

Micro Action Fantasy

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CORE SYSTEM

This is the first and most important rule to remember is that anything a character wishes to accomplish can be ruled by rolling 1d20 + modifiers and comparing the result to a target number. If the result meets or exceeds this number, then the attempt is a success. If the result falls below the target number, then the attempt is a failure.

There are three different types of modifiers, each with a slightly different effect:

Static Bonuses: These usually come from constant sources such as Level, Class, Race, etc. Static Modifiers stack with each other, as well as Temporary Bonuses and Penalties.

Temporary Bonuses: These usually come from Powers and situational effects. Temporary modifiers stack with Static Modifiers, but not with each other. A larger Temporary bonus always supersedes a smaller one.

Penalties: These also typically come from Powers and situational effects, but they are subtracted from the character's total bonuses. Penalties do not stack with each other. A larger Penalty always supersedes a smaller one.

CHALLENGES

There are two basic types of challenges in the game, combat challenges wherein characters are in direct conflict with foes; and skill challenges wherein character's are at odds with NPC's and the environment.

Both are resolved by rolling D20 + modifiers vs. a target number, but the type of challenge determines the actual target number.

In combat challenges, combatants primarily roll against their opponents defenses, adding the appropriate combat stat, depending on the type of action being attempted. Combat challenges take place over a series of combat rounds (each of which lasting approximately 10 seconds of "in-game" time), and last until one side or the other is defeated (all combatants reduced to 0 Endurance Points) or until one side concedes to the other (surrendering or fleeing).

In skill challenges, characters are attempting to prevail against the environment, circumstances, or NPC's. These can be simple, requiring only 1 successful roll to determine success or failure; or they can be complex, requiring several rolls over the course of multiple narrative rounds (each of these lasts an amount of time that is appropriate to the context of the challenge) to determine success or failure.

Instead of combat stats, skill challenges use character's skills to modify the rolls, the target numbers of which are known as "Difficulty Class", which is determined by the relative difficulty of the action being attempted.

The basic outline of difficulty classes are as follows:

CHALLENGE : DIFFICULTY CLASS

Trivial	5
Easy	10
Challenging	15
Hard	20
Very Hard	25
Legendary	30
Nigh Impossible	35

Generally speaking, character's should not have to roll to accomplish tasks for which there is virtually no chance for failure. As player characters increase in level, so do their skill values. This means that challenging (DC 15) tasks for a 1st level character will be trivial for a high level character.

ADVANCEMENT

Characters and challenges in Micro Action Fantasy have levels, which are abstract measures of power and influence in the game world.

As PC's overcome challenges, they gain experience points relative to the difficulty of the challenge. When a character gains experience equal to 20 + his/her current level, they gain a new level and all of the benefits that come with it.

Generally speaking, challenges that are roughly equal to the character's grant 2 experience points (XP), whereas those well below the character's level grant 1 XP and those above the character's level grant 3 XP. Challenges that are completely trivial to the character's grant 0 XP, and challenges that are significantly above the level of the PC's grant 4 XP.

Details on awarding experience will be further expanded upon in the GM's guide.

At each level up, characters receive additional hit points (According to the character's level)

At each even level, character's gain a +1 static bonus to attacks, defenses and skill checks.

At levels 3, 7, 13, 17, 23 and 27 characters gain new attack powers.

At levels 5, 9, 15, 19, 25 and 29 characters gain new support powers.

At levels 11 and 21 each of the character's base attributes increase by 1.

Character's receive a level dependent static bonus to attacks, defenses, and skill checks equal to their level/2 (rounded down).

BASE ATTRIBUTES

Each character has a set of base attributes that define his/her level of natural talent in certain areas. As the character gains levels, their natural talent eventually takes a back seat to the bonuses gain through experience and training, but at the start of the characters career, they must rely on their inborn gifts.

Might: This measures a character's overall level of strength, stamina and physical power. Might is important for melee attacks and damage, as well as spell-casting damage. Might also determines a character's base Fortitude defense.

