---------------|--------------------|----|----------------|
| Tiny | 5 | Small rock | Gargantuan | 30 | X-Wing |
| Small | 10 | Blaster rifle | Colossal | 35 | YT-1300 |
| Medium | 15 | Stormtrooper | Colossal (frigate) | 40 | Tantive IV |
| Large | 20 | Speeder bike | Colossal (cruiser) | 45 | Star Destroyer |
| Huge | 25 | Landspeeder | Colossal (station) | 50 | Death Star |

Dissipate Energy: (UtF vs damage DC, active) This power allows the user to absorb and dissipate energy that would otherwise cause them damage from one source.

Surge: (active) This power can be used to aid a physical or acrobatic action. It is used as part of a standard action and provides a +5 bonus but does not require a skill check of its own.

Lightsaber Throw: (UtF vs DC, active) This power allows a Jedi to use the Force to throw and return their lightsaber to their hand. Use the rules for the Throw Explosive maneuver with the damage being that of the lightsaber.

Force Lightning: (UtF vs Fort save or Force, active) This power channels the Force violently into lightning that shows out of the character's fingertips. Use of this power automatically incurs a DSP. The damage is 1d8/level.

Enhancing Powers

If the Jedi is willing to spend extra HP they can enhance Force powers they are using. Enhancements can be stacked with cumulative costs.

Extend: Extending a Force Power increases its range by one increment for every 2HP spent. E.g. Spending 2HP could double the range of a Force Grip to 12 squares.

Empower: A Force Power gives a 50% higher bonus or does 50% more damage than it normally does. +1HP cost.

Widen: Widening a power enables the Jedi to increase the number of targets for a Force Power. +1HP cost.

Unleashed: An unleashed Force Power lets the Jedi decrease the DC one step for 4HP. They can spend additional HP to decrease the DC further. E.g. spending an additional 8HP would allow drop a Very Difficult task to Hard (DC25 to DC15).

Equipment

Equipment and background characters are an important part of a Star Wars adventure. Characters start an adventure with 5 Gear points plus 1pt per level. Gear points allow the character to buy weapons, armor, gadgets, vehicles, and requisition help. With the GM's approval characters can pool their gear points to buy more expensive gear. The equipment below is deliberately generic (though with a Star Wars flavor). Extremely common equipment (datapads, comlinks, etc) don't cost Gear points (with the GM's approval). The GM can also give Gear point bonuses or penalties depending on the character's affiliation or the current situation. Gear points reflect a character's access to equipment and resources in normal circumstances but the GM is the final arbiter on the availability of any equipment for a particular adventure.

| Gear | | | | |
|--------------------------------|------|--|--------|------------------|
| Name | Cost | Modifiers | Damage | Range Increments |
| Misc | | | | |
| Clothes | 0 | — | — | — |
| Fancy Clothes | 1 | — | — | — |
| Uniform | 2 | — | — | — |
| Disguise | 2 | — | — | — |
| Hazardous Environment Clothing | 3 | Protects vs extreme heat, cold, or radiation | — | — |
| Droid | 3 | — | — | — |
| Half-level NPC companion | 3 | — | — | — |
| Full-level NPC companion | 6 | — | — | — |
| Armor | | | | |
| Blast Vest and Helmet | 1 | +2 DR, -1 Defense | — | — |
| Combat Suit | 2 | +3 DR, -2 Defense | — | — |
| Padded Flight Suit | 3 | +4 DR, -3 Defense | — | — |
| Stormtrooper Armor | 4 | +5 DR, -4 Defense | — | — |
| Spacetrooper Armor | 5 | +6 DR, Protects vs vacuum, -5 Defense | — | — |
| Space Suit | 3 | +1 DR, Protects vs vacuum, -5 Defense | — | — |
| Weapons | | | | |
| Knife | 1 | — | 1d4 | 1 Sq |
| Gaffi Stick | 1 | — | 1d8 | 1 Sq |
| Vibro dagger | 2 | — | 1d10 | 1 Sq |
| Lightsaber | 5 | Bypasses DR | 2d8 | 1 Sq |
| Holdout Blaster | 1 | — | 3d4 | 10 Sq |
| Blaster Pistol | 2 | — | 3d6 | 15 Sq |
| Blaster Rifle | 3 | — | 3d8 | 20 Sq |

| | | | | |
|-----------------------------|----|-----------------|------|-------|
| Blaster Carbine | 3 | Autofire | 3d6 | 15 Sq |
| Repeating Blaster Rifle | 4 | Autofire | 3d8 | 20 Sq |
| E-Web | 5 | Stationary | 4d8 | 30 Sq |
| PLX-1 Missile Launcher | 5 | Min. range 6 Sq | 4d6 | 30 Sq |
| Frag Grenade | 1 | Thrown | 4d6 | 10 Sq |
| Thermal Detonator | 3 | Thrown | 4d10 | 10 Sq |
| Vehicles | | | | |
| Speeder Bike | 3 | — | — | — |
| Swoop | 4 | — | — | — |
| Ground Speeder | 4 | — | — | — |
| Airspeeder | 4 | — | — | — |
| Huge Starship | 5 | — | — | — |
| Gargantuan Starship | 7 | — | — | — |
| Colossal Starship | 10 | — | — | — |
| Colossal (frigate) Starship | 20 | — | — | — |

Ships & Vehicles

The Star Wars universe is one filled with fantastic starships and vehicles that areas much a part of the game as lightsabers and the Force. Vehicle stats are similar to those of characters and are derived from their size class (6-10m Huge, 11-20m Gargantuan, 21-100m Colossal, 101-500m Colossal (frigate), 501-2000m Colossal (cruiser), 2001+ Colossal (station)). Vehicles move naturally so get to make a standard action in addition to a movement per turn. Vehicles do not need to make saves, have no Cha score, and do not have skills. When taking actions that normally grant a skill bonus they simply omit the skill bonus from the roll. Stat bonuses for ships are ((Stat-10)/2).

