

Microlite 20 Rules Guide Character Sheet

uses the *Purest Essence* and **Domino Writing Fantasy Expansion: Character Creation Options** rules • 2011 Domino Writing

Character Name:

Player Name:

Race:

Level:

Gender:

Class:

Stat Score **STAT** Stat Bonus

STRENGTH

DEXTERITY

MIND

SKILL Skill Rank

Physical

Subterfuge

Knowledge

Communication

Survival

To make a **check**, decide which stat and skill are most useful when attempting an activity. Roll the 20-sided die and add the appropriate stat bonus and skill rank. The total must be equal to or more than the **Difficulty Class** of the check (a number the Game Master knows).

ATTACK BONUSES

Melee/Hand-To-Hand: +

Missile/Ranged: +

Magic/Supernatural: +

To make an **attack**, choose a weapon or spell and a target or targets. Roll the 20-sided die and add the appropriate attack bonus. The total must be equal to or more than the **Armor Class** of the target (a number the Game Master knows). An attack roll is sometimes called a "to hit" roll.

Initiative:

Roll the 20-sided die and add this number to determine who goes first in combat.

Speed:

You move this many spaces on the battle map each turn, in any direction, including diagonally.

Armor Class (AC):

An enemy's attack roll must be equal to or greater than your **Armor Class** to hit you and cause injury. Enemies are played by the Game Master.

Total Hit Points:

Current Hit Points

- When you are hurt by an enemy or obstacle, or cast spells, you will lose hit points. When you fall to 0 (zero) **Hit Points**, you are unconscious and dying. At -10 hit points, you are dead.
- Rest and magical aid can restore hit points. You can never have more hit points than your **Total Hit Points**.

If at any time you have questions, just ask! The Game Master and more experienced players will be glad to help you. Players who know a lot about the game rules may suggest ideas that make the best use of the rules, but remember, it's your character. You decide what happens to him or her.

On Your Turn: The Game Master will describe a situation that your character and the characters of the other players are facing. If it involves fighting, you'll be in **Combat**. If it's anything else, like hiking through the woods, talking to people in town, sailing a ship, figuring out a puzzle, and so on, you'll be **Exploring**.

Exploring - Tell the Game Master what you want to do, and he or she will tell you what happens as a result. The Game Master may call for a **check** (using your stats and skills – see the first page).

You can do this at any time. You don't have to wait your turn.

Combat - This is where the miniature figures and the battle map on the table are used. The Game Master will tell you where you can place your figure. Roll the 20-sided die and add your **Initiative** to find out when you take your turn.

You can do almost anything in combat – just ask the Game Master – but most often, you'll:

1. **MOVE** your **Speed** in spaces, and
2. **MOVE AGAIN** or **MAKE AN ATTACK** (see the first page) or **USE A SPECIAL ABILITY** (listed below) or **ATTEMPT ANOTHER ACTION** (which is usually just like **Exploring**).

Talk with the other players about what their characters are doing. You may be able to help one another.

Equipment (* = magic items)

Weapons

Ammunition: 20

Armor

Other

Adventurer's Kit – backpack, belt pouch, bedroll, flint & steel, belt pouch, 2 torches, 10 days trail rations, 50 feet hempen rope, waterskin
Simple Clothing

Experience

You gain Experience for defeating monsters and accomplishing goals. The Game Master will tell you when you've earned Experience. With enough Experience, you'll "go up a level" and get bigger and better powers, skills and other characteristics.

Special Abilities

Treasure

Platinum Pieces (pp):

Gold Pieces (gp):

Silver Pieces (sp):

Copper Pieces (cp):

Other Wealth:

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Character Name:

Player Name:

Race: Dwarf

Level: 1

Gender:

Class: Fighter – *an axe-wielding warrior*

Stat Score STAT Stat Bonus

18 STRENGTH +4

13 DEXTERITY +1

11 MIND +0

SKILL Skill Rank

Physical 5

Subterfuge 0

Knowledge 1

Communication 1

Survival 1

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ATTACK BONUSES

Melee/Hand-To-Hand: +5
(+6 with magic battleaxe)
Missile/Ranged: +2

Magic/Supernatural: +1

To make an **attack**, choose a weapon or spell and a target or targets. Roll the 20-sided die and add the appropriate attack bonus. The total must be equal to or more than the **Armor Class** of the target (a number the Game Master knows). An attack roll is sometimes called a "to hit" roll.

Initiative: +1

Roll the 20-sided die and add this number to determine who goes first in combat.

Speed: 5

You move this many spaces on the battle map each turn, in any direction, including diagonally.

