

## MICROLITE20 Variant untitled

### Stats

Str, Con, Dex, Int, Wis, Cha

Point Buy (10 points)

All stats start at 0

Score	Cost
0	0
1	1
2	2
3	4
4	8
5	16

You can reduce a score to -1 to add one extra point to the pool. Reducing a score from -1 to -4 adds an additional 1 point to the pool.

Rolling for Stats

roll 1d8 per stat, divide by two, round down. If you rolled a 1, flip a coin. Heads the stat is 0. Tails the stat is -1.

Assign each stat to one attribute

or

roll 4d6 per stat, drop lowest. Subtract 10 from the sum, divide by two. Assign to a stat.

### Races

**Humans** +1 to one stat  
+1 to all NAD

**Eladrin** +1 Dex, Int  
+1 will  
Once per encounter, teleport 25 feet.

**Elves** +1 Dex, Wis.  
Moves 35 feet.  
Can reroll one attack roll per encounter, must use second roll.

**Half Elves** +1 con, cha  
+1 to one NAD  
Once per day, can reroll one attack roll, must use second roll.

**Dwarves** +1 Con, Wis.  
Moves 25 feet,  
can carry heavy load  
unaffected by bulky armor.  
Forced movement is reduced by 5 feet.

**Halflings** +1 Dex, Cha  
Uses small weapons (Reduce damage die by one)  
Once per encounter, force enemy to reroll an attack, must use second roll.

**Tiefling** +1 int, cha  
Fire Resist equal to 5 + 1/2 level

### Classes

**Fighters** +2 fortitude  
Base HP: 15 HP gained per level: 6  
wear any kind of armor and use shields.  
Can mark enemy, if enemy is adjacent to you, make a basic attack against the enemy if the marked enemy attacks an ally or if move/shift away.

**Paladins** +1 fortitude, reflex, will  
Base HP: 15 HP gained per level: 6

Use any kind of armor and use shields.

Can mark enemy, deal 1/2 level (min 3) + cha radiant damage if marked enemy attacks an ally.

Lay on Hands - (Can use [Wis] times a day) one ally gains HP equal to 1/4 their total HP

### **Rogues** +2 reflex

Base HP: 12 HP gained per level: 5

can use light armor.

Use dex for attack and damage rolls with daggers.

+1 to attack rolls with daggers

Once per round, when attack from behind, +2d6 damage. At level 11 becomes +3d6, at level 21 becomes +5d6.

You may choose to allow rogues to sneak attack when they successfully sneak (dex + subt check) or when they have combat advantage (as per the D&D 4e rules) instead.

### **Wizards** +2 will

Base HP: 10 HP gained per level: 4

Wear no armour.

Use int for attacking with spells.

Can cast wizard spells.

### **Clerics** +2 will

Base HP: 12 HP gained per level: 5

can wear light or medium armor.

They cast cleric spells.

Use wisdom for cleric spell attacks.

Can cast minor healing twice per encounter, heals 1/4 of target's health.

Turn Undead once per encounter. (Burst 10 feet) (25 feet at level 11, 40 at level 21)

Wisdom vs. Will

1d10 + wis, push undead 10 feet per tier. The number of d10s increases by 1 every 5 levels.

### **Skills**

There are just 4 skills : Physical, Subterfuge, Knowledge and Communication.

Skill mod = level + appropriate skill + appropriate stat

Skill check = d20 + skill mod + situational modifiers

For example, Climbing would use Physical + str. Dodging a falling rock is Physical + dex. Finding a trap is Subterfuge + wis. Disabling a trap is Subterfuge + dex.

When creating your character, divide 4 points among these 4 skills in any manner you see fit.

Skill DCs for someone untrained with no real knack.

Easy: level + 5

Medium: level + 10

Hard: level + 15

### **Magic**

Two methods

You may choose that spellcasters should not choose certain spells but rather describe what they cast, you can refer to the damage by level table (In the GM's guide). If using this method, the DM can decide an appropriate effect and spellcasters should be given damage points. When using this method, spells should use the spellcaster's class' primary stat for attack rolls and target an appropriate defense.

Spellcasters can cast spells that they know. Upon character creation, choose two level 0 spells you can cast at any time. Everytime a spellcaster levels, they choose a single spell of their level. You can only cast a number of spells per day equal to your twice your level. Neither cantrips nor Level 0 spells do not count toward this number. High-power spells count as casting 3 spells. If using the D&D 4e books for the spell lists, at-will spells count as level 0 spells, daily spells count as high-power spells. If using this method, spellcasters do not get damage points. Attack spells use the listed stat and target the listed defense and should be rolled to see if they hit.

### **Health**

HP: 10 + Class' Base HP + 2\*Con

Each level gain HP based on your class. Also, if you increase your constitution at that level, remember that your HP increases by 2.

### **Defenses**

AC with heavy armor:  $10 + \text{level} + \text{armor}$

AC with light armor:  $10 + \text{level} + \text{armor} + \text{higher of Dex or Int}$

Fortitude:  $10 + \text{level} + \text{higher of Str or Con}$

Ref:  $10 + \text{level} + \text{higher of Dex or Int}$

Will:  $10 + \text{level} + \text{higher of Wis or Cha}$

### **Combat**

#### **Attacking**

◆ For each creature you are attacking, make an Attack Roll

◆ If your attack roll is higher than the enemy's appropriate defense, you hit. Roll for damage.

#### **Attack Roll**

$d20 + \text{level} + \text{Appropriate Stat} + \text{Weapon Prof} + \text{situational modifiers} + \text{misc. bonuses and penalties}$

If you roll a natural 20 on an attack roll, you automatically do maximum damage and extra damage equal to your level. Any other damage from class abilities such as sneak attack is also maxed.

