

Alter Microlite20

v1.7



Alter Microlite20 by Lucas “Atmo” Leonardo Vieira Belo , Copyright 2010 (zephos2@gmail.com). This game was based on “Microlite20 RPG Collection Spring 2010 Revised”. For more Microlite20 awesomeness, head over to the Microlite20 website at <http://www.forum.koboldenterprise.com>. Copyright of all images to owners, whoever they may be.

Introduction

Alou, new Player! How are you today? My name is Lucas “Atmo” Leonardo and I’m here to present you some of my creative ideas about tabletop RPG and Magical & Fantastic Worlds for Roleplay.

First of all, yes I’m a HUGE fan of Japanese products, as anime, manga, light novels, games and the like. You probably thinking “that’s explains everything odd and bizarre about this guy”, but, it is only one of my facets.

I’ve been through several RPG groups and was expunged of every one... Only because my style of thinking. It is not so hard to understand that what I want from RPG is to enjoy playing and hanging out with strange people IN and OUT game!

Maybe this introduction don’t help at all with newcomers, as for myself I even know why I’m writing this but, after so many time, I finally have a simple and low-cost system to play and show to other people the bright and fun side of RPG!

Welcome to one of my worlds!

Information: this is not the final version! I’ll need some more ideas for character customization and, of course, I want to if 10+ people are interested in this game. Think like a Kickstarter, but without fundraising.

10+ = I will make this dream come true.

10- = I will translate this to portuguese and seal it in one of my old HDD.

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Stats

There are 5 stats: Strength (Str), Dexterity (Dex), Mind (Mind), Endurance (End) and Charisma (Cha).

Strength: physical strength and toughness.

Dexterity: hand-eye coordination and quickness.

Mind: intelligence and wisdom.

Endurance: physical resistance and defensive power.

Charisma: manipulation power and mental resistance.

Info

Use the numbers 3, 3, 2, 2 and 2 to assign stats.

OR

Distribute 12 points, minimum 1 maximum 5.

Races

Human: look like us, but more resilient. Larosian human population is in equal numbers with the other races.

Bonus: +1 Endurance

Many Talents: When you use this ability, roll 1d6 along with the 1d20 you normally roll when attacking or making a stat + skill roll. Add the results together to find your final die result for the attack or action.

You can use this ability successfully 3 times per day.

Tribal: native of the forests and jungles of Larosa, are dark-skinned because of extended exposure to sun's radiation. Are brute and uncivilized, prefer to live in wilderness than in man-made houses.

Bonus: +1 Dexterity

Wilderness Mastery: When in a natural, tree-filled location like a forest or jungle (but not mountains or oceans), add +3 to any stat + skill roll that involves nature, like Dex + Subt to hide in the trees, or Mind + Surv to track an enemy. This bonus is not

applied to attack rolls.

Dwarf: humanoids of low stature. Excellent in mining and subterranean exploration, finding ore and water with ease; they easily get rich with it.

Bonus: +1 Strength

Night Vision: You have magic night vision, and can see in the dark as clearly and as far as you can see in the daytime.

Stand Fast: If an enemy attempts to knock you down or push you in any direction, make a Str + Phys + 3 roll (DC is enemy's Str + Phys).

On a success, the enemy's attempt fails, and you stay in place.

Elf: typical fantasy elf, tall, point ears and light colored hair. They're connected with nature even if living in a big city.

Bonus: +1 Dexterity

Magic Training: All of your attacks using weapons cause an additional 1 point of magic damage.

Animal Connection: You will never be attacked by an animal-type monster, and can even ride them with a Dex + Surv roll if big enough.

Succubus: sexy girls with devil-like wings and tails. May help the group with their Charisma and other powers. Recommended to solo games.

Bonus: +1 Charisma

Flight: You can fly as fast as you walk on dry land.

Sex Healing: You immediately heal hit points equal to your level while having sexual relations.

Kemono: humanoids with animal-like characteristics, as ears and tail. They're more aggressive and have keener senses than humans.

Bonus: +1 Dexterity

Agility: On a Dex + Phys roll to leap or climb, add +3 to your roll.

Claws: You have a set of claws in your fingers you can instantly reveal or hide. They cause 1d6 damage.

