

# Microlite2020

## Core Rules 1.02

## Core Rules

Microlite2020 is a trimmed-down, subminiature version of the Primary Fantasy 3.x SRD rules (see license for more info) that has been designed to be quick and easy to play. The goal was to create a simpler game, but one where all of the resources of Primary Fantasy SRD (monsters, spells, adventures and equipment) could be used without major conversion.

## Character Creation

To create a Microlite2020 character:

1. Roll your character's Stats.
2. Choose an ancestry and choose one background (at 3 points) or one special ability from that ancestry's list. (Note that the ancestral background lists included in these rules are samples for a very standard RPG fantasy world, the GM should alter these to fit their campaign.)
3. Select a class.
4. Assign Background points.

## Stats

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

Roll 4d6, drop the lowest die, and total the remaining 3. Allocate this total to one of the stats. Repeat for each stat.

Stat bonus = (STAT-10)/2, round towards zero.

## Ancestries

**Dwarf** - Tunnel Scout, Stonework, Mining, Smith, Ogre Killer  
**Elf** - Woodsman, Animal Trainer, Fae Noble, Magecraft, Refugee  
**Halfling** - Chef, Herbalist, Scout, Con-artist  
**Human** - Adaptable (+1 to all skill rolls), Thief, Alchemist, Soldier, Aristocratic Noble

## Classes

The classes are Fighter, Rogue, Mage, Cleric. Characters begin at Level 1.

**Fighter** - Can use any armor and shields. +2 to STR stat. Class Abilities: *Martial Ability*, *Cleave*, *Favored Weapon*.

**Rogue** - Can use light armor. +2 to DEX stat. Class Abilities: *Sneak Attack*, *Riposte*, *Connections*.

**Mage** - Cannot use armor or shields. +2 to MIND stat. Class Abilities: *Arcane Spellcasting*, *Arcane Blast*, *Minor Magic*.

**Cleric** - Can use shields and up to medium armor. +2 to MIND stat. Class Abilities: *Divine Spellcasting*, *Smite*, *Turn Undead*.

## Class Abilities

*Martial Ability* - +1 to all attack rolls (increasing by +1 per four levels), add level to initiative and damage rolls.

*Cleave* - After a Fighter kills an opponent, he may immediately make another attack against any still-standing foe within 5 feet. The maximum number of attacks he can make in one round is equal to his level.

*Favored Weapon*: Select one specific weapon (e.g. short sword, flail, crossbow, etc.) as a favored weapon. It does a critical hit on a natural 19 or 20 (that would otherwise hit). Once per combat round if using this favored weapon and you miss, you get reroll.

*Sneak Attack* - if they successfully sneak up on a foe, they can attack with +4 to the attack roll and do more damage if successful (Levels 1-5, x2 damage; Levels 6-10, x3 damage; Levels 11-15, x4 damage; Level 16+, x5 damage).

*Riposte*: if melee attacker misses the rogue, the rogue can make an immediate free attack on that attacker in reply.

*Connections*: You know people everywhere. You can find someone through this network to help you in some minor way or do you a small favor can in most civilized areas. The game master decides exactly what the results of your request are and whether you need to do something in return. You can call on your connections a number of times per adventure equal to your MIND bonus + level/2 (round down).

*Arcane Spellcasting* - Can cast arcane spells.

*Arcane Blast* - A Magic-User can shoot a dart of magic energy from the tip of their handmade wand once per round provided no other action is taken. They must roll to hit the target normally. Range: short 60; medium 120; long 180. Usable once per round if no other action taken and does 1d4 damage if it hits. No saving throw is allowed. Requires pointing a handmade wand at the target and costs 1 HP per use. The visible effects can be whatever the Magic-User desires; note that this does not affect damage, it only adds color to the ability. Replacing a handmade wand requires one day to carve the wand from a freshly cut tree branch.

*Minor Magic* - Mages can cast minor "everyday/noncombat" magic at will. Basically, any everyday thing someone could do mundanely, a mage can do with minor magic. Attempting something the GM considers abusive fails and causes the magic-user's wand to explode (doing 1d6 backfire damage to the mage unless a MIND save is made). Usable once per round if no other action taken. Requires waving a handmade wand. Cost 1 HP per use.

Some examples: Light a candle or pipe with a flame from the wand tip. Dust things - at first level a minor magic spell might be needed for each shelf or piece of furniture, while at third level a single spell might dust a room and at sixth level the magic-user's the entire floor of a house or tower. Tie or untie a knot. Float coins from the magic-user's coin purse to a merchant's hand. Open a cabinet. Mix drinks. Dress/undress.

*Divine Spellcasting* - Can cast divine spells.

*Smite* - A cleric may imbue his normal weapon with holy power allowing it to hit monsters that normally require silver or even magical weapons to hit. Spending 1 HP before making the attack roll will allow hitting monsters that require silver (or other special non-magical) weapons to hit. Spending 2 HP before making the attack roll will allow hitting monsters that require magical weapons to hit.