Each turn a ship can both move and make an attack with each mounted weapon system. Weapons can only fire into their designated firing arcs and weapons of the same type in the same arc are considered a single weapon system. A firing arc is a roughly 45° cone pointing in one direction from the ship. A turret can fire into any firing arc. Ships can make the "Full Run" maneuver and move at twice their normal speed for one round. Resolve dogfights using the Chase contest type, if the hunter catches the prey they successfully made an attack and roll for damage. While it's generally not a good idea to mix starship and character scales, multiply starship damage by 10 or divide character scale damage by 10.

| Base Stats | | | | |
|------------------------|-----|-----|-----|-------|
| Size | Str | Dex | Int | Slots |
| Character Scale | | | | |
| Large | 16 | 18 | 12 | 2 |
| Huge | 20 | 16 | 12 | 4 |
| Gargantuan | 24 | 14 | 12 | 6 |
| Starship Scale | | | | |
| Huge | 16 | 24 | 12 | 5 |

| | | | | |
|--------------------|-----|----|-----|------|
| Gargantuan | 24 | 20 | 14 | 10 |
| Colossal | 32 | 18 | 16 | 20 |
| Colossal (frigate) | 40 | 16 | 18 | 30 |
| Colossal (cruiser) | 48 | 14 | 20 | 60 |
| Colossal (station) | 56+ | 12 | 22+ | 100+ |

Vehicle Stats

Hull Points: STR

DR: Armor (2 per point limit STR score)

Defense: DEX/2 + Shields (2 per point limit DEX/2)

Attack Bonus: DEX bonus + Weapon bonus

Move (character scale): Speeder 48, Tracked 18, Wheeled 20, Walker 12, Airspeeder 210

Move (starship scale): DEX bonus + Engine points (1 per point limit DEX bonus)

Piloting Score: Pilot's DEX Bonus + Technical

Sensors: INT bonus + Sensor points (1 per point limit INT bonus)

Slots on vehicles are used to add equipment to customize the base stats for a ship. They can be used to increase engine power, add shields and armor, add weapon systems, and add other features such as cargo space. Not all slots need to be used. Weapons mounted on a vehicle must have a firing arc (front, left, right, rear) or be mounted on a turret. Ships larger than Colossal (frigate) in size can't mount weapons on turrets.

| Vehicle Equipment | | | | |
|---------------------|----------|------------|----------|------------------|
| Name | Slots/Pt | Modifiers | Damage | Range Increment* |
| Armor | 1 | +2 HP | — | — |
| Shields | 1 | +2 Def | — | — |
| Engines | 1 | +1 Move | — | — |
| Engines (colossal) | 2 | +1 Move | — | — |
| Engines (frigate) | 5 | +1 Move | — | — |
| Engines (cruiser) | 7 | +1 Move | — | — |
| Engines (station) | 10 | +1 Move | — | — |
| Laser Canon | 1 | +1 Atk | 1d6 | 10 Sq |
| Twin Lasers | 2 | +2 Atk | 2d6 | 10 Sq |
| Quad Lasers | 3 | +2 Atk | 4d6 | 10 Sq |
| Ion Canon | 2 | +3 Atk | Ion* | 5 Sq |
| Proton Torpedos | 1 | -5 Atk | 4d8 | 10 Sq |
| Concussion Missiles | 3 | -3 Atk | 3d8 | 20 Sq |
| Light Turbolaser | 3 | -1 Atk | 2d10 | 20 Sq |
| Medium Turbolaser | 4 | -1 Atk | 3d10 | 20 Sq |
| Heavy Turbolaser | 5 | -1 Atk | 4d10 | 20 Sq |
| Heavy Ion Canon | 5 | -1 Atk | Ion* | 20 Sq |
| Tractor Beam | 5 | -1 Atk | Tractor* | 5 Sq |
| Sensors | 1 | +1 Sensors | — | — |
| Passengers (light) | 1 | 5 Seats | — | — |
| Passengers | 3 | 20 Seats | — | — |
| Cargo (small) | 1 | 5t Cargo | — | — |
| Cargo | 2 | 20t Cargo | — | — |

| | | | | |
|--------------|---|-----------|---|---|
| Cargo (bulk) | 3 | 50t Cargo | — | — |
|--------------|---|-----------|---|---|

Example Starships

T-65 X-Wing

Huge Starship

Str: 16 Dex: 24 Int: 12

HP: 16 Def: 14 DR: - Atk: +9

Move: 7 Pilot: ___ Sensors: +1

Quad Lasers (front): 4d6

Proton Torpedos (front) (6): 4d8

BTL Y-Wing

Huge Starship

Str: 16 Dex: 24 Int: 12

HP: 16 Def: 14 DR: 2 Atk: +9

Move: 6 Pilot: ___ Sensors: +1

Twin Lasers (front): 2d6

Ion Canon (turret): Ion

Proton Torpedos (front) (6): 4d8

TIE/In

Huge Starship

Str: 16 Dex: 24 Int: 12

HP: 16 Def: 12 DR: 6 Atk: +9

Move: 7 Pilot: ___ Sensors: +1

Twin Lasers (front): 2d6

TIE Interceptor

Huge Starship

Str: 16 Dex: 24 Int: 12

HP: 16 Def: 12 DR: 2 Atk: +9

Move: 8 Pilot: ___ Sensors: +1

Quad Lasers (front): 4d6

YT-1300

Colossal Starship

Str: 32 Dex: 18 Int: 16

HP: 32 Def: 11 DR: - Atk: +9

Move: 6 Pilot: ___ Sensors: +3

Quad Lasers (turret): 4d6

Quad Lasers (turret): 4d6

Concussion Missiles (10, front): 2d8

Cargo (bulk): 100t

CR-90 Corvette

Colossal (frigate) Starship

Str: 40 Dex: 16 Int: 18

HP: 40 Def: 16 DR: 8 Atk: +9

Move: 5 Pilot: ___ Sensors: +4

Medium Turbolaser (turret): 2d10

Medium Turbolaser (turret): 2d10

Imperial-I Star Destroyer

Colossal (cruiser) Starship

Str: 48 Dex: 14 Int: 20

HP: 48 Def: 9 DR: 12 Atk: +9

Move: 2 Pilot: ___ Sensors: +5

Medium Turbolaser (front): 3d10x4

Medium Turbolaser (left): 3d10x4

Medium Turbolaser (right): 3d10x4

Tractor Beam (front): Tractor

* Ion: A successful hit with an Ion Canon disables one of the target's systems for one round. Roll a 1d6: 1 - Propulsion, 2 - Shields, 3 - One weapon system, 4 - Sensors, 5 - One weapon system, 6 - All ship power, it can make no actions.

* Tractor: Allows the ship to make a grab.

* Range Increment: Number of squares in each range increment for adding range penalties.

Allies and Opponents

This section deals with NPCs and creatures played by the GM.

NPCs are not quite as powerful as player characters as the players are exceptional heroes.

NPCs

NPCs are similar to player characters but a little less powerful.

They can be any class and race the game needs them to be. For the everyday citizen of the Empire use the "Non-heroic" class which has a primary skill and normal expertise but no other bonuses.

The base Human NPC has stats of 10, one favored skill, one expertise, and has one Hit Die. Intelligent NPCs gain expertise every 5 levels like characters and have the same Gear points per level (5 + # of Hit Die). Apply class and racial bonuses to the base NPC stats or size bonuses to creatures' stats.