Grace: This measures a character's overall level of agility, speed and precision. Grace is important for melee attacks, as well as ranged attacks and damage. Grace determines a character's base Reflex and Armor defenses.

Cunning: This measures a character's wits, as well as their perception and intellect. Cunning is important for ranged weapon attacks and damage, as well as spell-casting attacks. Cunning also determines a character's base Intuition defense.

Will: This measures a character's presence, charisma and resolve. Will is important for spell-casting attacks and damage. Will also determines a character's Willpower defense.

Player's generate their character's starting attributes by assigning numbers within a standard array (3, 2, 1, and 0) based on their character's priority. These values are further modified by the player's choice of class.

Example:

Dick decides that he wants to create a hulking berserker character called "Beefsteak the Barbarian". At character creation, he decides that Beefsteak will be amazingly strong, pretty obstinate, somewhat swift, and of average intelligence. He assigns his array as follows:

Beefsteak
Might 3
Grace 1
Cunning 0
Will 2

Dick chooses the Brute class, which grants a +2 bonus to Might, and +1 bonus to Will. Now, his starting stats look like:

Beefsteak
Might 5
Grace 1
Cunning 0
Will 3

Jane however, decides that she wants to create a powerful fire wizard called "Frites". She assigns Frite's scores as follows:

Frites
Might 0
Grace 1
Cunning 2

Will 3

Jane then chooses the controller class, which grants a +2 bonus to Cunning, and a +1 bonus to Will. Frites final scores look like:

Frites

Might 0

Grace 1

Cunning 4

Will 4

DERIVED STATS

Derived stats are character statistics which are determined, in part, by a character's base attributes.

Melee Attack Bonus = $\text{STAT (Might + Grace/2)} + \text{Weapon Bonus} + \text{Level/2}$

Melee Damage Bonus = $\text{STAT (Might + Will/2)} + \text{Weapon Bonus} + \text{Level/2}$

Ranged Attack Bonus = $\text{STAT (Grace + Cunning/2)} + \text{Weapon Bonus} + \text{Level/2}$

Ranged Damage Bonus = $\text{STAT (Grace + Might/2)} + \text{Weapon bonus} + \text{Level/2}$

Magic Attack Bonus = $\text{STAT (Cunning + Will/2)} + \text{Implement Bonus} + \text{Level/2}$

Magic Damage Bonus = $\text{STAT (Will + Might/2)} + \text{Implement Bonus} + \text{Level/2}$

Armor Defense (vs. Melee and Ranged weapon attacks) = $\text{Armor Type} + \text{STAT (Might + Grace; Light Armor only)} + \text{Shield} + \text{Level/2}$

Fortitude Defense (vs. Poison; Disease; Movement Effects, etc.) = $\text{Might} + \text{Level/2}$

Reflex Defense (vs. Elemental effects; Terrain; Trip Attacks, etc.) = $\text{Grace} + \text{Level/2}$

Intuition Defense (vs. Traps; Stealth Attacks; Illusions; etc.) = $\text{Cunning} + \text{Level/2}$

Willpower Defense (vs. Mind-control effects; Intimidation, etc.) = $\text{Will} + \text{Level/2}$

Speed: Character's have three modes of movement derived from their base speed value, which is determined primarily by Race and Size.

March (=Base Speed): Moving at this rate provokes Counterattacks when the character disengages from a foe.

Shift (=Base Speed/2): Moving at this rate does not provoke Counterattacks.

Sprint (=Base Speed x 2): Moving at this rate provokes Counterattacks when disengaging from a foe. Also, the character grants Combat Advantage to foes during a Sprint, and for 1 round after.

Size: A character's base attributes are actually relative to their size. A character's Size Category is determined by their choice of Race.

*Size category modifiers are relative to the size of a character's opponent they only apply to targets larger or

smaller than the acting character.

*Character's that are size Small and below can occupy the same square as another creature. When they are engaged in melee, they have Total Cover instead of Partial Cover.