Night Vision: You have magic night vision, and can see in the dark as clearly and as far as you can see in the daytime.



Genes

An interesting way to individualize your character and giving him/her some extras in exchange of Attribute points: 1 point for 1 Gene level.

The max Gene level is 3, but more Genes can be bought/upgraded with bonus Attribute points in multiple by 3 levels.

Breath Weapon: you have a breath weapon ranged attack, causing damage. Choose the type of damage when purchasing this special ability: fire, ice or thunder.

1- 5 damage, close range.

2- 15 damage, close range.

3- 25 damage, medium range.

Dark Vision: character can literally see in the dark.

1- 10 meters or 30 feet.

2- 25 meters or 80 feet.

3- 50 meters or 160 feet.

Magical Step: once per battle, instead of your regular move, you can teleport to any open spot you can see from your current location, within...

1- 10 meters or 30 feet.

2- 20 meters or 60 feet.

3- 30 meters or 90 feet.

Resist Fear: on a Mind+Level roll to resist fear and terror, you receive a bonus based on spent attribute points.

1- +2.

2- +4.

3- +6.

Shapechange: you can transform into a specific type of wild animal, and only that type of animal, a number of rounds per session equal to your Str*bonus. You do not gain hit points for shapechanging using this special ability. You cannot speak, use equipment or other abilities of your original form when in animal form.

1- Str*1.

2- Str*2.

3- Str*3.

Soul Perception: you're one of very few individuals who have the ability to sense the presence and exact location of other individuals.

1- 10 meters or 30 feet.

2- 25 meters or 80 feet.

3- 50 meters or 160 feet.

Tentacles: character have tentacles, receiving bonuses to Physical Skill and to grapple attacks for each tentacle.

1- +1 Physical, +2 grapple.

2- +2 Physical, +4 grapple, .

3- +3 Physical, +6 grapple.

Thick Skin: you receive a DP bonus based on how thick is your skin.

1- +1 DP, small scales.

2- +2, rough scales.

3- +3, hard scales.

Wings: you have wings and can fly. They can be feather or leather wings, or even of some strange/crazy material.

1- Movement speed is equal to half normal land speed.

2- Movement speed is equal to normal land speed.

3- Movement speed is double normal land speed.

Spell List: can use some spells from a selected Spell List. Useful for some "locked" Spell Lists.

1- 1st Spell Levels.

2- 2nd Spell Levels.

3- 3rd Spell Levels.

Follower: a faithful and weak character who serves you y obligation, free will or blackmail (also includes mental/magic manipulation).

1- 4 levels bellow.

2- 3 levels bellow.



3- 2 level bellow.

Classes

Fighters wear any kind of armour and use shields. They have Physical, Fighting and Dodge as Primary Skills and add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels on.

Rogues can use light armour. They have Subterfuge, Archery and Dodge as Primary Skills. If they successfully Sneak (usually Sub + Dex, but depends on situation) up on a foe they can add their Subterfuge skill rank to the damage of their first attack.

Magi wear no armour. They can cast spells, and gain Knowledge as Primary Skill.

Advanced Classes

When Characters reaches level 3 they can choose a specialization. Every Advanced Class have unique abilities, so don't forget to try various team combinations.

Fighter Classes

Blacksmiths can create elemental weapons even during a combat, but its duration is reduced. When used in combat, the weapon duration is equal to Character level. Using a atelier and good materials, the Blacksmith can produce various types of weapons with normal duration. Craft is a Primary Skill for them. DC to create equipment is 15, +10 fore every +1 bonus to Attributes or +7 Skills.

Brawlers can fight with their bare fists, delivering a good amount of damage without weapons. Use Dual Wield rule when fighting, each hand/foot hitting with 1d6+3 damage.

Knights can double their Armor bonus when protecting someone helpless or unarmed, once per scene. Can cast some defensive spells, but takes double the time to learn. They can't alter magic.

Berserkers can enter in a frenzied state, increasing their melee damage by 2d6 and reducing their Armor to 0. Make a Mind test with DC 12 to calm down; otherwise, they will attack whoever looks alive. They can be manipulated with ease in this state.