Armor Class (AC): 18

*An enemy's attack roll must be equal to or greater than your **Armor Class** to hit you and cause injury. Enemies are played by the Game Master.*

Total Hit Points: 22

Current Hit Points

- When you are hurt by an enemy or obstacle, or cast spells, you will lose hit points. When you fall to 0 (zero) **Hit Points**, you are unconscious and dying. At -10 hit points, you are dead.
- Rest and magical aid can restore hit points. You can never have more hit points than your **Total Hit Points**.

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Equipment (* = magic items)

Weapons

Battleaxe +1 * (1d8 +2 damage)

Light Crossbow (1d8 damage)

Ammunition: 20 crossbow bolts

Armor

Banded Mail

Heavy Steel Shield

Other

Adventurer's Kit – backpack, belt pouch, bedroll, flint & steel, belt pouch, 2 torches, 10 days trail rations, 50 feet hempen rope, waterskin

Simple Clothing

Vial of Holy Water

Treasure

Platinum Pieces (pp):

Gold Pieces (gp): 12

Silver Pieces (sp):

Copper Pieces (cp):

Other Wealth:

Experience

You gain Experience for defeating monsters and accomplishing goals. The Game Master will tell you when you've earned Experience. With enough Experience, you'll "go up a level" and get bigger and better powers, skills and other characteristics.

Special Abilities

Attack Bonus: Melee/Hand-To-Hand

You are especially skilled at fighting with axes and hammers.

Add +1 to attack rolls and damage rolls using melee/hand-to-hand weapons (already included for your magical battleaxe).

Cleave

You can defeat one foe and move right into the next.

If you make a melee/hand-to-hand attack against an enemy and drop it to 0 (zero) hit points or less on this turn, you can immediately attack another enemy you can make a melee/hand-to-hand attack against.

Medium Armor and Heavy Armor And Shields

You are trained to wear all kinds of armor.

You can wear medium and heavy armor and carry a shield – like the banded mail and steel shield you already have.

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Character Name:

Player Name:

Race: Human

Level: 1

Gender:

Class: Cleric – *a servant of the gods of good*

Stat Score STAT Stat Bonus

13 STRENGTH +1

11 DEXTERITY +0

16 MIND +3

SKILL Skill Rank

Physical 3

Subterfuge 1

Knowledge 2

Communication 4

Survival 1

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ATTACK BONUSES

Melee/Hand-To-Hand: +2
(+3 with magic mace)
Missile/Ranged: +1

Magic/Supernatural: +4

To make an **attack**, choose a weapon or spell and a target or targets. Roll the 20-sided die and add the appropriate attack bonus. The total must be equal to or more than the **Armor Class** of the target (a number the Game Master knows). An attack roll is sometimes called a "to hit" roll.

Initiative: +0

Roll the 20-sided die and add this number to determine who goes first in combat.

Speed: 6

You move this many spaces on the battle map each turn, in any direction, including diagonally.

Armor Class (AC): 15

*An enemy's attack roll must be equal to or greater than your **Armor Class** to hit you and cause injury. Enemies are played by the Game Master.*

Total Hit Points: 17

Current Hit Points

- When you are hurt by an enemy or obstacle, or cast spells, you will lose hit points. When you fall to 0 (zero) **Hit Points**, you are unconscious and dying. At -10 hit points, you are dead.
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Equipment (* = magic items)

Weapons

Heavy Mace +1 * (1d8+1 damage)
Javelin (1d6 damage)

Ammunition: 2 javelins

Armor

Chainmail

Other

Adventurer's Kit – backpack, belt pouch, bedroll, flint & steel, belt pouch, 2 torches, 10 days trail rations, 50 feet hempen rope, waterskin
Simple Clothing
Silver Holy Symbol

Treasure

Platinum Pieces (pp):
Gold Pieces (gp): 10
Silver Pieces (sp):
Copper Pieces (cp):
Other Wealth:

Experience

You gain Experience for defeating monsters and accomplishing goals. The Game Master will tell you when you've earned Experience. With enough Experience, you'll "go up a level" and get bigger and better powers, skills and other characteristics.

Special Abilities

Divine Magic

You are blessed by the gods of goodness with magical power.

You can cast divine spells (see the Purest Essence rules for more).

Medium Armor

You are trained to wear some sturdier types of armor.

You can wear medium armor – like the chainmail you already have.

Turn Undead

You can use the power of the gods to turn away those without souls.

If you succeed at a magic/supernatural attack against an undead creature (like a skeleton, ghost or vampire), it must turn around and move away from you on its next turn. This ability can be used 3 times per game session.

