

Microlite20

House Rules v1.9

Stats

There are 3 stats: Strength (**STR**), Dexterity (**DEX**) and Mind (**MIND**).

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = $(\text{STAT}-10)/2$, round down.

Races

There are 7 different races; humans, dwarves, elves, gnomes, half-elves, half-orcs and halflings.

Humans

The most adaptable of all races, humans are come in all shapes and colors.

Racial traits

- +3 to all skills at first level
- +1 to one skill at every third level (3, 6, 9, etc.)

Dwarves

Dwarves are grumpy and hardworking and are known of being good miners, warriors and beer-drinkers. They distrusts everyone and hates orcs and goblinoids.

Racial traits

- +2 to STR
- +2 on saving throws against poison and magic
- +4 to AC against giant type monsters
- darkvision

Elves

The fair elves are poetic and love the nature. They are polite to everyone that don't live up to the standard of being an elf.

Racial traits

- +2 to DEX
- +2 on ranged attacks
- +2 on search rolls, automatically rolls to find secret doors
- +2 on saving throws against enchantments
- low-light vision

Gnomes

Gnomes are curious inventors and animal-friends who love a good joke. They mix well with dwarves and halflings, but are suspicious of the taller races.

Racial traits

- +2 to MIND
- +2 on saving throws against illusions
- +1 to AC because they are small
- low-light vision

Half-elves

Never really at home among humans or elves, half-elves sometimes feel like outsiders. They have the ambitions of a human and the artistic nature of the elf.

Racial traits

- +2 on search rolls
- +3 to Communication
- +2 on saving throws against enchantments
- low-light vision

Half-orcs

Half-orcs are short-tempered who rather act than ponder and rather fight than argue. They have a hard time to get accepted by other races.

Racial traits

- +4 to STR
- -2 to MIND
- darkvision

Halflings

A curious, almost reckless race, halflings are known to spend gold as quickly as they find it. Rich halflings are known for their large collections of curiosities.

Racial traits

- +2 to DEX
- +3 to Subterfuge
- +2 on saving throws against fear
- +1 to AC because they are small

Description

To determine age, height, and weight, use the [description rules in the SRD](#) or PHB.

Classes

There are 8 classes; bards, clerics, druids, fighters, paladins, rangers, rogues and wizards.

Bards

The Bard is a performer whose music works magic - a wanderer, a tale-teller, and a jack-of-all trades.

The Bard...

- can wear light armor
- can use a light shield
- can use light or medium weapons
- gains a +2 bonus to Communication, Subterfuge, and Knowledge.
- Class-skill is Knowledge.
- A Bard can counter sound-based effects within a 30' radius with a Magic attack roll instead of making a save roll. This applies to all affected creatures hearing the Bard within the range and allows additional saving rolls – using the Bards Magic attack roll.
- A Bard can use his song to charm a person or remove fear up to 3 times (total) per day. DC equals 10 + Bards level + MIND bonus.
- At 6th level, a Bard casts spells as a Wizard of 5 levels lower. HP Cost for each spell is multiplied with 5. DC is adjusted with -5.
- HD is d6.
- Base Attack Bonus is 3/4 Level.

Clerics

The Cleric is a master of divine magic and a capable warrior as well.

The Cleric...

- can wear light or medium armour
- can use shields
- can use light, medium or heavy weapons
- can cast divine spells
- gains +3 bonus to Communication.
- Class-skill is Communication.
- can Turn Undead with a successful Magic Attack. DC is the current Hit Points of the Undead. If the DC is exceeded by 10 it is destroyed. This can be used (2 + Level + MIND Bonus) times per day.
- HD is d8.
- Base Attack Bonus is 3/4 Level.

Druids

The Druid is one who draws energy from the natural world to cast divine spells and gain strange magical powers.

The Druid...

- can wear non-metal light or medium armor
- can use shields
- can use non-metal light, medium or heavy

weapons.