For NPCs and creatures Hit Die are equivalent to levels, to increase the capability of NPCs and creatures give them additional Hit Die. Hit Die for intelligent NPCs are 1d4 and 1d8 for creatures. Creatures have base stats of 8, do not have skills, their Mnd scores are 5 (unintelligent), and have no Cha scores.

NPC Stats

Str: 10, **Dex:** 10, **Mnd:** 10, **Cha:** 10

Hit Points: STR Stat + 1d4/Level. If HP reaches 0, NPCs are unconscious and near death. Further damage directly reduces STR. If that reaches 0, they are dead.

Melee attack bonus: STR bonus + Level

Ranged attack bonus: DEX bonus + Level

Defense: 10 + DEX bonus + Physical.

Fortitude: Physical + STR bonus

Reflex: Physical + DEX bonus

Will: MND or CHA bonus + level

Example NPCs

Imperial Stormtrooper (Human Soldier 1)

Str: 10, **Dex:** 10, **Mnd:** 10, **Cha:** 10

HP: 12 **Def:** 14 **Fort:** +4 **Ref:** +4 **Will:** +1

Melee Atk: +1 **Ranged Atk:** +1

Phys: +4 **Tech:** +2 **Know:** +2

Comm: +2 **Sub:** +2 **Force:** +2

Expertise: Squad Tactics

Gear: Stormtrooper armor, blaster carbine

Attacks:

Unarmed: 5 (+2)

Blaster Carbine: 3d6 (+2)

Imperial Stormtrooper Commander (Human Soldier 4)

Str: 10, **Dex:** 10, **Mnd:** 10, **Cha:** 10

HP: 18 **Def:** 18 **Fort:** +8 **Ref:** +8 **Will:** +1

Melee Atk: +4 **Ranged Atk:** +4

Phys: +8 **Tech:** +4 **Know:** +4

Comm: +4 **Sub:** +4 **Force:** +4

Expertise: Squad Tactics

Gear: Stormtrooper armor, blaster rifle, frag grenades

Attacks:

Unarmed: 5 (+5)

Blaster Rifle: 3d8 (+5)

Frag Grenades: 4d6 (+5)

Imperial Officer (Human Noble 5)

Str: 10, **Dex:** 10, **Mnd:** 10, **Cha:** 10

HP: 20 **Def:** 14 **Fort:** +4 **Ref:** +4 **Will:** +1

Melee Atk: +4 **Ranged Atk:** +4

Phys: +4 **Tech:** +9 **Know:** +6

Comm: +6 **Sub:** +4 **Force:** +4

Expertise: Squad Tactics, Command

Gear: Officer uniform, blaster pistol, comlink, code cylinders

Attacks:

Unarmed: 4 (+5)

Blaster Pistol: 3d6 (+5)

Bounty Hunter (Duro Soldier 5)

Str: 14, **Dex:** 13, **Mnd:** 10, **Cha:** 8

HP: 24 **Def:** 12 **Fort:** +5 **Ref:** +4 **Will:** +1

Melee Atk: +7 **Ranged Atk:** +6

Phys: +3 **Tech:** +3 **Know:** +3

Comm: +3 **Sub:** +8 **Force:** +3

Expertise: Tracking, Stealth, Pilot

Gear: combat suit (+2DR, -2 Def), blaster rifle, TIE Shuttle (Huge spaceship)

Attacks:

Unarmed: 7 (+7)

Blaster Rifle: 3d8 (+6)

Creature Stats

Str: 8, **Dex:** 8, **Mnd:** 5, **Cha:** —

Hit Points: STR Stat + 1d8/Level. If HP reaches 0, creatures are unconscious and near death. Further damage directly reduces STR. If that reaches 0, they are dead.

Melee attack bonus: STR bonus + Level

Ranged attack bonus: DEX bonus + Level

Defense: 10 + DEX bonus

Fortitude: Physical + STR bonus

Reflex: Physical + DEX bonus

Will: MND bonus + level

Size Adjustments:

- Fine: -7 Str, +8 Dex
- Diminutive: -6 Str, +6 Dex
- Tiny: -4 Str, +4 Dex
- Small -2 Str, +2 Dex
- Medium: None
- Large: +8 Str, -2 Dex
- Huge: +16 Str, -4 Dex
- Gargantuan: +24 Str, -4 Dex
- Colossal: +32 Str, -4 Dex

Natural Weapons:

- Claw: 1d10 + STR bonus
- Bite: 1d8
- Slam: 1d8 + STR bonus
- Gore: 1d12+ STR bonus
- Sting: 1d6 and the target is poisoned

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SCIONS 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. Dotted 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 *chalog* 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 aflame 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 | 5 | H |
| (a) | | |
| 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 | |
| Scanalyzer | 5,000 |
| 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.

Stargate 1895

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.

Stargate 1895

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.

Stargate 1895

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 it's local equivalent).

At every third level the Explorer gets another reroll to use per day.

Stargate 1895

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

Stargate 1895

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.

Stargate 1895

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.

Stargate 1895

| 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 |

Stargate 1895

| | | |
|----------------------------|-----|--|
| | | better range of instruments, carbolic acid and soap. |
| Mess tins, folding | ¼ | A set of three galvanized steel tins. |
| Mirror, steel, 6" diameter | ¼ | Can be used for signalling and shaving, slightly concave |
| Notebook & Pencil | ¼ | Standard Officer's Pocketbook, comes in a leather cover. |
| Oilcloth (10' square) | 1 | To make impromptu bivouacs or picnic upon. |
| Oilstone | ¼ | To sharpen blades. |
| Paraffin (1 pint) | ½ | 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) | ¼ | 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') | ½ | Will support three men safely. |
| Sack (large) | ¼ | 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) | ½ | 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 | ¼ | Will hold enough for fifty smokes. |
| Water-flask (2 pints) | ½ | Galvanised steel with a canvas cover and strap. Officers flasks have a leather cover and strap. |
| Weapon care tools | ¼ | Small tin including cloth, oil and brushes. |

A Mule can carry 20 enc without trouble, and 25 if pushed.

| Specialist Kit | Enc | Notes |
|-----------------------------------|-----|--|
| Binoculars | ¼ | 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' | ¼ | In waxed paper packet. |
| Lock-picks | ¼ | 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.

Stargate 1895

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.

Stargate 1895

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 to 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."

Stargate 1895

"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

Stargate 1895

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. It's unwieldy nature makes rapid target acquisition a problem. It's 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.

Stargate 1895

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 gelnite 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.

Stargate 1895

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 hand, 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.

Stargate 1895

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 take 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: $10 \times (\text{Vessel's Mass in tonnes} / 100)^2$

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

Blaster

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 an 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).

Blaster! – The SF Role-playing Game.



