

Microlite 4E

STATS

There are 3 Primary Statistics: Strength, Dexterity and Mind. Characters are allowed a 16, 14 and a 10 to assign as they wish. These initial points may be exchanged point for point so long as initial scores do not go above 18. Initial Primary Statistics will also be modified by Race and Class bonuses.

Stat bonus = (Stat -10)/2, round down

SKILLS

There are just four skills: Physical, Subterfuge, Knowledge and Communication. Roll higher than the Difficulty Class given in the adventure to succeed. If the adventure calls for the use of another skill, the DM must decide which of the four skills listed here will apply.

POWERS

This replaces the rules for magic, the rogue's sneak attack and the cleric's turn undead attack in the standard Microlite 20 rules. Classes do not have any of the special abilities listed in the standard Microlite 20 rules, as they are included as class features in 4e. You may want a copy of the 4e books with your character's race and class to use the following rules. However, a Power Builder is included below if you prefer to design your own powers. A character has access to all powers at his character level and below, but they cost hit points to use. **You can heal damage caused by using powers.**

- * At-will powers cost 2 x power's level +1 hit points to use.
- * Encounter powers cost 2 x power's level +3 hit points to use, and you can only use them once per encounter.
- * Daily powers cost 2 x power's level +6 hit points to use, and you can only use them once per day.
- * Racial and class features earned at level 1 cost 1 hit point each to use (or they can be free, for a character with more raw capability than a standard character made with the SRD).
- * Basic attacks, or at-will powers that can be used as basic attacks, can be used for free.
- * Paragon Path features have the same hit point cost as an at-will power of the equivalent level.
- * Epic Destiny features have the same hit point cost as an encounter power of the equivalent level.

ACTION POINTS

These can be added to Microlite 20 4e characters as written in the 4e rules, or simply say that characters can "spend Action Points" as a standard action where they don't do anything — by trading in their action for that turn, they are "spending" a non-existent Action Point.

HEALING SURGES

Whenever a character has the opportunity to use (or lose) a healing surge, it automatically takes place using the listed values. For example, if a power says another character can use a healing surge, that character immediately rolls 2d6 and adds the indicated number depending on its level, to determine the hit points it gains. This can be done any number of times — there is no limit to a character's number of healing surges per day.

<u>Character Level</u>	<u>Surge Value</u>
1 to 5	2d6 +2
6 to 10	2d6 +10
11 to 15	2d6 +20
16 to 20	2d6 +25
21 to 25	2d6 +35
26 to 29	2d6 +40

HEROISM

Heroism is a bonus equal to the character's level, and can be used for one, two or all three of the these situations: Attack Bonus, Damage, Stat + Skill Check. The heroism bonus does not need to be spent all at once, but when it is completely spent, it is gone for the rest of the day

LEVEL ADVANCEMENT

After nine encounters — remember, these do not have to be combat situations you win! — the PCs advance one level, gain 6 more hit points, +1 to attack rolls, +1 to all skills, and gain access to more powers. If the level is a multiple of three (i.e. level 3, 6, 9, etc.), add 1 point to STR, DEX or MIND.

COMBAT

* **Hit Points** = (STR stat x 2) + (6 hit points per level). If HP reach 0, the character is unconscious and near death. Further damage directly reduces STR. If that reaches 0, then the character dies.
* **Initiative:** Roll d20 + DEX bonus for initiative order. Everyone can take TWO actions each turn (or three, if spending an Action Point): move, make a basic attack, use a power (but only one power per turn), etc. A 5-foot step/shift, drawing a weapon, speaking or similar activities are "free" and do not count as an action.

* **Melee/Hand-To-Hand** attack bonus = STR bonus + Level

* **Missile/Ranged** attack bonus = DEX bonus + Level

* **Magic/Supernatural** attack bonus = MIND bonus + Level

Add attack bonus to d20 roll. If higher than your opponent's Armor Class (AC) or other defense, it's a hit.

* **Armor Class (AC)** = 10 + DEX bonus + Armor bonus.

* **Fortitude Defense** = 10 + Melee/Hand-To-Hand attack bonus

* **Reflex Defense** = 10 + Missile/Ranged attack bonus

* **Will Defense** = 10 + Magic/Supernatural attack bonus

***Natural 20 is automatically a critical doing maximum damage.**

***Add STR bonus to Melee/Hand-To-Hand damage, x 2 for two-handed weapons.**

RACE TEMPLATES

Each race provides +2 in bonuses to skills and/or stats as indicated. New races can be added using these as examples. No other racial abilities are included when choosing a race, though race features and powers can be used during the game (see Powers, below).

- * Humans get +1 to all skills
- * Elves, Eladrin, Deva and similar "magical" races get +2 MIND
- * Dwarves, Dragonborn, Half-Orcs, Warforged and similar "tough" races get +2 STR
- * Halflings and similar "quick" races get +2 DEX
- * Half-Elves get +2 to any stat or +1 to all skills
- * Gnomes, Tiefling, Drow and similar "cunning" races get +1 MIND and +1 DEX

CLASS TEMPLATES

In Microlite 4e, you choose a class for your specific powers and features, and that class also determines your character's role. The role provides the benefits listed below. Characters begin at level 1. All roles get 4 skill points to distribute as they wish, plus the indicated skill bonus. All characters also begin with 120 gold pieces to purchase weapons, armor, magic items and adventuring gear. They begin with basic clothing (no AC bonus) for free.

Soldier - Frontline melee defender: High defenses and hit points; moderate offense

Features: 9 Healing Surges, +1 Str, +1 Dex, Any weapon/shield/armor, +1 bonus to the Physical skill.