- can cast druid spells
- gains +2 to Knowledge checks.
- Class-skill is Knowledge.
- are immune to the spell-like effects of woodland fey.
- can at 3rd level can pass without trace at will.
- can at 7th level assume the form of any small or medium sized animal up to 3 times per day. A Druid heals 2 hp per level when changing back into his human form.
- HD is d8.
- Base Attack Bonus is 3/4 Level.

Fighters

The Fighter is a warrior with exceptional combat capability and unequalled skill with weapons.

The Fighter...

- can wear and use any kind of armour, shields and weapons.
- have a +3 bonus to Physical.
- Class-skill is Physical.
- HD is d10.
- Base Attack Bonus equals the Level.

Paladins

The Paladin is a champion of justice and destroyer of evil, protected and strengthened by an arrow of divine powers.

The Paladin...

- can wear and use any kind of armour, shields and weapons.
- have a +1 bonus to Physical and a +2 bonus to Communication checks.
- Class-skill is Communication.
- are immune to diseases
- apply a +1 bonus to all saving throws (this increases by +1 at 5th level and every 5 levels on).
- can detect evil within 60' at will and can heal up to 2 hp per level per day by laying on hands.
- must be of Lawful Good alignment
- HD is d10.
- Base Attack Bonus equals the Level.

Rangers

The Ranger is a cunning, skilled warrior of the wilderness.

The Ranger...

- can use light or medium armor
- can use shields
- can use light, medium and heavy weapons.
- have +1 to hit and damage with ranged

weapons

- only incur a -1 to hit penalty when fighting with 2 weapons.
- have a +1 bonus to Physical
- have a +2 bonus to Subterfuge.
- Class-skill is Subterfuge.
- At first level and every fifth level after, the Ranger chooses a favored enemy. The ranger gets a +2 bonus to all rolls against the favored enemy.
- At 4th level rangers casts divine spells as a druid of 3 levels lower. HP Cost for each spell is multiplied with 3. DC is adjusted with -3.
- HD is d8.
- Base Attack Bonus equals the Level.

Rogues

The Rogue is a tricky, skillful scout and spy who wins the battle by stealth rather than brute force.

The Rogue...

- can use light armour
- can use light shields
- can use light and medium weapons.
- have a +3 bonus to Subterfuge.
- Class-skill is Subterfuge.
- If they successfully Sneak (usually sub+DEX, but depends on situation) against a foe they can add their Subterfuge skill rank to the damage of their first attack that round.
- HD is d6.
- Base Attack Bonus is 3/4 Level.

Wizards

The Wizard is a potent spellcaster schooled in the arcane arts.

The Wizard...

- cannot wear armour or shields
- can only use clubs, daggers, heavy and light crossbows, or quarterstaves
- can cast arcane spells
- gains a +3 bonus to Knowledge.
- Class-skill is Knowledge.
- HD is d4.
- Base Attack Bonus is 1/2 Level.

Starting wealth and equipment

| Class | Wealth |
|--------------------------|--------|
| Bard, Rogue | 125 gp |
| Cleric, Druid | 120 gp |
| Fighter, Paladin, Ranger | 150 gp |
| Wizard | 75 gp |

Purchase your equipment with your starting wealth using the [Microlite20 Equipment List](#).

Skills

There are just 4 skills: Physical, Subterfuge, Knowledge and Communication. Roll higher than or equal to the given Difficulty Class to succeed.

Skill rank = your level or 1/2 level (*rounded down*) depending on class + any bonus due to your class or race.

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers.

