

UltraMicrolite 20

By greywulf 7/28/08, Last revised by Andrew Domino at Domino Writing (9/13/15)

This is Microlite 20 boiled down even further. It's suitable for gaming while out walking or when you've forgotten your gamebooks. If you don't have 1d20, use 3d6 to get close enough.

There are 4 stats: STRENGTH (how tough you are), DEXTERITY (how quick you are), MIND (how smart you are) and CHARISMA (how charming you are).

- Decide which one you're *extremely* good at; it has a bonus (rating) of 3. Decide which stat you're *very* good at; it has a bonus of 2. You're *pretty* good at the other two stats; each has a bonus of 1.

There are 4 skills: Physical (trying), Subterfuge (tricking), Communication (talking) and Knowledge (thinking).

- Pick the skill you're *best* at; it has a bonus of 4. The other skills have a bonus of 1.

There are two types of Wounds: Each character starts with 3 Body Wounds and 3 Social Wounds.

Actions are resolved by rolling 1d20 + relevant skill bonus + relevant stat bonus. Roll equal or higher than the given Difficulty Class (DC) or higher than the opponent's roll to succeed. DC is usually 10 (average action) or 15 (challenging action). Describe what your character is doing in an entertaining way, and add +1 or +2 to your action roll.

Combat is an action roll using Physical + STRENGTH bonus (for melee/hand-to-hand), Physical + DEXTERITY bonus (for missile/ranged), Knowledge + MIND bonus (for magic/supernatural) or Communication + CHARISMA bonus (for social combat). Roll 1d20 without bonuses to determine initiative. Some weapons provide an additional bonus to the attack roll:

- +1 Weapon In Each Hand (melee/hand-to-hand or missile/ranged)
- +2 Big Sword (melee/hand-to-hand) or Automatic Pistol (missile/ranged)
- +4 Shotgun or Automatic Rifle (missile/ranged)

Make an action roll for the defender using the same pair of skill and stat bonuses to determine the DC for the attack. If armor would help the defender, it adds the listed bonus:

- +1 Leather
- +3 Chainmail or Bulletproof Vest
- +5 Plate Mail or Riot Gear

Damage: If the attacker's roll is greater than or equal to the defender's DC, the attack hits, and the defender loses 1 Body Wound (caused by swords, guns, fire, psychic blasts, etc.), or 1 Social Wound (caused by insults, intimidation, etc.). Normally you cannot recover Wounds until after combat.

If you fall to 0 (zero) Body Wounds, you're unconscious. Roll Physical + STR bonus (DC 15) to recover from the battle without serious injury; if you fail this roll, you may have an impressive battle scar, one missing eye, or even a severe fear of some horrifying type of creature. After a combat encounter, you reset to 3 Body Wounds. Larger critters can take more hits before dying. In the same way, mooks (easily defeated foes) may be able to take one hit each.

If you fall to 0 (zero) Social Wounds, you're outwitted. You lose the combat and it's up to the winner to decide what happens. Immediately after the combat encounter, you reset to 3 social wounds.

Advancement: When your character has accomplished a major goal in the story, add +1 to any two skills.

For example, a hero draws a pistol and shoots at a guard. He rolls Physical + DEXTERITY bonuses (+2 for his pistol) against the guard's Physical + DEXTERITY bonuses and fails. The guard loses no Body Wounds.

Another hero tries to sweet-talk her way past a nightclub bouncer to get inside. She rolls Communication + CHARISMA bonuses against the bouncer's Communication + CHARISMA bonuses and succeeds. The bouncer "suffers" one Social Wound — he's falling for her smooth lines.