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> | Low Passage | <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 |
| 9 | +1 to Communication | +1 to Survival | +1 to Ranged Combat | +1 to Knowledge |
| 10 | +2 to a Skill |
| 11 | Contacts | Contacts | Contacts | Contacts |
| 12 | <i>+3 to a Skill</i> |

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.

Blaster! – The SF Role-playing Game.



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.

Blaster! – The SF Role-playing Game.



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.

Blaster! – The SF Role-playing Game.



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.

Blaster! – The SF Role-playing Game.



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 as 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.

Blaster! – The SF Role-playing Game.



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, though 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.

Blaster! – The SF Role-playing Game.



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

Blaster! – The SF Role-playing Game.



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

Blaster! – The SF Role-playing Game.



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 = | 1,000 |
| Maintenance | 100 tones @ 10 credits/tonne = | 1,000 |
| Life Support | Replenish modules @ 100 credits/module x 4 modules | 400 |
| Docking Costs | Docking charges and System Taxes (approximately) | 600 |
| | Totals | 3,000 |

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.

Blaster! – The SF Role-playing Game.

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 = $(\text{Stat}-10)/2$, 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 = $(\text{Attribute}-10)/2$, 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 Saecsen). 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 | Bludgeoning |
| Dagger | d4 | 20' | Light | Piercing |
| Club | d4 | - | Light | Bludgeoning |
| Axe | d6 | 20' | Light | Slashing |
| Scaramsaex | d6 | - | Light | Slashing/Piercing |
| Mace | d6 | - | Medium | Bludgeoning |
| Spear | d6 | 20' | Medium | Piercing |
| Battleaxe | d8 | - | Medium | Slashing |
| Sword | d8 | - | Medium | Slashing |
| Angon | d6+1 | 30' | Light | Piercing |
| Francisca | d6 | 20' | Light | Slashing |
| Sling | d4 | 80' | Light | Bludgeoning |
| 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 + 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 + caster's MIND bonus + 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 | Enthral | 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 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
- +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.

Diabolical D20

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.

Diabolical D20

- 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.

Diabolical D20

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 x 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.

Diabolical D20

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. |

Diabolical D20

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.

Diabolical D20

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 |

Diabolical D20

Movement

Character's movement per round is measured in 5' squares, and is generally 6 + 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.

Diabolical D20

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 + 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 + Spell Level + 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 | Enthral | 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 + 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.

Diabolical D20

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.

Diabolical D20

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 they shout that they have a ransom and then surrender. Most intelligent assailants would prefer to have the money than a dead body.

Diabolical D20

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.

Diabolical D20

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.

Diabolical D20

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 | Hunt / Forage sub+DEX | Ride - com+DEX |
| Balance - phys+DEX | Intimidate - com+STR | Search - (Perception) |
| Bluff - com+MIND | Jump (long) - phys+STR | Sense Motive - com+MIND |
| Climb - phys+STR | Jump (high) phys+DEX | Sleight of Hand - sub+DEX |
| Concentration - phys+MIND | Knowledge - know+MIND | Speak Language - (Linguistics) |
| Craft - know+DEX | Linguistics - comm+MIND | Sneak (hide & move silent) -sub+DEX |
| Decipher Script - (Linguistics) | Listen - (Perception) | Spellcraft - know+MIND |
| Decipher Language - (Linguistics) | Move Silently - (Stealth) | Spot - (Perception) |
| Diplomacy - com+MIND | Open Lock - (Disable Device) | Stealth - sub+DEX |
| Disable Device - sub+DEX | Perception - | Survival - phys+STR |
| Disguise - sub+MIND | Spot - phys+MIND | Swim - phys+STR |
| Escape Artist (slip free)- sub+DEX | Search - know+DEX | Tumble - phys+DEX |
| Escape Artist (break free) - sub+STR | Listen - sub+MIND | Use Magic Device - know+MIND |
| Forgery - (Linguistics) | Smell - phys+MIND | Use Rope - know+DEX |
| Gather Information - (Diplomacy) | Taste - know+MIND | |
| Handle Animal - com+MIND | Perform (act, sing, etc) - com+MIND | |
| Heal - know+MIND | Perform (instrument) - com+DEX | |
| Hide - (Stealth) | Profession - com+MIND | |

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 Com
- **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 character's 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**
- **Neutral**
- **Chaotic**
- **Good**
- **Neutral**
- **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 cost 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 x 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.

Pathfinder **LITE**: Dungeon Master's Codex

Based on the [MicroLITE](#) d20 core rules

Synopsis: You, the DM, should have a full understanding of the rules laid out in the Player's Compendium. The rules, guidelines, and suggestions in the DM's Codex are used in conjunction with the compendium. Those new to table-top RPGs should start reading at the section titled Rules of Thumb as it will answer many questions. If at any point something is not clear enough or you wish it were more detailed then please refer to the [Pathfinder System Reference Document](#) (PFSD) as it has more than enough rules to handle most any situation. Above all your duty as DM is to keep the game fun so please adjust, omit, add, or interpret things as necessary in order to keep the game fun!

Hazards:

- **Falling:** Here are some guidelines for when a character fails that climb check or gets bull rushed over a ledge!
 - DMG = 1d6 per 10' (20d6 max)
 - Other Hazards: Icy spikes, jagged rocks, thorny vines, outcroppings, etc..
 - +1 DMG per 10' fallen (max. +10)
 - Reflex save for half DMG
 - Save DC = depth fallen (in feet)
- **Extreme Weather:** The weather can be a great tool to persuade characters movement or keep them corralled with out being too heavy handed. Usually characters that are properly equipped or sheltered do not take damage from foul weather. However extreme weather conditions can be hazardous or even fatal if ignored.
 - Types: heat, cold, hail, sand storm, tornado, typhoon, earthquake, etc.
 - DMG = 1d6 per 10 minutes.
 - Other Hazards: Lighting & thunder, large hail, extreme winds, etc
 - Add DMG dice as needed based on the ferocity of the weather.
 - Fortitude save for half DMG
 - Save DC = time (in minutes) spent in the weather.
- **Swimming & Drowning:** This could involve water, quick sand, lava, or any other liquids and suspensions.
 - Swimming DCs
 - Calm & shallow = DC 10
 - Fast moving & deep = DC 15
 - Dangerous cascades, rocks, or other treacherous hazards DC 20
 - Swimming Check:
 - Failing a swim check forces the character to start holding their breath, begin sinking, and must succeed in another swim check in order to reach the surface to breath again.
 - Success means a character can swim at half their walking speed that round.
 - Hold Breath: Rounds = STR STAT + STR Modifier
 - Drowning:
 - After a character has ran out of breath they begin to drown. First round they fall unconscious (0 HP), second round they are dying (0 STR), and third round they have drown (dead).

Disease: Diseases have various symptoms and are spread through a number of ways. Several typical diseases, types, and how they are spread are summarized below.