Perception – This is determined primarily by a character's Race.

Normal Vision: -2 penalty in Dim Illumination/-4 penalty in Total Darkness

Low-Light Vision: No penalty in Dim Illumination/-2 penalty in Total Darkness

Darkvision: No penalties in Dim Illumination or Total Darkness

Initiative – Characters gain a static bonus to initiative equal to Cunning + Class Bonus + Level/2.

SKILLS

Skills represent a character's ability to overcome challenges that require more than mere force of arms. Skills are broken down into a short list of broad competencies, the effects of which change as different attributes are applied to them. Below is a short, and by no means comprehensive list of what different attributes + skills can accomplish:

Athletics: A character's ability to perform feats of physical prowess and other endure strenuous activity over a period of time.

Athletics + Might: Climbing, Swimming, Lifting, Jumping, etc.

Athletics + Grace: Balancing, Tumbling, Acrobatics, Contortionism, etc.

Athletics + Cunning: Giving chase; Sizing up competition, etc.

Athletics + Will: Endurance; Running

Communication: A character's ability to read and persuade others.

Communication + Might: Physical intimidation

Communication + Grace: Dancing

Communication + Cunning: Manipulation; Sense Motive

Communication + Will: Diplomacy, Persuasion; Inspiring others

Lore: A character's ability to retain and access academic knowledge and other information.

Lore + Might: Muscle memory

Lore + Grace: Picking locks; Disabling devices

Lore + Cunning: Science; History; Myths and Legends

Lore + Will: Inspiration and Epiphanies

Magic: A character's ability to understand and channel magical forces

Might + Magic: Endure long periods of channeling without ill effect

Grace + Magic: Engage in subtle uses of magic

Cunning + Magic: Reveal knowledge about monsters or the Planes

Will + Magic: Summoning and shaping raw magical forces

Subterfuge: A character's ability to engage in stealth and skullduggery.

Might + Subterfuge: Knocking a guard out, garroting an unsuspecting target.

Grace + Subterfuge: Hiding in shadows, moving silently

Cunning + Subterfuge: Picking locks or disabling traps; Shadowing a target

Will + Subterfuge: Bluffing; Gambling

Survival: A character's ability to navigate and survive in the wild.

Might + Survival: Rock climbing; Enduring harsh weather

Grace + Survival: Moving silently in the forest

Cunning + Survival: Tracking prey

Will + Survival: Taming animals

There may be some overlap wherein the same task can be covered by a number of different ATTRIBUTE + SKILL combinations, and that's okay. No problem has only a single solution. Player's should be encouraged to think of creative uses of their skills, as long as their proposed solutions have at least some sort of rationale behind them.

If a player proposes an attribute + skill combination that has absolutely nothing to do with the challenge at hand, then the GM should nix the idea and ask the player to come up with something else.

If a player proposes an attribute + skill combination that has only a tenuous association with the challenge at hand, then have them roll for a higher DC.

If a player proposes an attribute + skill combination that makes perfect sense within the context of the challenge, then the GM should allow it.

At character creation, each character can assign one skill at +3, two skills at +2, and three skills at +1. These initial values are further modified by Race. Characters also add Level/2 rounded down to their skill bonuses.

SKILL CHALLENGES

A simple skill challenge is just a d20 roll + STAT + SKILL vs. a Difficulty Class assigned by the GM to determine success or failure.

The DC for skill checks is usually based on the circumstances, environment and context of the challenge. Rolling against a monster or NPC is a matter of the subjects level:

<u>NPC/MONSTER LEVEL</u>	<u>DC</u>
Heroic (1 - 10)	15
Elite Heroic (1 -10)	20
Paragon (11 - 20)	20
Elite Paragon (11 -20)	25
Epic (21 - 30)	25

Elite Epic (21 - 30)	30
Epic +	35

A complex skill challenge involves several skill rolls, by one or more characters, over the course of several narrative rounds. The goal in a complex skill challenge is to accumulate a number of skill rolls within a certain number of rounds, as determined by the challenges complexity.

