

# Nanolite20

by Ewookie

## PRIMARY ATTRIBUTES

STR - Strength (Strength/Constitution)

COR - Coordination (Dexterity/Agility)

AWR - Awareness (Intelligence/Wisdom/Intuition)

Starting characters have scores of 0 in each attribute. They are given 3 points to distribute between the 3 Primary Attributes.

## SECONDARY ATTRIBUTES

DR - Defense Rating (AC) =  $10 + \text{COR or AWR} + \text{armor bonus}$

PEP - Physical Endurance Points (HP) =  $5(\text{STR}) + 15$

MEP - Mental Endurance Points =  $5(\text{AWR}) + 15$

## CHARACTER PATHS

Fighter - Fighters fight. Nuff said.

They may use any armor or weapon at hand.

Rogue - Rogues are skilled and cunning.

They can only use 1-handed melee weapons.

They can use any ranged weapon.

They can only use light armors and shields.

Mystic - Mystics cast spells. Nuff said.

They can only use 1-handed melee weapons or staves.

They can only use light armors and shields.

## SKILLS

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

Roll higher than the given Difficulty Rating to succeed.

Skill rank = your level + any bonus due to your class or race.

Skill roll =  $d20 + \text{skill rank} + \text{whatever stat is most applicable to the use}$   
+ situation modifiers

For example, Climbing would use Physical + STR. Dodging a falling rock is Physical + COR or AWR. Finding a trap is Subterfuge + AWR. Disabling a trap is Subterfuge + COR.

Fortitude = Physical + STR

Reflex = Physical + COR or AWR

Will = AWR + level

Each class has class-specific skills:

#### Fighter Feats

Fighters can expend 1 PEP beforehand to modify their attack and Physical skill rolls by 1. This is stackable. They may expend 2 PEP to make an extra attack or force a successful attacker to re-roll their attack. Also, they can expend MEP to heal PEP by the same amount.

#### Rogue Tricks

Rogues can expend 1 PEP beforehand to modify their attack and Subterfuge skill rolls by 1. This is stackable. They may expend 2 PEP to make an extra attack or force a successful attacker to re-roll their attack. They may expend MEP to cast spells from scrolls or modify their Knowledge and Communication skill rolls. Also, they can expend MEP to heal PEP by the same amount.

#### Mystic Spells

Mystics can only expend PEP to recoup MEP. Mystics expend MEP to cast or enhance their spells.

The MEP cost to cast a spells is as follows:

Spell MEP Cost = Spell Level + 1

## COMBAT

### Melee Combat

#### One-handed Weapons

Attack =

$(1d20* + \text{COR} + \text{attacker's level} + \text{weapon's average damage})$

- Target's DR

\*If 1d20 = 20, then roll 1d20 again and add to previous d20 rolls

If Attack > 0, then Damage inflicted on target = Attack

If Attack <= 0, then the attack failed

#### Two-handed Weapons

Attack =

$(1d20* + \text{STR} + \text{attacker's level} + \text{weapon's average damage})$

- Target's DR

\*If 1d20 = 20, then roll 1d20 again and add to previous d20 rolls

If  $\text{Attack} > 0$ , then Damage inflicted on target = Attack

If  $\text{Attack} \leq 0$ , then the attack failed

#### Ranged Combat

Attack =

$(1d20 * + \text{COR} + \text{attacker's level} + \text{weapon's average damage})$

- Target's DR

\*If  $1d20 = 20$ , then roll  $1d20$  again and add to previous d20 rolls

If  $\text{Attack} > 0$ , then Damage inflicted on target = Attack

If  $\text{Attack} \leq 0$ , then the attack failed

#### Magic Combat

Target must make a Magical Defense Check (MDC) vs. the Difficulty Rating (DR) of the spell.

$\text{DR} = \text{Caster's Level} - \text{Spell's Level} + \text{Caster's AWR} + 10$

$\text{MDC} = 1d20 + \text{AWR} + \text{level}$

Physical Damage is subtracted from PEP while PEP is greater than zero. When PEP reaches zero, the character loses all STR and COR bonuses. Subsequent damage is subtracted from MEP. When MEP and PEP reach zero, the character is dead. If MEP reaches zero but  $\text{PEP} > 0$ , the character is unconscious, cannot make any actions, and their DR = only their armor bonus.

PEP regens at 2 PEP/day. Healing spells, potions, etc. only affect PEP.

MEP regens at 1 MEP/hour of sleep. Sleep is the only method of restoring MEP for Fighters and Rogues.

#### ADVANCEMENT

$\text{Target XP} = \text{current level} * 100$

When the target XP is reached, level or one stat may be raised by 1 point. However, the total of all stats must be  $\leq 12$  and no stat can be  $> 5$ . If the player chooses to raise a stat instead of their level, current XP is reset to 0 and their level stays the same. If they choose to increase their level, they receive 5 Endurance Points to allot to PEP or MEP. They can split these points between PEP or MEP however they choose or they invest all 5 points in one or the other.