

# Microlite2020

## Optional Rules 1.0

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# Optional Rules

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### Stat Alternatives

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Instead of the standard method of rolling stats during character creation the GM may choose to use one of the following methods.

**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. 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 45 stat points. 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.

**Array (Heroic):** Assign 17 to one stat, 15 to another stat, and 13 to the remaining stat.

### Alternate Initiative

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One of these optional rules can replace the standard Initiative rules:

1) Roll d20 + DEX bonus (plus class mods) for initiative. Monsters can be considered to have a DEX of 3 x HD. Act in Initiative order: high to low.

2) A character's Initiative is 10 + DEX stat (plus class mods). Monsters can be considered to have a DEX of 3 x HD. Act in Initiative order: high to low. If a character and monster tie, the character goes first. If a character is fighting another character/major NPC and their Initiative ties, each rolls a D20 with the higher roll going first.

### Advantage & Disadvantage

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Instead of the GM assigning positive or negative situational D20 die roll modifiers, the GM may simply assign advantage or disadvantage to the D20 die based on the situation. If the situation favors the action in a major way, the roll is made with Advantage. If the situation hinders the action in a major way, the roll is made with Disadvantage. If the situation neither favors nor hinders the action in a major way, the roll is made normally.

When a D20 roll had advantage or disadvantage, roll two D20s instead of one. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage. For example, if a roll has disadvantage and the results of the roll are a 17 and a 5, use the 5. If the roll had advantage instead and the roll results in those numbers, use the 17.

### Hit Points and Healing

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**Bleeding (optional):** A character who has been reduced to 0 hit points by weapon or other trauma-related damage will eventually bleed out and die if their wounds are not bound. A bleeding character must make a STR Save every minute or suffer one Wound Point of additional damage. Binding wounds takes 1 minute per point of Wound damage taken, but no further bleeding rolls are needed (including while the wounds are being bound). Any healing spell cast on a bleeding character will effectively stop the bleeding.

**Healing Magic (Optional):** Healing magic is not instantaneous, 1 Wound 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 Wound damage (to a minimum of 0 hp recovered).

**Monster Wound Points (Optional):** If the GM does not mind the added complexity, monsters may have Wound Points as well. A monster's Wound Points are equal to twice the number of hit dice.

### Alternate Critical Hit Results

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Replace the "Attack Rolls" paragraph in the Combat section with the following paragraph:

**Attack Rolls:** Add attack bonus to d20 roll. If higher than your opponent's Armor Class (AC), it's a hit. A natural 20 that would otherwise hit is a critical hit doing maximum damage possible for the weapon used plus the results of a normal damage roll and causes the target to lose their next attack.

### Monster Reactions

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Some monsters (like skeletons guarding a tomb) may always attack. In cases where the reaction of the monsters to the party is not obvious, the GM may opt to make a reaction roll for the monsters by rolling 2d6 and adding the MIND bonus (and any other appropriate modifiers) to the roll and consulting this table.

Adjusted Reaction Roll	Result
2 or less	Very Unfavorable
3-6	Unfavorable
7	Neutral/Uncertain
8-11	Favorable
12 or more	Very Favorable

Interpretation of the results is left to the GM, however, these general principles may prove helpful. Very Unfavorable means the monsters will most likely attack unless the odds are overwhelmingly against them. They will not help the characters. Unfavorable means the monsters are hostile and might attack unless they are given a good reason not to. They will not help the characters. Neutral means the monsters are unsure of the party. They are not likely to attack immediately, but are not friendly or helpful. Favorable means the monsters are willing to listen and are open to negotiation. They might

be willing to be slightly helpful. Very Favorable means the monsters like the characters and are willing to be somewhat helpful and are open to working with the party to mutual advantage.

## 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.

## Action Points

Characters gain 1 action point every even numbered level (2, 4, 6, etc.) 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 three 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 one-quarter your lost hit points instantly. This counts as an action. The character must rest and eat a meal before they may shake off fatigue again.

*Strike Now*: The character can take his action right now instead of waiting for his turn in the normal order to come up. This cannot be used to cast a spell over 2nd level.

## Feats

Feats are fairly unique special abilities that a character can use under circumstances appropriate to the feat. There is no standard list of feats, instead, players create feats for their character with the approval of the GM. Players and GMs

should ensure that feats fit the character's class, background, and personality.

Fighters start with three feats and add another feat at levels 2, 4, 6, 8, etc. Clerics and rogues start with two feats and add another feat at levels 3, 5, 7, 9, etc. Mages start with two feats and add another feat at levels 3, 6, 9, 12, etc..

There are two standard types of feats. The GM may create others or allow feats that do not fit the standard on a case by case basis.

**Bonus Feats:** Bonus feats give a character a bonus equal to his level when attempting certain actions under specific conditions. Use this template to create a Bonus Feat:

Because I [describe some way that you are exceptional, have a cool bit of gear, or are otherwise awesome], I get a bonus equal to my level when I [do something that requires a roll] when [describe a circumstance].

Example Bonus Feats:

- Because I am a smooth talker, I get a bonus equal to my level when I am trying to convince someone to help me when I'm in conversation with someone who is does not actively view me unfavorably.
- Because I am a famous duelist, I get a bonus equal to my level when I attack when engaged in a one-on-one swordfight with an attentive audience.
- Because I am an expert on lycanthropes, I get a damage bonus equal to my level when I attack a lycanthrope.

**Special Ability Feats:** Special ability feats allow a character to do something cool or otherwise ignore the usual rules in some way. Use this template to create a Special Ability Feat.

Because I [describe some way that you are exceptional, have a cool bit of gear, or are otherwise awesome], once per game session I can [describe something cool you can do].

Note: "once per game session" may be changed to some of similar rarity with the permission of the GM (see the third example below).

Example Special Ability Feats:

- Because I am well connected in the Garvannic Empire, once per game session I can find a helpful ally in just the right place when I am in the Garvannic Empire.
- Because I am always squirrelling away stuff I find, once per game session I may declare that I have an especially useful non-magical item that lets me easily bypass one obstacle.
- Because I am a scholar, after researching a specific monster for one day per hit die, I know a way to defeat or constrain the monster without directly attacking it

**Advanced Feats:** If the optional rules for Actions Points are also used in the game, the GM may allow an advanced form of each feat which does more when an Action Point is expended to power it. For example:

- Because I am a famous duelist, I get a bonus equal to my level when I attack when engaged in a one-

on-one swordfight with an attentive audience. If I expend an action point to power this feat prior to the battle, even if I lose the fight the audience will consider me the "real winner" (because they think my opponent cheated, the fight was somehow fixed, etc.).

- Because I am a smooth talker, I get a bonus equal to my level when I am trying to convince someone to help me when I'm in conversation with someone who is not hostile to me. If I expend an action point, my smooth spiel will even affect someone who views me unfavorably (but is not actually hostile to me).

The GM has the final say as to whether a feat is acceptable in the game and whether the current situation meets any situational requirements for a particular feat.

## 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.

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.

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