Microlite20 2.0 Draft 1

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 armor 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 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 Subterfuge skill rank to the damage of their first attack.

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

Clerics can wear light or medium armor. 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.

Backgrounds and Skill Checks
Backgrounds represent pieces of your character's history that contributes to your character's history as well as their ability to succeed with non-combat skills. Each character has a number of points to allocate to a set of backgrounds. These are broad categories of experience (cat burglar, for example) rather than specific implementations of that experience (climbing and hiding). Backgrounds don't sync to a specific ability score, though some backgrounds obviously may get used more often with certain ability scores than others.

Assigning Background Points: Each character gets 8 background points. Assign your background points to as many backgrounds as you want, up to your total points. You can assign a maximum of 5 points to a single background (and minimum of 1). Choose backgrounds that help you make sense of your characters past, jobs, and settings. A few possible backgrounds include: acrobat, alchemist, animal trainer, architect, aristocratic noble, assassin, chef, con-woman, goblin exterminator, hunted outlaw, knight errant, magecraft, priest, refugee, scout, shepherd, soldier, spy, temple acolyte, thief, torturer, traveling martial arts pupil, tribal healer, tunnel scout, wandering minstrel, warrior poet, and so on.

Making Skill Checks: When you roll a skill check to find out if you succeed at a task or trick, the GM tells you which ability score is being tested. Then you choose the background you think is relevant to gain the points you have in that background as a bonus to the skill check.
Most skill checks require you to equal or beat a Difficulty Class (DC), set by the environment you are operating in, to succeed.
To make a skill check, use this formula:

D20 + relevant ability modifier + level + relevant background points Vs. DC set by the environment

You can't apply multiple backgrounds to the same check; the background with the highest (or tied for highest) bonus applies.

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 Armor Class (AC), it's a hit. A natural 20 that would otherwise hit is 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.

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.
If a fighter has 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. 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.

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.

Hit Points and Healing

Hit Points: Hit Points are an abstract measure of the amount of damage a character can suffer before falling unconscious and taking severe injuries. 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 Body Points equal to their STR. If Body Points reach 0, the character is dead. Each two points of body damage an Adventurer has suffered gives a -1 to all attack, success, saving, and similar rolls.

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 the standard 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 the standard 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 STR 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.

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 any background

If the level divides by three (i.e. level 3,6,9,etc.) add 1 point to STR, DEX or MIND.
Fighters gain +1 to their attack and damage rolls at levels 5,10,15,etc.
Clerics and Magi gain access to new spell levels at levels 3,5,7,9,etc.

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

Monsters

Name	Hit Dice	Armor 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 Shortswords, +0/+0, d6+1
Cat Burglar 5, Scout 3

Kendrick, Dwarf Fighter-1
STR 16 (+3), DEX 13 (+1), MIND 11 (+0)
hp 17, AC 17 (Chainmail + shield), Longsword +5, d8+4
Smith 3, Tunnel Scout 5

Cholmer, Elven Mage-1
STR 12 (+1), DEX 13 (+1), MIND 16 (+3)
hp 13, AC 11 (Robes), Quarterstaff +2, d6+1
Minstrel 5, Woodsman 3
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
Chef 2, Animal Trainer 3, Temple Loremaster 3
Spells: All 0 and 1st level divine spells.

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