A disease stat block contains the following: Name: Type, DC, incubation time, damage.

- **Type** lists the disease's method of delivery (contact, inhaled, or injury).
- **Save DC** lists the Fortitude save DC needed to prevent infection.
- **Incubation** lists the time before damage begins after failed save.
- **Damage** lists the ability damage the character takes after incubation and each day afterward until cured.
- **Pathogens:**
 - Virus
 - Bacteria
 - Fungus
 - Supernatural
 - Ingested / Digested (ate, drank, forced ingestion, etc)
- **Delivery Method:**
 - Contact (inhale, engulf, spit, etc)
 - Injury (bite, sting, slash, pierce, inject, etc)

- **Specific Diseases:**
 - 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.

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.

A poison stat block contains the following: Name: Type, DC, damage, price.

- **Name** of the poison:
- **Type** lists the poison's method of delivery (contact, ingested, inhaled, or injury).
- **Save DC** is the DC for a Fortitude save to resist the poison's effect.
- **Damage / Effect** is expressed as "xdx/xdx" and a descriptive effect name. The first number is the initial damage, taken immediately upon failing the Fortitude save against the poison. The second number is the secondary damage, taken one minute after exposure to the poison if a second save is failed.
- **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.
- **Delivery Method:**
 - Contact (inhale, engulf, spit, etc)
 - Injury (bite, sting, slash, pierce, inject, etc)
 - Ingested / Digested (ate, drank, forced ingestion, etc)
- **Effects:**
 - Damage: Additional damage subtracted from HP.
 - Ability Drain: Damage subtracted from the stat listed. This effect is temporary unless marked with an asterisk *.
 - Unconsciousness: Some poisons actually render the victim unconscious.
- **Poison by Creature Size:** Here are some general guidelines for poison by the size of a creature. Most of the time poison stats are provided already so in those cases you may use what is provided. Use these as needed.
 - Tiny: Injury, DC 10, -1 STR/-1 STR, 50 gp.
 - Small: Injury, DC 12, -1d2 STR/- 1d2 STR, 85 gp.
 - Medium: Injury, DC 14, -1d4 STR/- 1d4 STR, 125 gp.
 - Large: Injury, DC 16, -1d6 STR/-1d6 STR, 200 gp.
 - Huge: Injury, DC 18, -1d8 STR/-1d8 STR, 400 gp.
- **Specific Poisons:**
 - Arsenic: Ingested, DC 13, -1 STR/-1d8 STR, 120 gp.
 - Blue Whinnis: Injury, DC 14, -1 STR/ unconsciousness 1d3 hours, 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 1d3 hours, 90 gp.
 - Malys Root Paste: Contact, DC 16, -1 DEX/-2d4 DEX, 500 gp.
 - Sassone Leaf Residue: Contact, DC 16, -2d12 hp/-1d8 STR, 300 gp.
 - Sleep Poison: Injury, DC 13, unconsciousness 1d3 hours /unconsciousness for 2d4 hours, 75 gp.
 - Wyvern: Injury, DC 17, -2d6 STR/-2d6 STR, 3,000 gp.

Traps: Whether inside a dungeon or a nobleman's manor, adventurers can often be hurt, or even killed, without ever encountering a monster of any kind. 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.

A trap stat block includes the following: Name, 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 Reflex save 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 Search check necessary to find the trap without triggering it.
 - **Disable DC** lists the DC for the Disable Device 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.
 - 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.
 - **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

- 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.

Rules of Thumb:

Acronyms: Common acronyms or short hand that every DM should know.

- DM: Dungeon Master
- GM: Game Master
- EL: Encounter Level
- DC: Difficulty Class
- AC: Armor Class
- PC: Player Character
- NPC: Non-Player Character
- DMG: Damage
- STR: Strength (Usually refers to STR modifier)
- DEX: Dexterity (Usually refers to DEX modifier)
- MND: Mind (Usually refers to MND modifier)
- Ref: Reflex Save
- Fort: Fortitude Save
- Will: Will Save
- Phys: Physical Skill
- Comm: Communication Skill
- Subt: Subterfuge Skill
- Know: Knowledge Skill
- d20: 20 Sided Die (often used to refer to the d20 ruleset)
- d%: A Pair of Percentile Dice (usually one die has 00-90 and another has 0-9)
- SRD: System Reference Document for D&D 3.5
- PFSRD: Pathfinder System Reference Document
- AoO: Attack of Opportunity

Movement: Do not get bogged down with complex mechanics of movement; the world does not operate in 1" grid squares. The numbers below are guidelines and suggestions that should be adjusted as needed. You really only need to worry about these specific numbers during encounters where it truly matters how far someone can move on a turn.

- Scale
 - One real world inch equals five in-game feet (Scale: 1"=5')
- General Base Movement
 - Walk = 15' per turn (3")
 - Run = 30' per turn (6")
 - Sprint / Charge = 60' per turn (12")
- Movement Modifiers
 - Hampered Movement: A character may only move at half speed or cover half the normal distance.
Examples: Encumbered, slowed, difficult terrain, climbing, or anything that slows movement.
 - Accelerated Movement: A character may move further than general base movements.
Examples: Spell effects, falling, teleporting, or anything that speeds movement.
 - Size: Generally speaking; smaller creatures move slower than larger creatures.

Threatened vs. Unthreatened: Generally speaking; characters that are unthreatened are free to declare actions at will and most outcomes are predictable thus no dice rolling is necessary. However threatened characters have a higher risk associated to their actions; so time and movement need to play out with some amount of order.

- **Unthreatened:** When a character is not threatened by anything, under any sort of constraint, or a time limit.
 - **Rolls:** Assume the character takes enough time to complete the action correctly; rolling is unnecessary. All you need to do is describe the result or consequences of their actions and continue with the story. Sometimes a player will declare an action that is completely outrageous or impossible and you simply can not assume the character can take the time to achieve this order. In such a case you may wish to simply inform the player their character can not and does not succeed. Another way is to write down a DC that is impossible to achieve, ask the player to roll, and inform them that their character failed then proceed with the game.
 - **Movement:** The character takes enough time to move as desired. Usually movement rate isn't important.
 - **Time:** The flow of time is less important and not necessary to track in detail; things happen when they need to and time progresses as needed.
- **Threatened:** A character is threatened by an opponent, constrained in some manor, or when time is important.
 - **Rolls:** A player will declare their character's action on their turn and dice rolls ensue
 - **Movement:** This is when you may need to use Base Movement rates and when Scale becomes important.
 - **Time:** The flow of time now unfolds in the form of Turns & Rounds.
 - Turn:** Each character gets a turn and can declare one standard action. A Turn is approximately 6 seconds of in-game time.
 - Round:** After every character has had their turn a Round is complete and a new one begins. A Round is the total of all Turns. (Example: 10 Turns in a Round = 1 minute in-game)

Take 10 or Take 20: With regards to being Unthreatened we've outlined characters are very free take the time necessary to do as they please. Often times players may want to use this freedom to "take a 10" or "take a 20" on a skill check even on actions in an unthreatening scenario that still require a check. This assumes they spend a significant amount of time attempting their declared action and assumes they fail several times before finally getting a 10 or 20.

