

Microlite20 Modern



The Modern version of Microlite20 is designed to be as close to the Modern SRD, but adapted to work with the Microlite20 Core Rules.

Stats

The rules for stats are the same as Microlite20 Core Rules.

Races

The rules for races are the same as Microlite20 Core Rules, as appropriate for the campaign.

Classes

Microlite20 character classes actually have two parts: Heroic Class and Starting Occupation. Characters begin at Level 1.

The Heroic Classes are the broad and basic definition of the characters abilities. Think of it as their natural gifts. Select one of the Heroic Classes as follows:

Strong Hero gain +1 to Physical.

Smart Hero gain +1 to Knowledge.

Cunning Hero gain +1 to Subterfuge.

Charismatic Hero gain +1 to Communication.

Starting Occupations are more detailed and specialized aspects of the character's abilities. They represent what the character has learned. Select one of the Starting Occupations as follows:

Academic

Skill Bonus: Knowledge +2

Adventurer

Skill Bonus: Physical +2

Athlete

Skill Bonus: Physical +2

Blue Collar

Skill Bonus: Physical +2

Celebrity

Skill Bonus: Communication +2

Creative

Skill Bonus: Knowledge +1 and Physical +1

Criminal

Skill Bonus: Subterfuge +2

Dilettante

Skill Bonus: Physical +1 and Subterfuge +1

Doctor

Skill Bonus: Knowledge +2

Emergency Services

Skill Bonus: Knowledge +1 and Physical +1

Entrepreneur

Skill Bonus: Knowledge +1 and Subterfuge +1

Investigative

Skill Bonus: Communication +1 and Knowledge +1

Law Enforcement

Skill Bonus: Physical +1 and Subterfuge +1

Military

Skill Bonus: Physical +2

Religious

Skill Bonus: Communication +1 and Knowledge +1

Rural

Skill Bonus: Physical +2

Student

Skill Bonus: Knowledge +2

Technician

Skill Bonus: Knowledge +2

White Collar

Skill Bonus: Communication +1 and Knowledge +1

Magic

The rules for magic are the same as Microlite20 Core Rules, as appropriate for the campaign.

Name and starting equipment

The rules for Name and starting equipment are the same as Microlite20 Core Rules.

Action Points

The player characters, being heroes, can accomplish amazing feats. Action Points aid them in this by adding an additional die to their die rolls.

When a player makes a roll for an attack, a skill check, or a stat check and is not satisfied by the result they can spend the point and roll a d6, add it to the total before the GM says if they succeeded on their 1st roll. They may spend only one point per round.

A character starts with 5 Action Points. As they spend them, they don't replenish until they reach their next level. Each level attained grants 5 + one-half their level, rounded down more points. When they reach 8th level, when spending a point they get to roll 2d6 and take the better of the two rolls; at 15th level, they get 3d6, take the best of the three die.

Combat

The rules for combat are the same as Microlite20 Core Rules, except for the following:

The bonus given to Fighters and Rogues in Microlite20 Core Rules is available to characters in Modern with the following Starting Occupations: Criminal, Law Enforcement and Military. Firearms use the Missile Attack Bonus rule found in Microlite20 Core Rules.

Burst Fire: an automatic firearm can fire a small burst at a single opponent. For a -4 penalty to the attack roll, the shooter gets double the dice for damage (a firearm that does 2d6 would do 4d6 with burst fire).

Autofire: an automatic firearm can spray fire into a 10 foot by 10 foot area with bullets; the attack must hit an effective AC 10 with a -4 penalty. If they make the roll, anyone in the area must make a Dexterity Check (DC 15) or be hit.

Thrown Explosives: These weapons (usually grenades) requires the attacker to make a Missile Attack (no penalty) targeting a particular 5 foot by 5 foot area, which is a DC 10 roll. Anyone caught within the blast radius (see the explosives details in the SRD) can make a Dexterity Check (DC is listed with the explosive) and only take half damage.

Other Hazards

The rules for Hazards are the same as Microlite20 Core Rules.

Level Advancement

The rules for Level Advancement are the same as Microlite20 Core Rules.

