

Kludge-LiteR

This is a version of Microlite20 (a sub-miniature version of the Primary Fantasy SRD rules) designed to mimic the simplicity of Swords & Wizardry with a little bit of Microlite11 thrown in to simulate Feats, Classes, etc. There are no Skills per se, but there is a Skill Focus Trait. There is only a single Saving Throw.

Stats Strength(STR), Dexterity(DEX) and Mind(MIND). Assign 16, 13 & 11 (points may be exchanged 1:1 but no Stat may go below 6 nor above 18 before applying Trait bonuses). Stat bonus = (STAT-10)/2, round down.

Traits Characters begin at Level 1 and have 11 Trait Points with which any combination of the following Traits (cost in parentheses) may be bought. Most Traits will stack at the GM's discretion).

- 1. Arcane Magic (3):** Cast 0th-level Arcane Spells. Access to higher Spell Levels requires the investment of an additional Trait Point per Spell Level.
- 2. Tough (1):** +2 Hit Points
- 3. Combat Bonus (2):** +1 Attack & Damage to Melee, Missile or Magic OR +1 AC
- 4. Divine Power (2):** Cast 0th-level Divine Spells. Access to higher Spell Levels requires the investment of an additional Trait Point per Spell Level.
- 5. Armor Training (1):** wear Chain (1st selection) then Plate (2nd selection).
- 6. Improved Initiative (1):** +4 to Initiative rolls.
- 7. Fleet (1):** +1 (5 feet) of movement.
- 8. Saving Throw (1):** +1 to Saving Throw or +2 vs. specific threat(magic, etc.)
- 9. Sneak Attack (2):** +4 to Attack if unseen or Flanking and x2 Damage.
- 10. Stat Bonus (2):** Add +1 to the stat of your choice.
- 11. Turn Undead (1):** Repel undead with a successful Magic Attack. DC is the current Hit Points of the Undead. If the DC is exceeded by 10 it is destroyed. This can be used (Level + MIND Bonus) times per day.
- 12. Shield Training (1):** Capably use Light and Heavy Shields (1st selection) then Tower Shields (2nd selection).

- 13. SRD Skill Focus (1):** Add +4 to a specific SRD Skill
- 14. Weapon Training (1):** Training in the use of Martial Weapons.
- 14. Exotic Weapon Training (1):** Training in the use of one Exotic Weapon.
- 15. Spell-Like Ability (1):** Choose one spell from the SRD Spell Lists not greater than ½ your Level, you are able to cast this spell instinctively and it is considered a Signature Spell for purposes of Fatigue.
- 16. Enhanced Senses (1):** One of your senses is enhanced (Darkvision, etc.)
- 17. Wealthy (1):** Roll an additional 3d6x10gp.
- 18. Natural Attack (1):** Melee range, (Claws, Slam, Martial Arts, etc.) Each Trait Point invested increases the damage die from d4. No more than d8 damage at Level 1. Additional Trait Points can increase maximum die at Level 5, 10, etc.
- 19. Quick Draw/Rapid Reload (1):** Increases the swiftness with which you draw or reload one weapon by one Action type, i.e. Standard to Move, Move to Free.
- 20. Language (1):** Training in an additional language.
- 21. Altered Physiology (3):** The character is a sentient golem, undead, etc. It does not need to eat, drink, sleep or breathe. It also does not age.
- * Base Saving Throw is 16.**
- * Starting Wealth is 3d6x10gp.**
- * Typical Speed for Medium Humanoid is 6 (30 feet).**
- * Everybody is proficient with SIMPLE WEAPONS and LEATHER ARMORS.**

Magic* Casters may safely cast one spell per Experience Level. Once Casters go beyond this amount, they must pass a Fatigue Test (roll a d20 + MND Bonus, DC = Spell Level +10. If failed, take Damage equal to twice the Level of the Spell).
* Arcane Casting in Armor doubles the effective Spell Level for Fatigue & Damage.

- * No more than Level/5 Summoning or Charm Spells in effect at once.
- * Choose one Spell per Level, you may add your Level to your Fatigue Test to resist Damage with this spell. These are known as "Signature Spells".
- * Casters automatically know their MND Bonus in Spells when they Level-Up.