Searching an area is a great example. The DM knows there is an item in an area that requires a certain Search check DC to discover. The player's characters are under no threat of opposition and time is not overly important; say they could take all night to search the area but by daybreak they will be discovered by enemies! That being said you may not want to just let them discover this item because it's hidden really well; only a very thorough search by a perceptive person would actually turn it up. A player may declare they wish to "take a 20" and searches the area. What this means instead of rolling 1d20 they simply get a 20. Then they add bonuses to that 20, subtract any penalties to that total, and that's their "roll". The DM would then check that calculated number against the Search DC of the item to see if they actually find it.

Then why would anyone "take a 10" when they could just take a 20? Keep in mind time does elapse when characters are doing things. Taking a 20 to search means they are spending a significant amount of time to perform this action; often they are repeating it many times. Also, and this is quite important, taking a 10 or 20 assumes the character fails many times. It's just like if the player had rolled the dice enough times to come up with a 10 or 20.... they would have rolled many lower numbers before they finally got that 10 or 20. Referring back to the Search example; they have all night to search but taking a 20 consumes a lot of time; perhaps given the large area it would take all night! However if they took a 10 instead of a 20 it would only take half the night leaving them time to search as well as leave the area before they are discovered.

Lets try a different example; climbing. The characters are under no acute threat; there's no opponents and they have all day to scale a tall wall. However you wouldn't want to take a 20 because that would assume they made several failed attempts. Failed attempts in climbing a tall wall would result in damage or even death! Keep this in mind for any hazardous, yet unthreatening, scenario where players may try to take a 10 or 20.

When In Doubt: A player declares an action you are unprepared for! What do you do?! How do you resolve this with out stopping game-play? This can happen often but here are some things to help you through.

- **Set a DC and Roll:** Figure out a DC and ask the player to roll 1d20 plus whatever modifiers make sense.
 - **How To Makeup a DC:** Think of what Skill and Stat modifiers you will have the player apply to the d20 roll and add those up; then write down a number below the highest possible result. *Example:* Player declares an action that you are not prepared for. You decide it would be best to roll 1d20+Comm+MND. The character's Comm is +5 and MND is +3 so the highest possible result is 28. You write down a DC of 24 so it's difficult but achievable. Now you ask the player to roll 1d20+Comm+MND.
 - **How To Determine the Difficulty:** It depends on what modifiers are involved but here are some guidelines. Add up only the modifiers the player will be applying; any DC equal to or below that number is an automatic success since they don't even have to roll to achieve it. Now calculate the highest possible result by adding up all modifiers and add that to 20; any DC higher than that is impossible to achieve. You've now figured out your minimum and maximum. A DC set in the middle of your Min and Max would be relatively moderate in difficulty. Setting a DC between the middle and the minimum would be an easy DC and conversely a DC between the middle and the maximum would be hard to achieve.
- **The 50/50 Chance:** You can always roll 1d2 for an outcome. Now you're thinking... how do I roll 1d2?! Flip a coin and tell the player to call Heads or Tails. If the coin lands showing the side called then great success!
- **The % Chance:** You can also use a d% for a 50% chance or even things like a 25% chance. Example: You figure the character has about a 25% chance of success. Have the player roll their d% dice; anything 25% and below is a success and anything above 25% is a failure.

A DM's Right to Privacy: There are many things you will need to keep from the players; after all who wants' to hear a story if they already know all of the secrets and the likely outcome? This isn't "unfair" because you are not trying to "win" or "beat" the players. Most DMs have a screen or something to shield the prying eyes of the other players. This is where you keep things like important clues, information they haven't discovered yet, a map showing everything, numbers like DCs, and other information that would otherwise give away the story. Even your dice rolls can be made in private; although this you may wish to discuss with your players. They do have a legitimate point to ask that you make all of your dice rolls out in the open just as they should; this keeps everyone honest. Have a conversation with them about dice rolls and ask if they wish you to roll in the open, just as they do, or if it does not bother them that you roll in secret. Either way you still have the modifiers and DCs behind your screen so just because they see a dice roll doesn't mean they know the outcome. Again your goal isn't to "beat" them; I think you'll find it is much more fun for everyone when they believe you are on their side and trying to help them rather than purposefully lead them astray or kill their characters.

Hints & Foreshadowing: It's easy to forget that you know everything about the story. Players may easily be come bewildered, confused, or not sure what to do. Some things may seem blatantly obvious to you but they can not see for many reasons. At times you will need to give very specific, and even blatant, clues about situations so they can make decisions that lead them in the right direction so the game may progress with out frustration.

Actions: These are explained in the Players Compendium but here's a bit more guidance on the matter. Basically there are Free Actions, Standard Actions, and Move Actions. Players may sometimes want to exchange their Standard Action for another Move Action which you can certainly allow. However you shouldn't let them exchange a Move Action for two Standard Actions in one round because Standard Actions are too powerful. This would allow them to cast two spells or make an extra full attack.

Attacks of Opportunity: An interesting strategic scenario to use once you're ready to add a little more complexity to the battle field. When a character breaks away from melee combat with out defensively withdrawing then all adjacent opponents may make an Attack of Opportunity (AoO) against that character. Now this works both ways; Player Characters and Non-Player Characters are treated the same way here. For example three Player Characters are engaged in melee combat with a troll. The troll quickly realizes the situation is dire, panics, throws caution to the wind, and attempts to flee. All three Player Characters get to make an Attack of Opportunity against that troll. You may think "Why would anyone do that?!" There are a couple of reasons. One would be that, for this example, the troll panicked and disregarded caution at his own peril. Another more strategic reason is that you would have to spend a Standard Action to withdraw from combat defensively and only move 5 feet out of combat. Perhaps someone may want to risk the AoO in an effort to take a Standard Action and attempt to make an escape instead of only moving 5 feet because their enemy will simply close that 5 foot gap and still attack them the next round.

Heading:

Subheading:

text

- bullet
- bullet
- bullet

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 panicked 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 | DESCRIPTON | 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 | DESCRIPTON | 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 confused | 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 | DESCRIPTON | 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 |
| Enthral: | 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 | DESCRIPTON | 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 | DESCRIPTON | 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 | DESCRIPTON | 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 | DESCRIPTON | 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 nights rest in addition to worshipping 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 worshipping 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 | DESCRIPTON | 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 | DESCRIPTON | 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 paralyzed and freezes in place | Medium | 1 round/LVL |
| Snare: | Trap to entangle 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 | DESCRIPTON | 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 to 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 | DESCRIPTON | 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, shadow 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 stuns 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 it's 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 wizard 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 choose 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 to 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 it's reaches, they have adapted to the use of nearly any weapon.