*Turn Undead* - Successful Magic attack vs. current Hit points of Undead turns them. If DC is exceeded by 10 or more, the undead are destroyed.

## Backgrounds

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

**Assigning Background Points:** Each character gets 8 background points. Assign your background points to as many backgrounds as you want, up to your total points. You can assign a maximum of 5 points to a single background (and minimum of 1). Up to 2 of these 8 points may be added to the 3 point ancestral background previously selected during step 2 of character creation. Choose backgrounds that help you make sense of your characters past, jobs, and settings. A few possible backgrounds include: acrobat, alchemist, animal trainer, architect, aristocratic noble, assassin, chef, con-woman, goblin exterminator, hunted outlaw, knight errant, magecraft, priest, refugee, scout, shepherd, soldier, spy, temple acolyte, thief, torturer, traveling martial arts pupil, tribal healer, tunnel scout, wandering minstrel, warrior poet, and so on.

## Skills and Skill Checks

There are no skills in Microlite2020, at least not in the normal 3.x sense. Instead, players simply tell the GM what they are doing and the GM decides if it will succeed in the specific situation, taking into account the characters' class and backgrounds. If the GM decides a random success chance is truly needed, the GM will call for a skill check.

## Making Skill Checks

When you roll a skill check to find out if you succeed at a task or trick, the GM tells you which ability score is being tested. Then you choose the background you think is relevant to gain the points you have in that background as a bonus to the skill check (subject to GM approval, of course).

Most skill checks require you to equal or beat a Difficulty Class (DC), set by the GM based on the specific situation, to succeed.

To make a skill check, use this formula:

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

You can't apply multiple backgrounds to the same check; if more than one background could apply, the background with the highest (or tied for highest) bonus applies.

## Saving Throws

Saving throws are handled as skill checks.

## Basic Adventuring Skills

Unless a player specifies otherwise about a character at character creation, all characters are assumed to have basic practical adventuring skills such as maintaining weapons and armor, riding a horse, setting up a camp, swimming, climbing, cooking, first aid, tying knots, etc., and have a rough idea of the value of *common* coins, trade goods, gems, and jewels. Success should simply be assumed unless there are unusual conditions.

## Magic

Mages can cast any arcane spell, and Clerics any divine spell, with a spell level equal or below 1/2 their class level, rounded up. They have access to all arcane spells in the SRD spell list.

Casting a spell of any kind costs Hit Points. The cost is 1 + double the level of the spell being cast:

Spell Level	0	1	2	3	4	5	6	7	8	9
HP Cost	1	3	5	7	9	11	13	15	17	19

Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character. Select one "signature" spell per spell level from 1st upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.

The Difficulty Class (DC) for all spells is: 10 + Caster Level + Caster's MIND bonus.

## Combat

**Initiative:** Roll d20 + DEX bonus (plus level for Fighters) for initiative each round. Characters rolling higher than 12 take their action before the monsters, Characters rolling 12 or less take their actions after the monsters take their actions. Everyone can do one thing each turn; move, attack, cast a spell, charge attack, etc.

**Actions:** Combat is abstract. Each combat round lasts about 6 seconds and includes a lot of jockeying for position, feints, etc. The "hit roll" determines if any damaging blows were delivered during the round. Everyone can do one thing each round; move, attack, cast a spell, etc. The GM may choose to allow some combined actions, like a charge attack, to be one thing. A 5-foot step/shift, drawing a weapon, speaking or similar activities are "free" and do not count as an action.

**Opportunity Attacks:** Anyone not surprised and with a ready weapon who is not already involved in a melee combat gets a free attack on opponents trying to move past them – this attack is in addition to their normal attack for the round. If the attack is successful, the opponents takes damage and can move no further that round.

**Attack Rolls:** Add attack bonus to d20 roll. If higher than your opponent's Armor Class (AC), it's a hit. A natural 20 that would otherwise hit is a critical hit doing maximum damage and doing a number of Wound Points damage equal to the number of damage dice rolled (normally 1). Monsters do not have Wound Points, so a critical hit will do maximum weapon damage plus a normal damage roll to them and cause them to lose their next attack.

Melee attack bonus = STR bonus + CB  
Missile attack bonus = DEX bonus + CB  
Magic attack bonus = MIND bonus + MCB

CB equals character level for Fighters, 50% of character level for mages, 75% of level for other character classes, and number of hit dice for monsters. MCB equals character level for spellcasting classes, zero for non-spellcasting classes, and number of hit dice for monsters with spell-casting abilities.

Armor Class (AC) = 10 + DEX bonus + Armor bonus. Basic Armor Bonuses: Light Armor (e.g. leather) +2, Medium Armor (e.g. Chainmail) +4, Heavy Armor (e.g. Plate) +6; a shield adds +1; a large shield adds +2.

Fighters and Rogues can use DEX bonus + CB as Melee attack bonus instead if wielding a light weapon. Fighters and Rogues can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round.