<u>COMPLEXITY LEVEL</u>	<u>SUCCESSSES NEEDED</u>	<u>WITHIN</u>
1	1 Per Player	6 Rounds
2	2 Per Player	5 Rounds
3	3 Per Player	4 Rounds

Narrative rounds begin when the PC's are presented with a challenge and one character takes the initiative and makes a skill roll. The action then travels clockwise around the table and each character can propose an action and make a roll, or pass on to the next person.

A narrative round passes when all players have had a chance to act, and the action comes back around to the first player who had acted. Narrative rounds don't take place over a set amount of time like combat rounds, instead taking as much time as appropriate to the situation. So in one challenge, players could be scrambling to disable a complex trap that will kill them all within minutes, but in another players could be in separate parts of a city, each using their unique talents to track down an arcane bomb that will destroy an entire section of the city.

During a complex skill challenge, when a player makes a successful skill check, the DC for the next player's skill roll decreases by one step (so a Legendary DC of 30 becomes a Hard DC of 25 for the next player).

When a player rolls a skill check that does not succeed, the DC for the next player increases by one step (so that Legendary DC of 30 becomes a Nigh Impossible DC of 35). Also, the failing Skill + Stat combination cannot be used by the party for the duration of the challenge.

On the GM's turn during the complex skill challenge, he/she can make a Complication Roll. The GM rolls d20 + The level of the challenge. If this beats the DC that the last player had rolled against, then the GM negates one of the Player's successes and increases the next player's target DC by one step.

Rituals

Rituals are a special kind of complex skill challenge that take place when the PC's attempt to create big, complicated, powerful, world-altering effects through magic. These primarily involve use of the Magic Skill and any other skills that the GM deems appropriate to the nature of the intended effect.

For instance, travel based rituals could involve the Magic Skill, Lore, Athletics and Survival

Exploration based rituals could involve Magic, Subterfuge, Athletics or Lore

Divination Rituals could involve Magic, Subterfuge, Lore and Communication

Since the effects of Rituals are potentially limitless, the cost is greater to PC's. For every round that a PC attempts, they lose one point of Heroism that can't be regained until that character takes an Extended Rest.

Also, the GM should think of an appropriate complication to arise from a failed challenge. A teleportation ritual gone awry could leave the PC's leagues off course and stranded in a desert. Or a botched attempt to commune with a friendly extraplanar creature could instead summon an angry demon.

Otherwise, a ritual skill challenge follows the same rules as a complex skill challenge.

RACES

Elves: An ancient race of magical beings that are native to the Faerie Realm.

Size: Medium; Speed: 7

Faerie Blood: Elves gain a +2 static bonus to Magic skill rolls.

Ancient Will: Elves gain a +2 Static bonus to saves vs. mental effects

Faerie Step: Elves have the ability to walk between worlds, disappearing from the Prime Materia and walking through the Faerie Realm to reappear where enemies least suspect. You can spend a point of heroism and teleport up to your movement rate to any point to which you have Line of Sight. At the Paragon Tier; you can also take one adjacent ally along with you. At the Epic Tier, you can take all adjacent allies. This is a minor action.

Dwarves: Ancient race that dwell in great kingdoms built beneath the mountains. Dwarves are often the first line of defense against otherworldly terrors that nest beneath the earth.

Size: Medium; Speed 5

Stout: When a Dwarf is subjected to a forced movement effect, the number of squares the dwarf is moved decreases by 1.

Iron Hide: Dwarves suffer no penalty to movement or skills when wearing Heavy Armor.

Dwarven Resilience: Dwarves are remarkably durable and resilient. On your turn, you can spend a point of heroism to immediately gain 5 temporary Endurance Points. At the Paragon Tier, this ability grants 10 Temporary Endurance Points. At Epic, this ability grants 15 Temporary Endurance Points. This ability requires a minor action to activate and temp EP gained from Dwarven Resilience stack with temp EP from other sources.