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

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.

Keen Senses:

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.

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

- ❖ **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.

- ❖ **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.

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.

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.

Learned Traits:

- ❖ **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.

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.

Languages:

- ❖ **Description:** Often through association a half-orc 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.

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 shapes 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 choose 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 casting spells, magical abilities, magic attacks, etc.
- Social Traits
 - Traits associated with a character's social up-bringing, 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](http://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.



MICROLITE20

Player Character Record Sheet



| | | | | |
|---------------------|--------------|----------------|--------------|------|
| Name: | Race | Class: | | |
| <i>Description:</i> | | | | |
| Hit Points | STRENGTH | SKILLS | Weapons | Gear |
| | | Physical | | |
| | DEXTERITY | Subterfuge | | |
| AC | | Knowledge | | |
| | MIND | Communication | | |
| Armour: | Melee Bonus: | Missile Bonus: | Magic Bonus: | |
| <i>Notes:</i> | | | | |

Character Sheet by Brian DeClercq



MICROLITE20

Player Character Record Sheet



| | | | | |
|---------------------|--------------|----------------|--------------|------|
| Name: | Race | Class: | | |
| <i>Description:</i> | | | | |
| Hit Points | STRENGTH | SKILLS | Weapons | Gear |
| | | Physical | | |
| | DEXTERITY | Subterfuge | | |
| AC | | Knowledge | | |
| | MIND | Communication | | |
| Armour: | Melee Bonus: | Missile Bonus: | Magic Bonus: | |
| <i>Notes:</i> | | | | |

Character Sheet by Brian DeClercq



MICROLITE20

Player Character Record Sheet



| | | | | |
|---------------------|--------------|----------------|--------------|------|
| Name: | Race | Class: | | |
| <i>Description:</i> | | | | |
| Hit Points | STRENGTH | SKILLS | Weapons | Gear |
| | | Physical | | |
| | DEXTERITY | Subterfuge | | |
| AC | | Knowledge | | |
| | MIND | Communication | | |
| Armour: | Melee Bonus: | Missile Bonus: | Magic Bonus: | |
| <i>Notes:</i> | | | | |

Character Sheet by Brian DeClercq



NAME: _____

CLASS/LEVEL: _____

RACE: _____

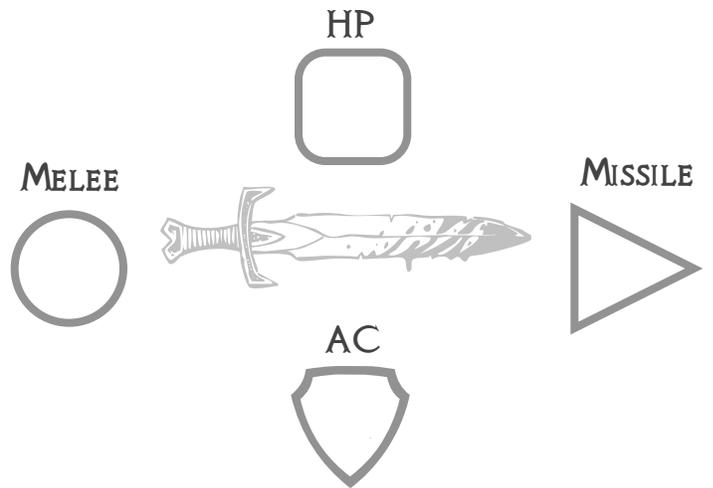
GENDER: _____

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



NAME:

CLASS/LEVEL:

RACE:

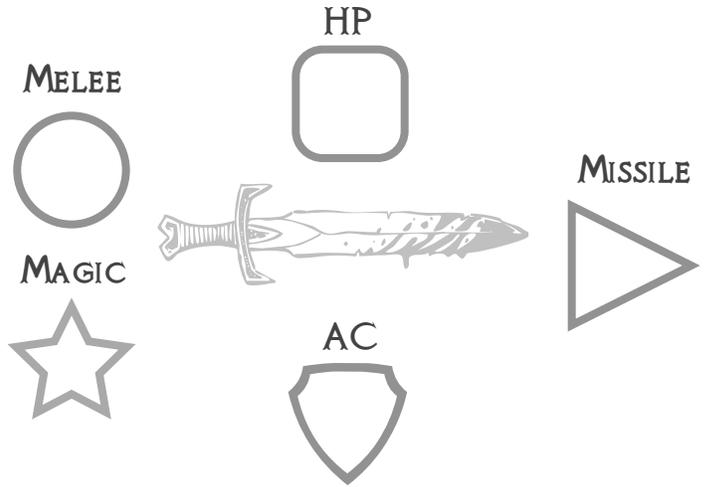
GENDER:

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

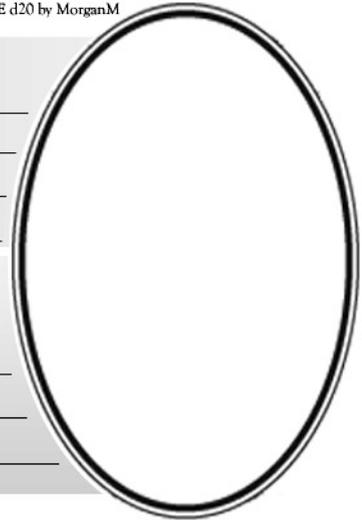
PERSONA

Player _____
 Name _____
 Race _____
 Alignment _____
 Deity _____

Class / Level

Appearance

gender _____ size _____
 height _____ weight _____
 age _____ hair _____
 skin _____ eyes _____



Traits

trait name

trait bonus

STATISTICS

Modifier = (STAT-10)/2 (round down)

Strength

Dexterity

Mind

Hit Points
 HP = STR STAT + 1d6 per Level

HP

Wounds / Disease / Poison

SKILLS

Rank = Level + Class Bonus + Race Bonus

Physical

Subterfuge

Knowledge

Communication

SAVES

Fortitude
 Save = Pys + STR

Reflex
 Save = Pys + DEX

Will
 Save = Level + MND

COMBAT

Attack Bonus

Melee Bonus = Level + STR

Ranged Bonus = Level + DEX

Magic Bonus = Level + MND

Armor Class
 AC = 10 + DEX + Armor Bonus

AC

Initiative
 Init. = DEX

INIT

MAGIC

Spell Level = Caster LVL / 2 (round up)
 Spell DC = 10 + Caster LVL + MIND modifier
 HP Cost = Spell LVL * 2 + 1

Spell Level DC

| HP Consumed | Turn Undead | Lay On Hands |
|----------------------|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | <input type="text"/> |

Favored Spells

GEAR

Equipped Items

Melee Weapon Name _____

ATK DMG Effects _____

Ranged Weapon Name _____

ATK DMG Range ft.