*Range Penalties:* If the target is relatively close, there is no penalty to hit for range. If it's mid-range for the weapon you're using, take a -2. If it's farther out than that, the GM will assign a -4 to -10 penalty to hit, depending on his judgment of how far away the target is.

*Helpless Targets:* Regardless of attack roll and AC, all attacks on sleeping, paralyzed, or otherwise helpless targets automatically hit. If the attacker is not engaged by any other opponents, the helpless target can be automatically slain (if desired). Otherwise, a standard damage roll is made.

*Weapon Damage:* Light weapons do 1d4 hp damage. Medium weapons do 1d6 damage. Large weapons do 1d8 damage. (Or use the damage listed for a specific weapon in SRD equipment tables. Add STR bonus to Melee damage, STR bonus x2 for 2-handed weapons.

**Morale:** While a few monsters, such as mindless creatures, are fearless and will fight to the death, most monsters have a strong desire to survive and will not continue to fight when the battle is going against them. They will instead seek to retreat, to flee, or even to surrender. The GM decides if/when monsters abandon the battle and retreat, based on the situation and the monster's intelligence.

## Other Hazards

**Falling:** 1d6 damage per 10', half damage on DEX save. DC=depth fallen in feet

**Spikes:** add +1 point to falling damage per 10' fallen, max +10

**Poison:** STR save to avoid or for half, depending on poison. Effect varies with poison type.

**Extreme Heat & Cold:** If not wearing suitable protection, STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

## Hit Points and Healing

**Hit Points:** Hit Points are an abstract measure of the amount of damage a character can suffer before falling unconscious and taking severe injuries. First level characters have 1d6 + STR hit points. If Hit Points reach 0, the character is unconscious and begins to take severe physical injury. Further damage, including any remaining points of damage the attack that reduced hit points to zero, directly reduces Wound Points. Hit Points represent stamina, luck, minor cuts and scrapes, etc. *Optional:* To avoid confusion, "Hit Points" may be renamed "Fatigue Points."

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**Wound Points (WP):** All characters have Wound Points equal to their STR. If Wound Points reach 0, the character is dead. Each two points of Wound damage an Adventurer has suffered gives a -1 to all attack, success, saving, and similar rolls. Monsters do not have Wound Points, although important NPCs usually do.

*Recovering Hit Points:* All characters recover all hit points after six hours of total rest. If a character has lost Wound Points due to wounds, only 50% of total hit points lost are recovered per six hours of rest.

*Healing Wound Point Damage:* Wound Points lost recover at a rate equal to the character's STR Bonus (minimum of 1 point regained) per full day of rest. If a character with up to 50% Wound Point damage performs more than very light activity or careful travel during a day, he has a 50% chance of losing an additional Wound Point. If a character with more 50% of Wound Point damaged does anything other than rest quietly in bed during a day, he has a 50% chance of losing an additional Wound Point.

*Effects of Healing Magic:* Spells, potions, and other healing items cure Wound Points, not hit points. For example, a cure light wounds heals 1d2+1 WP, a cure moderate wounds heals 1d4+1 WP, a cure serious wounds cures 1d6+1 WP, a cure critical wounds heals 1d8+1 WP, etc. See the Divine spells in Appendix C: Spell Lists for more details.

## Level Advancement

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. e.g. 1 kobold = EL1. 2 kobolds = EL2. 4 kobolds = EL3, etc.

Add up the Encounter Levels (ELs) of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

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

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

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

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

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

## Sample Characters

### Morris, Human Rogue-1

STR 12 (+1), DEX 15 (+2), MIND 12 (+1)  
hp 13, wp 12, AC 15 (Studded Leather), Paired Short Swords, +0/+0, d6+1  
*Class Abilities:* Sneak Attack, Riposte, Connections  
*Backgrounds:* Cat Burglar 5, Scout 3, Adaptable

### Kendrick, Dwarf Fighter-1

STR 16 (+3), DEX 13 (+1), MIND 11 (+0)  
hp 17, wp 16, AC 17 (Chainmail + shield), Longsword +5, d8+4  
*Class Abilities:* Martial Ability(+1 attack, +1 initiative and damage) Cleave, Favored Weapon (Longsword)  
*Backgrounds:* Smith 3, Tunnel Scout 5, Soldier 2

### Cholmer, Elven Mage-1

STR 12 (+1), DEX 13 (+1), MIND 16 (+3)  
hp 13, wp 12, AC 11 (Robes), Quarterstaff +2, d6+1  
*Class Abilities:* Arcane Casting (0 and 1st level arcane spells), Arcane Blast, Minor Magic  
*Backgrounds:* Minstrel 5, Woodsman 3, Fae Noble 3

### Barnabas, Halfling Cleric-1

STR 10 (+0), DEX 16 (+3), MIND 11 (+0)  
hp 11, wp 10, AC 18 (Chainmail), Morningstar +1, d8  
*Class Abilities:* Divine Casting (0 and 1st level divine spells), Smite, Turn Undead  
*Backgrounds:* Chef 3, Animal Trainer 3, Temple Loremaster 3, Poet 2

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