

# 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            6

Subterfuge            1

Knowledge            2

Communication        2

Survival              2

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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

<u>SKILL</u>	<u>Skill Rank</u>
Physical	4
Subterfuge	2
Knowledge	3
Communication	5
Survival	2

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: +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.
- 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

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

Ammunition: 2 javelins

#### 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  
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      1

Subterfuge      2

Knowledge      6

Communication      2

Survival      2

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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

- 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

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            2

Subterfuge        5

Knowledge        2

Communication    2

Survival            2

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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.