Converted D20 Skills

| | |
|--------------------|--|
| Appraise | comm+MIND |
| Balance | phys+DEX |
| Bluff | comm+MIND |
| Climb | phys+DEX or STR, whichever is highest |
| Concentration | doesn't apply. GM's fiat applies |
| Craft | it's an out of game thing. No one /ever/ crafts things in-game, so it's a redundant skill. Alternatively, know+DEX |
| Decipher Script | know+MIND or comm+MIND |
| Diplomacy | comm+MIND |
| Disable Device | subt+MIND or subt+DEX |
| Disguise | subt+MIND |
| Escape Artist | subt+DEX or subt+STR, depending on what you're escaping out of |
| Forgery | comm+DEX |
| Gather Information | comm+MIND |
| Handle Animal | comm+MIND or comm+STR if the animal is bigger than you |
| Heal | know+MIND |
| Hide | subt+DEX |
| Intimidate | could be phys+STR, or subt+MIND or comm+STR. DM's choice |
| Jump | phys+STR (long jump) or phys+DEX (high jump) |
| Knowledge | know+MIND |
| Listen | subt+MIND |
| Move Silently | subt+DEX |
| Open Lock | subt+DEX |
| Perform | comm+MIND, though it could be DEX if you're juggling, or STR if you're a weightlifter |
| Profession | comm+MIND, usually |
| Ride | comm+DEX |
| Search | subt+MIND |
| Sense Motive | comm+MIND |
| Sleight of Hand | subt+DEX |
| Speak Language | doesn't apply. You either know the language or you don't. Alternatively, comm+MIND to understand subtle nuances |
| Spellcraft | MIND only |
| Spot | subt+MIND |
| Survival | phys+STR to survive, or subt+DEX or STR to hunt. |
| Swim | phys+STR |
| Tumble | phys+DEX |
| Use Magic Device | you can either use it, or you can't. GM fiat. Alternatively, MIND only |
| Use Rope | no used |

Saving Throws

Fortitude = Level + STR bonus
Reflex = Level + DEX bonus
Will = Level + MIND bonus

Hit Points

Hit Points = 1HD + STR bonus each Level. Starting HP is always maximum.

Taking damage

- If HP reach 0, the PC is still mobile, but cannot attack and only move at half speed. Harsh actions deals 1 point of damage.
- If HP reach -1 to -9, the PC is unconscious. The PC still loses 1 HP/round. 10% chance to stabilize.
- If HP reach -10, the PC is dead.

For convenience, monster and other opponents are considered dead when reaching 0 HP.

Magic

Wizards and Bards can cast arcane spells, and Clerics and Druids can cast divine spells, with a spell level equal or below 1/2 their class level, rounded up. Use the spell lists for Microlite20. All spells in the lists are available and known.

Magic Points

A spellcaster have Magic Points. At 1st Level Magic Points equal maximum HD + Mind Bonus. See *Level Advancement*.

Casting a spell of any kind costs Magic Points. The cost is 1 + double the level of the spell being cast:

| Spell Level | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|-------------|---|---|---|---|---|----|----|----|----|----|
| MP Cost | 1 | 3 | 5 | 7 | 9 | 11 | 13 | 15 | 17 | 19 |

This loss is recovered after 8 hours rest. There is no need to memorize spells in advance. Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character.

The Difficulty Class (DC) for all spells is 10 + Caster Level + Caster's MIND bonus.

Select one "signature" spell per spell level from 1st upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less MP to use.

There are no signature spells for Level 0.

Identify magic items

In the spell-list there are no Identify spell. Instead, a spellcaster can identify a magical item by making an

sacrifice of 100 gp (or something of equal value) and then meditate for one hour. The sacrifice turns into dust after a full hour of meditation and the magical attributes of the item is revealed to the spellcaster.

The sacrifice is lowered by the spellcasters level x 10, to a minimum of 10 gp.

Combat

Roll d20 + DEX bonus for initiative order.

Actions

Each round, you can perform one action (draw weapon, pick up an item, make one attack, cast a spell etc.) and one move action (move your speed, stand up etc.), or you can perform a full-round action (double move or full attack). You can also perform one or more (gamemaster decides) free actions (speak, drop a weapon or drop an item).

Attacks and Damage

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

| | |
|----------------------|------------------------------|
| Melee attack bonus | STR bonus + BAB |
| Missile attack bonus | DEX bonus + BAB |
| Magic attack bonus | MIND bonus + BAB |
| Armor Class (AC) | 10 + DEX bonus + Armor bonus |

Add STR bonus to Melee damage, x2 for 2-handed weapons.