Rogue Classes

Shinobi/Kunoichi can use their Shadow Arts to assassinate whoever they want or must. They trade Archery for Fighting as Primary Skill and can cast some spells. They can't alter magic.

Snipers can hit targets from afar with their long-range weapon, with doubled range. Their Sneak tests would apply if they don't are in target's vision range.

Thieves can specialize in subctrating someone else goods and items with their tricky skills. Greediness is a common trait for most of them. Steal is a Primary Skill for them. Can trade Archery for Fighting.

Mage Classes

White Mages can use Support Magic, covering support and healing magic. They can't alter magic.

Wizards can create special items. Essentially, Wizards/Witches are creators of magical artifacts. Additionally, Detect Magic may be cast at-will.

Necromancers can use Death Magic, create undead from dead bodies, modify living beings with parts from other creatures or become an undead (lich). Essentially, Necromancer are scientists.



Skills

Physical, Subterfuge, Knowledge, Communication and Survival are General Skills, Fighting, Archery and Dodge are Combat Skills; Craft and Steal are Specialized Skills. Roll higher than the given Difficulty Class to succeed.

Physical: covers any activity where the body plays a part in deciding the outcome such as jumping, bashing, swimming, etc.

Subterfuge: stealth, deception, or thievery such as hiding, moving silently or picking a lock.

Knowledge: everything from geography and history to environment and can be used to identify monsters, recognize religious symbols or heal someone.

Communication: interacting with the GM's characters or monsters when you are trying to be diplomatic, convincing or proving a point.

Survival: tracking, foraging (in the woods or a city), hunting, determining direction or anything that helps a character to survive in their surroundings.

Craft: to create weapons, armors, helms, general equipment. Useful for Players who like to create new and unusually strong and/or enchanted pieces of equipment.

Steal: act of subtracting someone's good. Don't include piece of clothes too tight or firmly attached to the owner's body, like pants.

Fighting: armed or non-armed combat techniques.

Archery: ranged combat techniques.

Dodge: avoid incoming attacks.

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

Other Skills rank = half level + any bonus due to your class or race.

Skill roll = 1d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers.

Difficulty	DC	Example
Easy	10	Climb a knotted rope.
Medium	20	Swim in stormy water.
Hard	30	Leap across a 9 meters chasm.

For example, Climbing would use Physical + Str. Dodging a falling rock is Physical + Dex. Finding a trap is Subterfuge + Mind. Disabling a trap is Subterfuge + Dex.

Info

Note that there are no "saving throws" in this game; use your Level + Str or Dex for Fortitude (poison) and Reflex (avoid big things, like breath) saves. Saving against magic (Will save) is usually Mind + your level.

Combat

Hit Points (HP) = 10 + class bonus per level, including level 1. If HP reach 0, unconscious and near death. Further damage directly reduces BP.

Body Points (BP) = 20. If you aren't bandaged or otherwise healed by the end of combat, you must roll End+Phys versus DC 10+level or die. If you success in the save, you recover to 1 HP after a few hours. If a dying character is struck again, he dies instantly.

Skill Points (SP) = Class bonus per level, including level 1.

If Endurance and/or Mind suffer increases or decreases by level/class/



race bonuses, HP and SP change accordly.

Initiative: Roll 1d20 + Dex bonus. Everyone can do one thing each turn; move, attack, cast a spell, etc. Every turn lasts 5 seconds.

Cover: If you duck behind an object, you can gain +2 to +10 to your Evade Power against ranged attacks, depending on the extent of the cover (light cover = +2, all the way to nearly complete = +10). Half this Evade Power bonus may also apply to saves if the GM allows it.

Attacking: Add Attack Power to 1d20 roll (Fighting if melee, Archery if distance). If higher than your opponent's 1d20 plus Evade Power roll, it's a hit. Natural 20 is automatically a critical doing double damage.

Dual Wield: Fighters and Rogues can use Dex bonus + Level as Fighting skill if wielding a light weapon. Fighters and Rogues can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

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

Attack Power (AP) = Str + Fighting / Dex + Archery.

Defense Power (DP) = End + Armor Protection.

Evade Power (EP) = Dex + Dodge Skill.

Weapons Damage

Light weapons: 1d6 or 3 damage plus Str or Dex. Unarmed brawling falls into this category.