Effects _____

Armor Name _____

AC Effects _____

Melee Weapon Name _____

ATK DMG Effects _____

Ranged Weapon Name _____

ATK DMG Range ft.

Effects _____

Shield Name _____

AC Effects _____

GEAR

Equipment Inventory

Head Name _____
Effects _____

Back Name _____
Effects _____

Hands Name _____
Effects _____

Waist Name _____
Effects _____

Ears Name _____
Effects _____

Arms Name _____
Effects _____

Fingers Name _____
Effects _____

Legs Name _____
Effects _____

Neck Name _____
Effects _____

Wrists Name _____
Effects _____

Chest Name _____
Effects _____

Feet Name _____
Effects _____

| Backpack Name | Effects |
|-------------------------|-------------------------|
| item name / description | item name / description |
| | |
| | |
| | |

| 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. |
|-----|-----|-----|-----|-----|
| | | | | |

Gems & Other Coins | Location _____

Titles / Notoriety | _____

Other Wealth | _____

Secured Away

Location _____

| cp. | sp. | gp. | pp. | ep. |
|-----|-----|-----|-----|-----|
| | | | | |

Gems & Other Coins | Location _____

Land / Estates | _____

Other Wealth | _____

Career

Campaign _____

Adventures Survived _____

Notes _____

Associations

| Factions | Prestige / Notoriety |
|----------|----------------------|
| | |
| | |
| | |
| | |

Followers, Hirelings, & Other Associations

Professions _____

rank

○

○

○

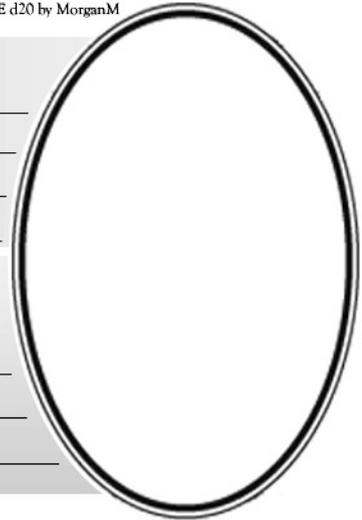
PERSONA

Player _____
 Name _____
 Race _____
 Alignment _____
 Deity _____

Class / Level

Appearance

gender _____ size _____
 height _____ weight _____
 age _____ hair _____
 skin _____ eyes _____



Personality & Motives

STATISTICS

Modifier = (STAT-10)/2 (round down)

Strength

Dexterity

Mind

Hit Points
 HP = STR STAT+1d6 per Level

HP

Wounds / Disease / Poison

SKILLS

Rank = Level+Class Bonus+Race Bonus

Physical

Subterfuge

Knowledge

Communication

SAVES

Fortitude
 Save=Pys+STR

Reflex
 Save=Pys+DEX

Will
 Save=Level+MND

COMBAT

Attack Bonus

Melee Bonus=Level+STR

Ranged Bonus=Level+DEX

Magic Bonus=Level+MND

Armor Class
 AC = 10+DEX+Armor Bonus

AC

Initiative
 Init. = DEX INIT

MAGIC

Spell Level = Caster LVL / 2 (round up)
 Spell DC = 10+Caster LVL+MIND modifier
 HP Cost = Spell LVL * 2 + 1

Spell Level DC

| HP Consumed | Turn Undead | Lay On Hands |
|----------------------|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | <input type="text"/> |

Favored Spells

GEAR

Equipped Items

Melee Weapon Name _____

ATK DMG Effects _____

Melee Weapon Name _____

ATK DMG Effects _____

Ranged Weapon Name _____

ATK DMG Ammunition Range ft.

Effects _____

Ranged Weapon Name _____

ATK DMG Ammunition Range ft.

Effects _____

Armor AC Name _____ Effects _____

Shield AC Name _____ Effects _____

GEAR

Equipment Inventory

Head Name _____
Effects _____

Back Name _____
Effects _____

Hands Name _____
Effects _____

Waist Name _____
Effects _____

Ears Name _____
Effects _____

Arms Name _____
Effects _____

Fingers Name _____
Effects _____

Legs Name _____
Effects _____

Neck Name _____
Effects _____

Wrists Name _____
Effects _____

Chest Name _____
Effects _____

Feet Name _____
Effects _____

| Backpack Name | Effects |
|-------------------------|-------------------------|
| item name / description | item name / description |
| qty. | qty. |
| | |
| | |

| Pouches/Pockets | Location |
|-------------------------|-------------------------|
| item name / description | item name / description |
| qty. | qty. |
| | |
| | |

| Pouches/Pockets | Location |
|-------------------------|-------------------------|
| item name / description | item name / description |
| qty. | qty. |
| | |
| | |

| Pouches/Pockets | Location |
|-------------------------|-------------------------|
| item name / description | item name / description |
| qty. | qty. |
| | |
| | |

Wealth Carried With

Location _____

| cp. | sp. | gp. | pp. | ep. |
|-----|-----|-----|-----|-----|
| | | | | |

Gems & Other Coins | Location _____

Titles / Notoriety _____

Other Wealth _____

Secured Away

Location _____

| cp. | sp. | gp. | pp. | ep. |
|-----|-----|-----|-----|-----|
| | | | | |

Gems & Other Coins | Location _____

Land / Estates _____

Other Wealth _____

Career

Campaign _____

Adventures Survived _____

Notes _____

Associations

| Factions | Prestige / Notoriety |
|----------|----------------------|
| | |
| | |
| | |
| | |

Followers, Hirelings, & Other Associations

Professions _____ rank

MICROLITE 74 CHARACTER RECORD SHEET

| | | |
|--|------------------------------|-----------------|
| <p>NAME: RACE: CLASS:</p> <p>STR: () DEX: () MIND: ()</p> <p>SAVING THROWS FORT: REFLEX: WILL:</p> <p>HP: AC:</p> <p>MELEE/DAMAGE BONUS: MISSILE BONUS: MAGIC ATTACK BONUS:</p> | <p>EXPERIENCE LEVEL:</p> | <p>TREASURE</p> |
|--|------------------------------|-----------------|

| |
|------------------|
| LANGUAGES KNOWN: |
|------------------|

| | | |
|------------------|---------------|--------------------|
| <p>EQUIPMENT</p> | <p>SPELLS</p> | <p>MAGIC ITEMS</p> |
|------------------|---------------|--------------------|

The Microlite20 RPG Collection

2012 Edition Volume I

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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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