Dual-wielding weapons

Fighter and Rogue classes can wield 2 light weapons and make a *Full Attack* with both if they take a -2 penalty on all attack rolls. Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

Cleave

Fighters, Rangers Clerics and Paladins may *Cleave* if an opponent is killed in one blow dealing more damage than the opponent has HP left. If so, an opponent standing next to the initial target of the attack (and within reach) may be attacked with a another successful Attack Roll.

Multiple Attacks

If the total BAB is +6 or more a second attack can be made with a -5 penalty in a *Full Attack*. If the total BAB is +11 or more a third attack can be made at -10, and a fourth at -15 if the BAB is +16 or more. For example, if the BAB is +12, three attacks can be made at +12/+7/+2.No more than four attacks can be made in a round, regardless of BAB (five if two weapons are used).

Movement

All have a speed of 30 feet (6 squares), or 20 feet (4 squares) in medium or heavy armor per combat round.

Threatened Square: Any square next to a square occupied by a hostile creature is *Threatened*.

Leave a Threatened Square: Always triggers an attack of opportunity from any opponent that can attack the escaping creature. Making a successful *Tumble roll*, one for each attacker, negates an attack of opportunity.

Movement between Threatened Squares: A five foot step can always be made as a *move action* from one threatened square to another threatened square without triggering an attack of opportunity.

Critical Hits

Note that a critical hit ranges in the SRD is not used. A critical hit only occurs on a natural 20.

Natural 20 = Maximum damage

Double 20 = Double maximum damage

Triple 20 = Instant death to opponent

Fumble

Natural 1 = Loses next action

Double 1 = Loses next action, max damage to self

Triple 1 = Instant death to self

Natural Healing

With a full night's rest (8 hours of sleep or more), you recover 1 hit point per character level. Any significant interruption during your rest prevents you from healing that night.

If you undergo complete bed rest for an entire day and night, you recover twice your character level in hit points.

Stats heal 1 point per day.

Alignment

There are three different Alignments; *Good*, *Neutral* and *Evil*.

Good creatures believe that laws should be obeyed (except in very rare circumstances) and no-one should be hurt without good reason. Good creatures dislike and make war upon Evil creatures.

Neutral creatures do not care of what is Good or Evil. They are indifferent to laws but dislike hurting other creatures, if it's not necessary for survival. Neutral creatures tend to lean to the side of the majorities Alignment, but adjusts quickly to changes.

Evil creatures are selfish and bully weaker creatures. They take pleasure in hurting other creatures and doesn't care about law and order. Evil creatures hate Good creatures and battle them whenever the opportunity presents itself.

Level Advancement

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. eg: 1 gnoll (2HD) = EL2. 2 gnolls = EL3. 4 gnolls = EL4, etc.

Add up the Encounter Levels (ELs) of every encounter you take part in and multiply with 300. When the total XP = 1000 x your current level, you've advanced to the next level.

| Level | XP |
|-------|---------|
| 1 | 0 |
| 2 | 1 000 |
| 3 | 3 000 |
| 4 | 6 000 |
| 5 | 10 000 |
| 6 | 15 000 |
| 7 | 21 000 |
| 8 | 28 000 |
| 9 | 36 000 |
| 10 | 45 000 |
| 11 | 55 000 |
| 12 | 66 000 |
| 13 | 78 000 |
| 14 | 91 000 |
| 15 | 105 000 |
| 16 | 120 000 |
| 17 | 136 000 |
| 18 | 153 000 |
| 19 | 171 000 |
| 20 | 190 000 |

Level Gains

- +1HD + STR bonus to Hit Points
- +1HD + MIND bonus to Magic Points (use the roll for Hit Points. Only for spellcasters)
- Class Skill = Level
- other skills = 1/2 Level
- humans get +1 to one skill at every third Level
- note that racial and class bonuses to skills only apply once at 1st Level
- re-calculate BAB and change the attacks accordingly
- if the Level divides by 3 (i.e. Level 3,6,9,etc.) add 1 point to one Stat.