One-handed weapons: 2d6 or 7 damage plus Str or Dex.

Two-handed weapons: 3d6 or 10 damage plus Str or Dex.

The result of a damage roll is subtracted by Defense Power of target.

Some Spells may increase AP, DP and EP.

Armor Protection

Light armor: 2 Armor bonus. Requires Str 2.

Medium armor: 4 Armor bonus and -3 to all Dodge skills. Requires Str 3.

Heavy armor: 6 Armor bonus and -5 to all Dodge skills. Requires Str 4.

Other Hazards

Falling : 1d6 damage per 2 meters, half damage on Phys + Dex save. DC=depth fallen in meters

Spikes : add +1 point to falling damage per 2 meters fallen, max +10

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

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

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 kobold = EL1. 2 kobolds = EL2. 4 kobolds = EL3, etc.

Add up the Encounter Levels (ELs) of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Re-

Info

Each level adds:

Classes	HP	SP
Fighter	End+2	Mind
Rogue	End+1	Mind
Mage	End	Mind+2



set the total to 0 after advancing.

However, after level 10 and above, the new value to advance is equal to 30 x your current level.

If the level divides by three (i.e. level 3, 6, 9, etc.) add 1 point to Str, Dex, Mind, End or Cha.

Fighters gain +1 to their attack and damage rolls at levels 1, 5, 10, 15, etc.

Magic users gain access to new spell levels at levels 2, 4, 6, 8, etc.

Combat Scale: Combat Scale comes into play when battling against forces of a different size. It acts as a multiplier for damage taken, and also divides any damage given.

If the battle started between units of different CS, reduce the size of the Combat Scale as Hit Points as lost. For example, if the twenty Goblins above are reduced to 2 HP, they have lost over half their unit, so are now CSx4. When down to just 1 HP, they are CSx3 with just 5 goblins remaining. If the Combat Scale becomes the same for all opponents, resolve combat normally; the playing field is now level.

<i>Info</i>	Number	Unit
	Combat	Scale
	2-5	x3
	6-10	x4
	11-20	x5
	21-40	x6
	41-80	x7
	81-160	x8
	161-320	x9
	321-640	x10

Magic

Casting a spell of any kind costs Skill Points. The cost is the level of the spell being cast. To determine the Spell Levels that the character is capable to cast, divide his level by 2, round up.

The Difficulty Class (DC) for learning spells is 12 + Spell Level; starting Mage characters have access to 3 spells.

Alter spells is easy, but some rules need to be follow:

Extending makes a spell last twice as long as it normally would. Cost: +2 SP.

Empowering makes a spell do 50% more damage than it normally would. Cost: +3 SP.

Widening makes a spell's area of effect twice as big as it would normally be. Cost: +4 SP.

Silenced spells don't require words to be cast. Cost: +1 SP.

Still spells don't need gesture to be cast. Cost: +1 SP.

Range of Spells: Except noted otherwise, spell range is 200 meters or 600 ft.

Info

Everyone needs to study new spells to learn them, usually 3 days per Spell Level.

General Spells

1st -Level Spells

Detect Magic: Detects spells and magic items.

Light: Touched object shines like a torch for 1 hour.

Cause Fear: One creature of 5 HD or less flees for 10 minutes.

Comprehend Languages: You understand all spoken and written languages for 1 minute.

Magic Missile: 1d6 damage; +1 missile per level above 1st (max 5).

Sleep: Puts one creature into magical slumber for 1 minute.

2nd -Level Spells

Invisibility: Subject is invisible until it attacks.

See Invisibility: Reveals invisible creatures or objects.

Web: Fills area with sticky spiderwebs.

Grease: Makes area or one object slippery for 1 hour.

Detect Thoughts: Allows "listening" to surface thoughts.

3rd -Level Spells

Remove Curse: Frees object or person from curse.

Zone of Truth: Subjects within range cannot lie for 5 minutes.



Elemental Shield: Reduces chosen elemental damage in 10 points for 10 turns.

4th -Level Spells

Vanish: Turn large objects invisible for 1 day.

5th -Level Spells

Telepathic Bond: Link lets allies communicate for 1 hour.