Opponents

Supporting Cast

Name	Hit Dice	AC	Attack	Skills
Bounty Hunter	2d8+1 (10 HP)	16 (18)	+3 Melee (d4+2) / +3 Ranged	Comm. +2, Know. +2, Phy. +5, Subt. +4
Crime Lab Tech.	2d6 (6 HP)	12	-1 Melee (d3-1) / +1 Ranged	Comm. +2, Know. +5, Phy. +2, Subt. +4
Criminal	2d8 (8 HP)	13 (15)	+1 Melee (d3+1) / +3 Ranged	Comm. +2, Know. +4, Phy. +2, Subt. +5
Dilettante	2d6+1 (8 HP)	15	-1 Melee (d3-1) / +2 Ranged	Comm. +4, Know. +4, Phy. +3, Subt. +2
Drug Dealer	2d8+2 (12 HP)	12 (14)	+1 Melee (d3+1) / +1 Ranged	Comm. +4, Know. +2, Phy. +2, Subt. +5
Gang Leader	2d6+2 (10 HP)	12 (13)	+4 Melee (d6+2) / +2 Ranged	Comm. +3, Know. +2, Phy. +4, Subt. +4
Gang Member	2d8+2 (12 HP)	16 (17)	+2 Melee (d6+1) / +2 Ranged	Comm. +3, Know. +1, Phy. +5, Subt. +4
Mechanic	2d6+1 (8 HP)	10	+3 Melee (d3+2) / +0 Ranged	Comm. +2, Know. +4, Phy. +5, Subt. +2
Police Officer	2d6+2 (10 HP)	13 (17)	+3 Melee (d3+2) / +2 Ranged	Comm. +2, Know. +3, Phy. +4, Subt. +4
Politician	2d6 (6 HP)	11	-1 Melee (d3-1) / +1 Ranged	Comm. +5, Know. +3, Phy. +2, Subt. +3
Private Eye	2d6+2 (10 HP)	13	+2 Melee (d6+1) / +1 Ranged	Comm. +2, Know. +3, Phy. +4, Subt. +4
Reporter	2d6 (8 HP)	12	-1 Melee (d3-1) / +1 Ranged	Comm. +4, Know. +4, Phy. +2, Subt. +3
Scholar	2d6 (6 HP)	12	-1 Melee (d3-1) / +1 Ranged	Comm. +4, Know. +5, Phy. +2, Subt. +2
Scientist	2d6 (6 HP)	12	-1 Melee (d3-1) / +1 Ranged	Comm. +3, Know. +5, Phy. +2, Subt. +3
Soldier	2d8+1 (10 HP)	16 (18)	+3 Melee (d4+2) / +3 Ranged	Comm. +3, Know. +3, Phy. +5, Subt. +2
Taxi Driver	2d6+1 (8 HP)	16	+1 Melee (d3+1) / +2 Ranged	Comm. +2, Know. +3, Phy. +5, Subt. +3
Terrorist	2d6+2 (10 HP)	12 (14)	+1 Melee (d3+1) / +1 Ranged	Comm. +2, Know. +3, Phy. +4, Subt. +4
Thug	2d6+2 (10 HP)	13 (14)	+4 Melee (d6+2) / +2 Ranged	Comm. +2, Know. +2, Phy. +5, Subt. +4

Creatures

Name	Hit Dice	AC	Attack
Ape	4d8+8 (26 HP)	14	Claw +7 (1d6+5), Bite +2 (1d6+2)
Baboon	1d8+1 (5 HP)	13	Bite +2 (1d6+3)
Bat	¼ d8 (1 HP)	16	
Bear, Black	3d8+6 (19 HP)	13	Claw +6 (1d4+4), Bite +1 (1d6+2)
Bear, Brown	6d8+24 (51 HP)	15	Claw +11 (1d8+8), Bite +6 (2d8+4)
Bear, Polar	8d8+32 (68 HP)	15	Claw +13 (1d8+8), Bite +8 (2d8+4)
Boar	3d8+9 (22 HP)	16	Gore +4, (1d8+3)
Camel	3d8+6 (19 HP)	13	Bite +5 (1d4+6)
Cheetah	3d8+6 (19 HP)	15	Bite +6 (1d6+3), Claw +1 (1d2+1)
Crocodile, Medium Size	3d8+9 (22 HP)	14	Bite +6 (1d8+6), Tail Slap +6 (1d12+6)
Crocodile, Huge Size	7d8+28 (59 HP)	16	Bite +11 (2d8+12), Tail Slap +11 (1d12+12)
Dog, Small Size	1d8+2 (6 HP)	14	Bite +2 (1d4+1)
Dog, Medium Size	2d8+4 (13 HP)	14	Bite +3 (1d6+3)
Donkey	2d8+2 (11 HP)	13	Bite +1 (1d2)
Eagle	1d8+1 (5 HP)	14	Claw +3 (1d3), Bite -2 (1d4)
Elephant	11d8+55 (104 HP)	15	Gore +16 (2d8+15), Slam +16 (2d6+10), Stomp +11 (2d6+5)
Hawk	1d8 (4 HP)	17	Claw +5 (1d4-2)
Herd Animal	5d8+15 (37 HP)	13	Butt +6 (1d8+6), Trample +6 (1d12)
Horse	3d8+6 (19 HP)	13	Hoof +2 (1d4+1)
Leopard	3d8+6 (19 HP)	15	Bite +6 (1d6+3), Claw +1 (1d3+1)
Lion	5d8+10 (32 HP)	15	Bite +2 (1d8+2), Claw +7 (1d4+5)
Octopus	2d8 (9 HP)	16	Tentacle Rakes +5 (0), Bite +0 (1d3)
Octopus, Giant	8d8+8 (44 HP)	18	Tentacle Rakes +10 (1d4+5), Bite +5 (1d8+2)
Monkey	1d8 (4 HP)	14	Bite +4 (1d3-4)
Owl	½ d8 (2 HP)	17	Claw +5 (1d2-2)
Rhinoceros	8d8+40 (76 HP)	16	Gore +13 (2d6+12)
Shark, Medium Size	3d8+3 (16 HP)	15	Bite +4 (1d6+1)
Shark, Huge Size	10d8+20 (65 HP)	15	Bite +10 (2d6+7)
Tiger	6d8+18 (45 HP)	14	Claw +9 (1d8+6), Bite +4 (2d6+3)
Whale, Orca	9d8+45 (85 HP)	16	Bite +12 (2d6+12)
Wolf	2d8+4 (13 HP)	14	Bite +3 (1d6+1)
Wolverine	3d8+12 (25 HP)	14	Bite -1 (1d6+1), Claw +4 (1d4+2)

Skills: The rules for Creature Skills are the same as Microlite20 Core Rules, except: all non-intelligent creatures have a bonus to Physical and Subterfuge skills equal to their number of hit dice.

Advancement: The rules for Creature Advancement are the same as Microlite20 Core Rules, except: for Supporting Cast, each increase in Hit Dice adds 3 skill points to divide up amongst their skills as desired.

Create your own: The rules for creating your own creatures are the same as Microlite20 Core Rules.

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