

Microlite20 "Variable d6" Resolution

This is a d6-only substitute for attack and skill rolls in Microlite20. Instead of beating a target number using $d20 + \text{modifiers}$, roll less than or equal to $\text{skill} + \text{STR}$, DEX , or MIND . Most Physical actions use DEX , but feats of strength use STR . Mental actions use MIND . Roll $3d6$ for most actions; if the total is less than or equal to $\text{stat} + \text{skill}$, the action succeeds. Add dice for more difficult actions, remove dice for easier actions (1 die for each element in the current situation.)

Special modifiers:

- difficult even under perfect conditions: +2 dice;
- outside a character's experience/training: +2 dice.

Don't roll for:

- easy tasks (no chance of failure)
- impossible tasks (8+ dice.)

Criticals (optional): For rolls of more than 2 dice, count 1s and 6s: all 1s = double or special effect; more than half 6s: reduce effect by 1 on success, suffer 1 die penalty if failed.

Optional Strength and Speed Adjustments

Use $\text{STR}/10$ or $\text{DEX}/10$ as a strength or speed rating in contests (breaking free of bearhug, moving out of opponent's reach.) The difference, dropping fractions, is the number of dice of difficulty to add to the weaker/slower contestant's roll.

Optional Combat and Movement Rules

- **Parry/Dodge:** skip attack to increase difficulty of opponent's attack.
- **Maneuver around opponent or outside of reach:** roll 3 dice vs. DEX ; max distance movable equals difference in speed ($\text{DEX}/10$).
- **Throw Weapons:** $\text{DEX} + \text{skill} - 1$ point per step of distance from target.
- **Missile Weapons:** $\text{DEX} + \text{skill} - 1$ point per 4-step increment.
- **Hand-to-Hand combat:** $\text{DEX} + \text{skill}$ to grapple unless opponent wants to grapple, too; while grappled, barehand or small weapon attacks are at -2 dice (no need for attack roll for most ordinary attacks, just roll damage.)
- **Pin, Crush, or Strangle:** $\text{STR} + \text{skill}$ roll in hand-to-hand combat. Adds +2 dice to opponent's DEX rolls unless opponent breaks free with STR .

DC Quick Conversion

DC 20 is a $3d6$ vs. $\text{stat} + \text{skill}$ roll. Roll 1 more die for every +5 DC up to DC 40. Roll against $\text{stat} + \text{skill} - 1$ point per +1 DC over 40.