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Character Name:

Player Name:

Race: Elf

Level: 1

Gender:

Class: Wizard – *a master of magic*

Stat Score STAT Stat Bonus

11 STRENGTH +0

13 DEXTERITY +1

18 MIND +4

SKILL Skill Rank

Physical 0

Subterfuge 1

Knowledge 5

Communication 1

Survival 1

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ATTACK BONUSES

Melee/Hand-To-Hand: +1

Missile/Ranged: +2

Magic/Supernatural: +5
(+6 with magic wand)

To make an **attack**, choose a weapon or spell and a target or targets. Roll the 20-sided die and add the appropriate attack bonus. The total must be equal to or more than the **Armor Class** of the target (a number the Game Master knows). An attack roll is sometimes called a "to hit" roll.

Initiative: +1

Roll the 20-sided die and add this number to determine who goes first in combat.

Speed: 6

You move this many spaces on the battle map each turn, in any direction, including diagonally.

Armor Class (AC): 11

*An enemy's attack roll must be equal to or greater than your **Armor Class** to hit you and cause injury. Enemies are played by the Game Master.*

Total Hit Points: 15

Current Hit Points

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Equipment (* = magic items)

Weapons

Quarterstaff (1d6 damage)

Dagger (1d4 damage)

Ammunition: 2 daggers

Armor

Other

Adventurer's Kit – backpack, belt pouch, bedroll, flint & steel, belt pouch, 2 torches, 10 days trail rations, 50 feet hempen rope, waterskin

Simple Clothing

Spellbook

Spell Pouch

Wand * (+1 to any roll to cast a spell)

Treasure

Platinum Pieces (pp):

Gold Pieces (gp): 14

Silver Pieces (sp):

Copper Pieces (cp):

Other Wealth:

Experience

You gain Experience for defeating monsters and accomplishing goals. The Game Master will tell you when you've earned Experience. With enough Experience, you'll "go up a level" and get bigger and better powers, skills and other characteristics.

Special Abilities

Arcane Magic

You turn to great books of magic for your spells.

You can cast arcane spells (see the Purest Essence rules for more).

Empowering Spells

You can boost your magical prowess in battle.

A spell you cast causes 1 and ½ times as much damage as the spell normally causes (round up).

You must spend an extra 4 hit points when casting the spell to use this special ability.

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Character Name:

Player Name:

Race: Halfling

Level: 1

Gender:

Class: Rogue – *a sneak thief*

Stat Score STAT Stat Bonus

11 STRENGTH +0

18 DEXTERITY +4

13 MIND +1

SKILL Skill Rank

Physical 1

Subterfuge 4

Knowledge 1

Communication 1

Survival 1

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ATTACK BONUSES

Melee/Hand-To-Hand: +1
(+2 with magic short sword)
Missile/Ranged: +5

Magic/Supernatural: +2

To make an **attack**, choose a weapon or spell and a target or targets. Roll the 20-sided die and add the appropriate attack bonus. The total must be equal to or more than the **Armor Class** of the target (a number the Game Master knows). An attack roll is sometimes called a "to hit" roll.

Initiative: +8

Roll the 20-sided die and add this number to determine who goes first in combat.

Speed: 5

You move this many spaces on the battle map each turn, in any direction, including diagonally.

Armor Class (AC): 16

An enemy's attack roll must be equal to or greater than your **Armor Class** to hit you and cause injury. Enemies are played by the Game Master.

Total Hit Points: 15

Current Hit Points

- When you are hurt by an enemy or obstacle, or cast spells, you will lose hit points. When you fall to 0 (zero) **Hit Points**, you are unconscious and dying. At -10 hit points, you are dead.
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Equipment (* = magic items)

Weapons

Short Sword +1 * (1d6 +1 damage)

Hand Crossbow (1d4 damage)

Ammunition: 20 crossbow bolts

Armor

Leather

Other

Adventurer's Kit – backpack, belt pouch, bedroll, flint & steel, belt pouch, 2 torches, 10 days trail rations, 50 feet hempen rope, waterskin

Simple Clothing

Thieves Tools

Treasure

Platinum Pieces (pp):

Gold Pieces (gp): 15

Silver Pieces (sp):

Copper Pieces (cp):

Other Wealth:

Experience

You gain Experience for defeating monsters and accomplishing goals. The Game Master will tell you when you've earned Experience. With enough Experience, you'll "go up a level" and get bigger and better powers, skills and other characteristics.

Special Abilities

Improved Initiative

You are quick on the draw and usually first to act in battle.

You gain +4 to Initiative (already included).

Sneak Attack

You swiftly and silently assassinate your foes.

If you successfully sneak up on an enemy or take aim on the enemy without it noticing, add +5 to the damage of your first successful attack against that enemy.

Trapfinding

You know how to spot – and disarm – deadly traps.

If you are searching for magical or mechanical traps or secret doors, add +5 to your die roll. Once you have found a trap, add +3 to your die roll to disable it, preventing the trap from harming you or your allies.