

Microlite11

Microlite20 is a trimmed-down, subminiature version of the Primary Fantasy SRD rules (see license for more info) that has been designed to be quick and easy to play. The goal was to create a simpler game, but one where all of the resources of Primary Fantasy SRD (monsters, spells, adventures and equipment) could be used without conversion. Microlite11 replaces Microlite20's standard Race + Class system with a Point-Buy system for creating customized characters or new Races and Classes.

Stats

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

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

For character creation, there are two methods for determining stats. The GM may optionally allow trading stat points for Character Points at a ratio of 2:1.

1. **Random:** Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.
2. **Point Trade:** Each stat starts at 11. Trade points from one stat to another up/down to minimums/maximums set by the GM.

Traits

Characters begin at Level 1 and have 11 Character Points with which any combination of the following 11 traits (cost in parentheses) may be bought. Every level gives you 1 more Character Point to spend.

1. **Arcane Magic (3):** Cast 0th-level Arcane Spells. Access to higher Spell Levels requires the investment of an additional Character Point per Spell Level. Cannot use if the caster is wearing armor.
2. **Class (6):** Classes in are character templates of preselected Traits and Skills.
3. **Combat Bonus (2):** +1 to hit and damage.
4. **Divine Power (2):** Cast 0th-level Divine Spells. Access to higher Spell Levels requires the investment of an additional Character Point per Spell Level.
5. **Heavy Armor (1):** Capably wear Heavy Armor.
6. **Light Weapons Proficiency (1):** Use DEX instead of STR when using light weapons. Wield and attack with 2 light weapons in a round with -2 penalty on all attack rolls. Rapiers are light weapons, but you cannot wield two at the same time.
7. **Race (4):** Each race comes with a 4 Character Points' worth of stat bonuses, Abilities, or Skills, predetermined by the GM or the game rules.
8. **Skill (1):** +1 on the skill of your choice.
9. **Sneak Attack (2)** adds your Character's Subterfuge skill rank to the damage of her first attack, if she successfully Sneaks (usually sub+DEX, but depends on situation) up on a foe. Impossible if wearing a shield or medium/heavy armor.
10. **Stat Bonus (2):** Add +1 to the stat of your choice.
11. **Turn Undead (1):** Repel 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.

Some games will require that specific traits are purchased. For example, the standard Microlite20 configuration requires each character pick a Race (4) and a Class (7), thereby using up all 11 Character Points.

Skills

There are just 4 skills: Physical, Subterfuge, Knowledge, Communication. Roll higher than the given Difficulty Class to succeed. Character Points invested in Skills are called Skill Points.

Skill Rank = Your level x 1/3 Skill Points + Skill Points + Racial Bonus

Skill roll = d20 + skill rank + applicable stat bonus + situation modifiers

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus.

There are no "saving throws" in this game; use Physical + STR or DEX bonus for Fortitude and Reflex saves. Saving against magic (Will save) is usually MIND bonus + your level.

Combat

Hit Points = STR Stat + 1d6/Level. If HP reach 0, unconscious and near death. Further damage directly reduces STR. If that reaches 0, death.

Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, cast a spell, etc.

Melee attack bonus = STR bonus + Level

Missile attack bonus = DEX bonus + Level

Magic attack bonus = MIND bonus + Level

Add attack bonus to d20 roll. If higher than your opponent's armor Class (AC), it's a hit. Natural 20 is automatically a critical doing maximum damage.

Fighters and Rogues can use DEX bonus + Level as Melee attack bonus instead if wielding a light weapon.

If the total bonus is +6 or more a second attack can be made with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2.

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

Armor Class (AC) = 10 + DEX bonus + armor bonus (+2 Light, +4 Medium, +6 Heavy, +1 Shield). By default, all characters can wear light or medium armor and use a shield.

Healing: All characters recover hit points lost due to wounds at a rate equal to one-half their level (round up) per one night of rest. If a character has lost Strength due to wounds, she recovers Strength instead of HP at a rate equal to her Strength bonus per full day rest.

Magic

Casting a spell of any kind costs Hit Points. The cost is twice the level of the spell being cast plus up to 3 Hit Points, depending upon the Mana Level the caster's current location. This loss **cannot** be healed normally but 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. 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 HP to use.

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

Other Hazards

Falling : 1d6 damage per 10', half damage on Phys+DEX save. DC=depth fallen in feet
Spikes : add +1 point to falling damage per 10' fallen, max +10

Poison : Phys+STR save to avoid or for half, depending on poison. Effect varies with poison type.

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

Level Advancement

Experience Points (XP) = 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 kobold = XP1. 2 kobolds = XP2. 4 kobolds = XP3, etc.

Individual characters can also earn 1 experience point for every 100 gold pieces found in treasures (or taken from monsters) and then spent in "frivolous" ways (e.g., wine, women, song, donations to a temple without getting anything in return, generic "training," etc.)

Add up the Experience Points (XPs) of every encounter you take part in and treasure spent. When the total = 20 x your current level, advance to the next level. Reset the total to 0 after advancing.

Equipment

Characters start with one of three Fast Packs plus 25 to 100 gold pieces or additional items based on their class.

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Races & Classes (Optional)

Microlite20's adaptation of the Primary Fantasy SRD requires that characters be built with both a Race and a Class. For Races, it gives +1 to all Skills to Humans, +2 MIND to Elves, +2 STR to Dwarves, and +2 DEX to Halflings. Classes are as follows and function exactly as they do in the original Microlite20, except for one minor edit to the Rogue.

- **Fighter:** Combat Bonus, Light Weapons Proficiency, Heavy Armor, +3 Physical; 2 Character Points reinvested in Combat Bonus every 5th level.
- **Rogue:** Light Weapons Proficiency, Sneak Attack, +3 Subterfuge, +1 to other Skill
- **Mage:** Arcane Magic (0th, 1st), +3 Knowledge; 1 Character Point invested in a new Spell Level every other level.
- **Cleric:** Divine Spells (0th, 1st), Turn Undead, +3 Communication; 1 Character Point invested in a new Spell Level every other level.

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