

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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*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

Low Level

Effects

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

- Amazing Stat - +1d6 to one stat: 1-5 STR, 6-10 DEX, 11-15 MIND, 16-20 CHA
- Amazing Defense - +1d6 to AC
- Tougher - +2 Hit Points per level
- Immunity - Takes no damage from: 1 Fire, 2 Cold, 3 Acid, 4 Poison, 5 Radiation, 6 Electricity, 7 Sonic, 8 Psionic
- Better Senses - One sense is vastly superior 1 Sight, 2 Hearing, 3 Smell, 4 Low light (30'), 5 Thermal (30'), 6 Blindsense (30')
- 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)
- 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.
- 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.
- 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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Version 3.0 RC 2 (September 22, 2011)*

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.

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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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