

# MICROLITE20 COMPANION RULES

Welcome to the Microlite20 Companion rules. In this document you will find even more fun, optional goodies for your Microlite gaming!

## Races

**Goblins** get a +4 to DEX, and a -2 to MIND

**Half-ogres** get a +6 to STR, and a -2 to MIND

**Pixies** get a -6 to STR, and a +4 to DEX

## Classes

**Assassins** wear light armor and don't use shields. They have a +2 bonus to Physical and a +2 bonus to Subterfuge. Assassins can sneak attack like Rogues. However, if they can study their target for three rounds before making a successful sneak attack, the target must make a STR + Physical save or die. If the target succeeds at the save, the damage is applied to his STR. The Assassin may take other actions as long as his attention remains on his target.

**Barbarians** wear light or medium armor and use shields. They have a +2 bonus to Physical and a +2 bonus to Survival. Barbarians are primarily known for their rages. When a barbarian rages, he gains a +2 bonus to his melee attacks and 2 additional hit points per level. However, when enraged, a barbarian has a -2 penalty to his armor class. Barbarians may rage once per level per day and the rage lasts until the end of the encounter.

**Cavaliers** wear any type of armor and use shields. They have a +2 bonus to Physical and a +2 bonus to Communication. Cavaliers are mounted warriors and as such they get a +2 bonus to their melee attacks and a +2 bonus to damage when using the following weapons from horseback: light hammer, handaxe, light mace, light pick, scimitar, lance, and spear.

**Warlocks** wear light armor and may not use shields. They have a +2 bonus to Subterfuge and a +2 bonus to Knowledge. While they are spellcasters, they, or an ancestor, made a pact with an otherworldly being. That pact allows them to use invocations that increase in power as the warlock progresses. Invocations come in three types: least, lesser, and greater. Least invocations cost 3hp to cast and are available at 1<sup>st</sup> level, lesser invocations cost 6 hp and are available at 6<sup>th</sup> level, and greater invocations cost 9hp and are available at 11<sup>th</sup> level. Also at 1<sup>st</sup> level, the warlock receives the ability to cast an eldritch blast with a range of 60 feet that does 1d6 points of damage. At 6<sup>th</sup> level the damage increases to 3d6, and at 11<sup>th</sup> level it increases to 5d6.

## Rules

### Attribute Increases

In the Microlite20 Core Rules, starting at third level characters can increase an attribute by 1. This could lead to players increasing their character's attributes to outrageous extremes. The suggested solution to this is to cap the increase at the character's race's maximum. For example, elves have a maximum Mind of 20, therefore an elf can only increase his Mind attribute to 20.

## Critical Hits

Here is an alternate way to handle critical hits. When a character is hit with a natural 20 or when his hit point total reaches zero, any damage is applied directly to the character's Strength. Be advised, this will make the game far more deadly especially at lower levels.

## Dual-classing

Game masters may wish to allow characters to function in two classes, IE Fighter/Mage, or Rogue/Illusionist. If so, just use common sense when deciding which classes could dual-class. However, it will take 15 experience points per level to advance instead of 10.

## Mounted Combat

As noted above, Cavaliers are specialists in mounted combat. However, any character can fight from horseback. A few things to keep in mind are that two-handed weapons, longbows, and heavy crossbows cannot be used mounted. Non-Cavaliers attempting to fight mounted have a -2 penalty to their attack rolls. Characters who are dual-classed as Cavaliers fight as Cavaliers when mounted.

## Warlock Invocations

### Least Invocations

**Beguiling Influence:** Gain a +2 bonus on Subterfuge checks.

**Dark One's Luck:** Gain a +2 bonus on your next save.

**Devil's Sight:** See normally in darkness or magical darkness.

**Leaps and Bounds:** Gain a +2 bonus on Physical checks.

**Miasmatic Cloud:** Create a cloud of mist that grants concealment and fatigues those who enter.

**See the Unseen:** Gain *true seeing* as the spell.

**Spiderwalk:** Gain *spider climb* as the spell and you are immune to webs.

**Summon Swarm:** Gain *summon swarm* as the spell.

### Lesser Invocations

**Charm:** Cause one creature to regard you as a friend.

**The Dead Walk:** Create undead as the spell *animate dead*.

**Fell Flight:** Use *fly* as the spell.

**Flee the Scene:** Use *dimension door* as the spell.

**Hungry Darkness:** Create shadows filled with a swarm of bats.

**Voracious Dispelling:** Use *dispel magic* as the spell, causing 1d8 damage to creatures whose effects are dispelled.

**Walk Unseen:** Use *invisibility* (self only) as the spell.

### Greater Invocations

**Chilling Tentacles:** Use *black tentacles* as the spell, and does 1d6 cold damage to creatures in the area.

**Enervating Shadow:** Gain total concealment in dark areas and impose a -2 Strength penalty on adjacent living creatures.

**Tenacious Plague:** Use *insect plague* as the spell, but the summoned locust swarm deals damage as a magic weapon.

**Wall of Perilous Flame:** Create a *wall of flame* as the spell.