#### **Weapon Damage Roll**

$1[W] + \text{appropriate stat}$

When making both attack and damage rolls, Melee attacks usually use strength as the appropriate stat, ranged attacks usually use dex.

Different classes may use different stats for their attack and damage rolls, for example, rogues use dexterity for melee attacks with light blades and ranged attacks, Swordmages use int for both melee and ranged attacks.

#### **Actions**

Two methods. In both methods, players can do things that take almost no time for free, such as talking or dropping a weapon.

Everyone can do one thing on their turn; move, attack, cast a spell, etc.

Players can make a minor action, move action, and standard action on their turn. A minor action is something like marking or drinking a potion, a move action involves movement, and a standard action is something like attacking or casting a spell.

You can make one action per round when it isn't your turn, but only when a power or ability lets you. Being granted a free action doesn't count for this.

**Opportunity Attack:** When an enemy who is adjacent to you moves away or when an enemy makes a ranged attack when adjacent to you, make a melee basic attack against that enemy.

#### **Marking**

Marked enemies take a -2 penalty to attacks when attacking a creature that isn't who marked them.

#### **Heroic Surge**

Characters have heroism points equal to their level to use every day. Players must choose how many heroism points and what they are doing with each one before making an attack roll.

Characters can expend a heroism point to increase the number of die rolled of a single attack.

Expending a heroism point can also let the character inflict appropriate conditions to the enemy. For example, the player may wish to jab the enemy's leg, expending a damage point might slow the enemy (save ends). Most conditions added should be save ends, though particularly powerful conditions such as blindness may be until the end of the player's next turn. The key to deciding these effects is determining what is appropriate based on how the player described their actions. As a player levels, they should be able to have conditions become more prevalent. At level one, a player may only be able to throw sand in someone's eyes, blinding them for a single turn. However, at level 30, a player might be able to bombard an enemy with the light of their god, blinding them (save ends).

One can also use heroism points to increase an attack roll, saving throw, or skill check by 2. Should these be able to be assigned after attacking, saving, or making the check or not?

### **Saving Throws**

Savings throws are made to end negative ongoing conditions. At the end of your turn, roll a d20 for each negative ongoing condition. A roll of 10 or greater ends the condition.

### **Other Hazards**

Falling : 1d10 damage per 10', reduce by 1/2 of Phys+DEX check.

Spikes : extra d6 damage

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

### **Creating Spells**

When a spellcaster casts a spell, the spell is likely to have effects other than simply damage. The three main categories for spell-types are high damage to a single target, medium damage to multiple targets, control, and healing.

#### **High Damage single target**

The most seen example of these spells are fire spells. These spells most often target the reflex defense, but choose a defence that makes sense for the attack. Use 1d10 + Appropriate stat to assign damage. To convey an even more powerful attack, a spellcaster should use heroism points to further increase the damage.

#### **Medium Damage to multiple targets**

A burst of fire that engulfs a 15' x 15' area would be an example of this. These attacks also often target the reflex defense. The wider the area, the lower the damage should be. For a 15' x 15' area, using 1d6 + Appropriate stat, to each enemy is appropriate damage. Decreasing to a 10' x 10' area would increase the damage to 1d8 + appropriate stat, and further decreasing it to a 5' x 5' area would make the attack a high damage single target attack with 1d10 + Appropriate stat. If the player wished to attack a 20' x 20' area, using 1d4 + appropriate stat would work. If a player wishes to increase the area beyond that, they can choose to expend a damage point to increase the area by an additional 10' x 10'. Expending a damage point can also add things such as burning, (creature takes 5 ongoing fire damage (save ends) to each creature targeted).

#### **Control Spells**

These spells are often cold spells, lightning spells, or illusions. These spells often attack a single target, but are certainly not limited by that. Feel free to use heroism points to increase the radius. If you wanted your ice ray to freeze the enemy, it might slow the enemy until the end of your next turn. However, these spells do less damage, you should use 1d6 + appropriate mod to assign damage for these spells. If you want to make the effect more powerful, such as dazing the enemy, you can use a heroism point. These might increase the spell to daze until the end of your next turn and increase damage to 2d6 + appropriate mod. At a higher level you might summon a hand of ice that grabs the enemy, immobilizing the enemy and dealing constant damage.

#### **Healing**

These spells are often the domain of clerics. By using heroism points, clerics are able to offer various types of healing to their party member's. Using one heroism surge allows the target to heal 1/4 of their maximum health.

	<b>High Damage, Single Target</b>	<b>Medium damage, multiple targets</b>	<b>Control, single target</b>
Base	1d10 + appropriate stat	1d6 + appropriate stat	1d6 + appropriate stat
Heroism Surge	Increase number of dice rolled	Increase area in both directions by 5 ft or increase dice size	Increase potency of effect or dice size

### **Level Advancement**

At levels 4,8, 14,18, 24,28, increase a stat by 1.

If you increase your constitution, remember that doing say would increase your max HP by 2.

### **Monster Generation**

HP: 10 + 6\*level

AC: level + 14  
NAD: level + 12  
Attack bonus vs. AC: level +5  
Attack bonus vs. NAD: level +3  
Damage: Coming soon

You should then increase and decrease the stats to fit your specific monster. For example, zombies should have very low reflex and low will. Dragons might have  $20 + 10 \times \text{level}$  health. You may wish to increase the defenses of your bosses and give them more health. Archers might do more damage but have little health. Things that attack multiple creatures should have their attack bonus reduced by 2.