Kobolds: Quick, cunning and mischievous creatures that tend to dwell with other races in large metropolitan areas.

Size: Small; Speed 5

Larcenous: Kobolds gain a +2 Static Bonus to all Subterfuge rolls.

Shifty: Whenever a Kobold is missed with an attack, they may shift up to their Shift Rate as an Immediate Reaction.

Uncanny Luck: Kobolds have a strange and uncanny ability to avoid danger. When you are hit with a successful attack roll, you may spend a point of Heroism to force the enemy to re-roll the attack as an Immediate Action.

The attacker must take the lower of the two rolls. At Level 11, the re-roll takes a -2 penalty. At Level 21, This roll takes a -4 penalty.

Beastmen: An offshoot of humanity that chose to stay in the wild untamed lands while the rest of humanity was building temples and cities.

Size: Medium; Speed: 7

Natural Affinity: Beastmen gain a +2 Static Bonus to all Survival Rolls.

Keen Senses: Beastmen gain a +2 Static Bonus to initiative and can act normally during any surprise round.

Wild Spirit: Due to their atavistic nature, Beastmen can tap into deep reserves of energy to overcome challenges. When you spend a point of heroism, you gain a +2 temporary modifier to attacks and skill checks. At 11th Level, this bonus becomes +4, and at 21st Level it becomes +6. Each the the bonus granted by this ability is applied to a roll, it decreases by 1, and lasts until the total becomes 0. Activating this ability requires a minor action.

Draconians: Dragon-like humanoids that were created by Dragonkind to tend their empire while they lay in long hibernation.

Size: Medium; Speed: 6

Lorekeepers: Draconians gain a +2 Static Bonus to all Lore checks

Death Before Dishonor: When a Draconian is injured, they gain a +1 Static Bonus to attack and damage rolls.

When they are Wounded, this bonus becomes +2.

Dragon Breath: Like their draconic cousins, Draconians have a natural ability to attack foes with their devastating breath weapons. Choose one damage type (Fire, Cold, Lightning, Thunder, Posion or Acid), You can spend a point of Heroism to make an area 3 attack at close range. This attack deals 1d6 damage of the specified type. At 11th level, this attack does 2d8 damage, and at 21st level this attack does 4d10 damage. This ability requires a minor action to activate.

Tieflings: Heirs to a long dead empire ruled by devils and fiends. Tieflings are humans of fiendish origins who rose against their masters and liberated themselves from slavery and oppression.

Size: Medium; Speed: 6

Hell Born: Tieflings gain resistance to fire damage equal to 5 + Level/2 (rounded down).

Tempter: Tieflings gain a +2 Static Bonus to all Communication rolls.

Hellfire Rebuke: When a Tiefling is hit with an attack, they can channel their anger into a retaliatory flash of fire and brimstone. You can spend a point of heroism to deal 1d6 fire and poison damage to an enemy who hits you with an attack as an immediate action. At 11th level, this attack deals 2d8fire and poison damage. At 21st level, this attack deals 4d10 fire and poison damage.

Orcs: Savage humanoids who revel in battle and brutality. Though some are civilized and live among other races, they are still brutish and quick to anger.

Size: Medium; Speed: 6

Fierce Competitor: Orcs gain a +2 Static Bonus to all Athletics Rolls.

Blood-Thirsty: Orcs gain a +2 Static Bonus to attack and damage rolls vs. Injured or Wounded targets.

Savage Blow: Orcs are adept at making brutal, decisive attacks against their enemies. You can spend a point of Heroism to deal an additional 1D to all attacks. This is a free action and the bonus lasts until you miss an enemy with an attack. At 11th level, this bonus becomes 2D, and at 21st level it becomes 3D.

Human: Humans are the most populous and industrious of all the races.

Size: Medium; Speed: 6

Industrious: +1 static bonus to all skill rolls

Perseverant: +1 static bonus to all saves

Heroic Destiny: Humans have no special powers inherent to their race, but still have great potential as heroes. They gain +2 points of heroism at character generation.