6th -Level Spells

Petrify: Turns subject creature into statue.

True Seeing: Lets you see all things as they really are. 50 XP must be spent to cast this spell.

Necromancer Spells

1st -Level Spells

Deathwatch: See who is injured, dead or undead.

2nd -Level Spells

Command Undead: Undead creature obeys your commands.

Animate Dead: Creates undead skeletons and zombies.

3rd -Level Spells

Gentle Repose: Preserves one corpse.

Speak with Dead: Corpse answers one question/two levels.

4th -Level Spells

Soul Bind: Traps newly dead soul to prevent resurrection.

5th -Level Spells

Disintegrate: Makes one creature or object vanish.

6th -Level Spells

Raise Dead: Restores life to subject who died as long as 1 day/level ago.

7th -Level Spells

Clone: Duplicate awakens when original dies.

Wizard/Witch Spells

1st -Level Spells

Create Scroll: Store a spell you cast in a scroll to be released when read.

2nd -Level Spells

Brew Potion: Store a spell you cast in a potion to be released when quaffed.

3rd -Level Spells

Create Golem: Creates constructs made of dead material. The entire procedure takes a day. Golem's Level is equal to caster's level minus 3, minimum 1.

4th -Level Spells

Magic Rocket: 5d6 damage for 1 rocket.

Create Magic Item: Permanently enchant masterwork items including arms and armor with effects that are thematically linked to a spell you cast. The entire procedure takes a day. The item has to be custom made using rare ingredients.

Permanency: Makes certain spells permanent. The entire procedure takes a day.

5th -Level Spells

Planar Binding: Traps extraplanar creature of 6 HD or less until it performs a task.

Teleport: Instantly transports subjects hundreds of miles.

6th -Level Spells

Dream World: Creates a permanent portal to a new pocket dimension.

Plane Shift: Subjects travel to another plane.

Astral Projection: Projects you and companions into Astral Plane.



Support Spells

1st -Level Spells

Bless: Allies gain +1 AP for 10 turns.

Cure: Cures 1d6/level damage (max 5d6).

Shield: DP +1/4 levels for 10 turns.

2nd -Level Spells

Haste: Allies move faster and get a second melee attack. This lasts for 1 turn only.

Dispel Magic: Cancels magical spells and effects.

3rd -Level Spells

Major Bless: Allies gain +5 AP for 10 turns.

Major Cure: Cures 1d6/level damage (max 10d6).

Major Shield: DP +1/level for 5 turns.

4th -Level Spells

Barrier: Creates a magical barrier with 30 HP; enemy melee damage is blocked by this barrier, breaking when 0 HP.

5th -Level Spells

Restoration: Restores level and stat drains.

6th -Level Spells

Raise Dead: Restores life to subject who died as long as 1 day/level ago.

Shinobi/Kunoichi Spells

1st -Level Spells

Detect Poison: Detects poison in one creature or object.

2nd -Level Spells

Spider Climb: You can walk on walls and ceilings for 1 minute.

3rd -Level Spells

Wind Walk: Targets turn to dust/sakura petals/whatever and fly in a gust of wind.

4th -Level Spells

Scrying: Spies on subject from a distance.

5th -Level Spells

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

6th -Level Spells

Shadow Walk: Take subjects into shadow to travel rapidly for 1 minute.

Dark Control Spells

1st -Level Spells

Charm Person: Makes one person your friend for 1 day. (MIND)

2nd -Level Spells

Hold Person: Paralyzes one humanoid for 1 minute. (MIND)

3rd -Level Spells

Summon Monster: Calls extraplanar creature to fight for you.

4th -Level Spells

Charm Monster: Makes monster believe it is your ally for 1 day. (MIND)

5th -Level Spells

Seeming: Changes appearance of one person by 1 minute per two levels.

6th -Level Spells

Dominate Person: Controls humanoid telepathically. (MIND)

RageBlade Spells

1st -Level Spells

Summon Weapon: You summon one weapon of your choice with this spell.

3rd -Level Spells

Boost: Increase DMG of next attack by +5.

5th -Level Spells

Rage Counter: Counter an incoming physical blow by spending 5 HP.

7th -Level Spells

RageBlade: STR is multiplied by 5 for 3 turns.