Combat Challenge: Soldier can "mark" an enemy after engaging it in melee combat. Marked enemies take -2 penalty to any attack that does not include the Soldier as a target.

Punishing Attack: When a marked enemy makes an attack that does not include the Soldier as a target, or tries to move away from the soldier, the soldier may make a free attack against that enemy.

Brute - Frontline melee combatant; immovable force of destruction

Features: 10 Healing Surges, +2 Str, Any weapon/shield/armor.

Brute Strength: Brute is considered one size category larger for the purposes of forced movement and carrying capacity.

Battle Rage: When the Brute drops to 1/2 of their total HP value, they deal +1w damage on all attacks. At 1/4 HP, they deal +2w on all attacks.

Skirmisher - Swift moving melee/ranged commando.

Features: 6 Healing Surges, +1 Str, +1 Dex, Any weapon, light shield medium armor, +1 bonus to the Physical skill.

Darting Attack: When the skirmisher makes a successful attack role, he/she may shift as a free action.

Blade Dash: The skirmisher deals extra damage equal to the amount of squares (or every 5ft.) that they moved before making the attack.

Lurker - Cunning melee/ranged assassin that capitalizes on the enemy's weaknesses

Features: 6 Healing Surges, +2 Dex, 1H weapon, no shield, light armor, +3 bonus to the Subterfuge skill.

Opportunist: The lurker gains a +4 bonus to hit enemies that grant combat advantage, instead of the normal +2.

Stealth Attack: When the lurker is hidden or otherwise obscured from an enemy, they can spend a minor action to "study" an enemy, after which they deal an extra +1w damage. This effect can accumulate over multiple rounds.

Arbalester - Ranged combat specialist that is skilled at bombarding enemies with damaging attacks.

Features: 6 Healing Surges, +1 Dex, +1 Mind, 1H weapon, light shield, light armor.

Sharpshooter: When the arbalester takes an aim action, the bonus to hit increases to +4, rather than +2 and deals an extra +1w damage on a hit.

Rapid Shot: When the arbalester reduces a target to 0hp with an attack, they may make an immediate attack against a second target.

Controller - Ranged combatant that specializes in hindering enemies through area effects and attacks.

Features: 6 Healing Surges, +2 Mind, 1H weapon, no shield/armor, +3 bonus to the Knowledge skill

Oppressive Attack: Enemies suffer a -2 penalty to savings throw to effects caused by the controller's attacks.

Battle Shaping: Controllers may sacrifice damage to attack extra targets. For every -2 penalty to damage, the controller may include 1 extra target as part of an attack.

Leader - Support specialist who excels at healing and buffing allies.

Features: 7 Healing Surges, +1 Str, +1 Mind, Any weapon/shield/armor, +3 bonus to the Communication skill.

Healing Word: The leader may spend a point of heroism to allow an ally to take a second wind, even if that ally has already taken one during the encounter. This does not cost the targeted ally any heroism.

Inspiring Aura: Allies adjacent to the leader, gain a +1 bonus to attacks, saves and skill checks.

POWER BUILDER

There are 4 power skeletons. 1 for each attack type. Each attack gains a power source keyword (Martial, Divine,...) and an accessory keyword (Weapon, Implement).

Melee

Standard Action, Melee Weapon

Target: One Creature

Attack: Primary Attribute Modifier (PAM) vs AC

Hit: 1W + PAM damage

Ranged

Standard Action, Ranged Weapon

Target: One Creature

Attack: Primary Attribute Modifier (PAM) vs AC

Hit: 1W + PAM damage

Close

Standard Action, Close Burst 1

Target: Each creature in burst

Attack: Primary Attribute Modifier (PAM) vs AC

Hit: 1W + PAM damage

Area

Standard Action, Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Primary Attribute Modifier (PAM) vs Reflex

Hit: 1d6 + PAM damage

2) Each power type has a different power modifier sum. Power modifiers may be taken more than once and the effects are cumulative.

At-will powers: 1

Encounter powers: 2 in heroic, 5 in paragon, 7 in epic

Daily power: 4 in heroic, 7 in paragon, 9 in epic

Sample Power Modifiers

-2: No PAM damage on Hit

-1: Add damage type (fire, necrotic, poison)

-1: Remove Weapon or Implement Keyword

0: Attack targets Fortitude or Will instead of Reflex

0: Ranged 5 instead of Ranged weapon

0: Hit deal 1d6 damage instead of 1W

0: Add damage type (cold, electric, thunder)

1: Blast or Wall instead of burst

1: Hit also pushes the target 1 square

1: Hit also knocks the target prone

1: Hit deals an additional 1W

1: Hit or Miss also causes minor ailment (dazed, slowed, grants combat advantage) until the end of your next turn

1: Hit or Miss causes ongoing damage 5

1: Hit or Miss grants target -2 penalty to one defense or attack rolls until end of your next turn

1: Hit or Miss grants target -SAM penalty to one defense or attack rolls until end of your next turn

1: Increase damage dice one size

1: Increase burst or area size by 2

1: Increase Range by 5 squares

1: Ailment lasts until save ends instead or end of turn

1: Hit deals Secondary Attribute damage

1: Add damage type (radiant, acid, psychic)

1: Attack is Reliable

1: +2 to the attack roll

1: Attack deal half damage on Miss

2: Attack targets Reflex instead of AC

2: Hit or Miss also causes major ailment (stunned, immobilized, blinded) until the end of your next turn

2: Additional 1W attack after primary attack