Tasks A Task roll is: **d20+SRD Skill Focus+relevant Stat Bonus (+any situational bonus/penalty)** For example; If your character wanted to pick a pocket you would roll d20 + Skill Rank (obtained through the Skill Focus: Sleight of Hand) + DEX Bonus vs. a Difficulty Class (DC) number assigned by the GM.

Opposed Checks An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher skill modifier wins.

Difficulty Class	DC	Example
Very easy	0	Notice something large in plain sight.
Easy	5	Climb a knotted rope.
Average	10	Hear an approaching guard.
Tough	15	Rig a wagon wheel to fall off.
Challenging	20	Swim in stormy water.
Formidable	25	Open an average lock.
Heroic	30	Leap across a 30-foot chasm.
Nearly impossible	40	Track a squad of orcs after 24 hours of rainfall.

Taking 10 When you are not in a rush, threatened or distracted, you may choose to take 10. Instead of rolling, calculate your result as if you rolled a 10. For average (DC= 10) tasks, this is an automatic success.
Taking 20 When you have plenty of time, and when the task carries no penalties for failure, you can take 20. Instead of rolling, calculate your result as if you rolled a 20. Taking 20 means you keep trying until you get it right. Taking 20 takes about twenty times as long as making a single check, or about 2 minutes for a task requiring a round or less. If there are potential consequences for failing the check, such as setting off an alarm or slipping and falling, you cannot take 20

SRD Skills				Level Advancement
Appraise	Disguise	Knowledge	Sleight of Hand	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. Reset the total to 0 after advancing.
Balance	Escape Artist	Listen	Speak Language	Each level adds: +1d6 to Hit Points, +1 Trait Point, +1 to Saving Throw and if the level divides by three (i.e. level 3,6,9,etc.) add 1 to a Stat.
Bluff	Forgery	Move Silently	Spellcraft	Example: The 1 level adventurers have just completed a dungeon adventure, and defeated 5 EL1 encounters, an EL2 trap and the EL3 leader. That's a total of EL10, so they all advance to level 2.
Climb	Gather Information	Open Lock	Spot	
Concentration	Handle Animal	Perform	Survival	
Craft	Heal	Profession	Swim	
Decipher Script	Hide	Ride	Tumble	
Diplomacy	Intimidate	Search	Use Magic Device	
Disable Device	Jump	Sense Motive	Use Rope	

Combat

Hit Points = STR Stat + 1d6/Level.

* If HP reach 0, unconscious and near death. Further damage directly reduces STR. If that reaches 0, death.

* Characters heal Level+STR bonus per day.

Roll d20 + DEX bonus for initiative order.

Actions Generally, a character may Move or Attack on its turn. However, simple things such as yelling or dropping a weapon are free actions at the GM's discretion. An exception to this would be a Charge which is a combination of Movement and Attack.

Melee attack bonus = STR bonus + Level

Missile attack bonus = DEX bonus + Level

Magic attack bonus = MIND bonus + Level

* Add attack bonus to d20 roll. If higher than your opponent's Armor Class (AC), it's a hit.

* If you roll a 20 it's a critical and does maximum damage.

* You may wield a Weapon in each hand, this provides a +1 bonus to Attack, it does not provide an additional attack (unless your total bonus exceeds +6).

You may attempt to attack with your Shield and Weapon, but lose your Shield Bonus to AC.

If the total Attack bonus is +6 or more a second attack can be made with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2.

- * Add STR bonus to Melee damage.**
- * x1½ for 1-H Weapons used in 2 hands**
- * x2 for 2-Handed Weapons.**

Armor Class(AC)=10 + DEX bonus + Armor bonus + Shield bonus + Dodge bonus + any modifiers from circumstance.

The following are two interesting and elegant houserules from Telecancer's Receding Rules compilation PDF.

Shields Shall Be Splintered *Trollsmyth*

"Any time you take damage in combat you can opt to sacrifice your shield to avoid it."

Shields crafted from the wood of the rowan tree can be sacrificed for a successful save versus any spell. Magic shields can absorb multiple blows, but will be destroyed once their limit is reached.

Simple Combat Maneuvers *Joshua Macy*

"Tell me what you want to do to your opponent before you roll to hit. A critical means that happens, a normal hit means your foe decides whether to let that happen or take damage instead."

Possible maneuvers to try: Trip, Stun, Bullrush, Disarm, Slip Past, etc.