

Microlite 20 Skills Guide

DIFFICULTY CLASS (DC)	DIFFICULTY TYPE
5	Easy
10	Average
15	Above Average
20	Difficult
25	Very Difficult
30	Epic/Near Impossible (at low levels)

OTHER RPG SKILL	MICROLITE 20 STAT + SKILL
Acrobatics	DEX + Subt
Appraise	MIND + Comm
Arcana	MIND + Know
Athletics	STR + Phys
Balance	DEX + Phys
Bluff	MIND + Comm
Boating	DEX + Phys or DEX + Tech
Bureaucracy	MIND + Comm
Charisma	MIND + Comm
Climb	STR + Phys
Computers	MIND + Know or MIND + Tech
Concentration	MIND + Phys
Craft	DEX + Know
Cryptography	MIND + Know
Cultures	MIND + Comm
Decipher Script	MIND + Comm
Demolitions	DEX + Know
Diplomacy	MIND + Comm
Disable Device	MIND + Subt
Disguise	MIND + Subt
Drive	DEX + Subt or DEX + Phys
Dungeoneering	MIND + Know
Electronics	MIND + Know or MIND + Tech

Endurance	STR + Phys or STR + Surv (in nature)
Engineering	MIND + Know or MIND + Tech
Escape Artist	DEX + Subt or STR + Subt
Etiquette	MIND + Comm
First Aid	MIND + Know
Fly (riding creature/object)	DEX + Surv (creatures) or DEX + Phys (objects)
Forgery	DEX + Comm
Gather Information	MIND + Comm
Geography	MIND + Know
Handle Animal	MIND + Comm or MIND + Surv (small animals) or STR + Comm or STR + or Surv (large animals)
Heal	MIND + Know
Hide	DEX + Subt
History	MIND + Know
Hobby	varies depending on hobby
Innuendo	MIND + Comm
Insight	MIND + Comm
Intimidate	STR + Phys or MIND + Subt or STR + Comm
Inventing	MIND + Know or MIND + Tech
Investigate	MIND + Comm
Jump	STR + Phys
Knowledge (any)	MIND + Know
Languages	MIND + Comm
Lift	STR + Phys
Listen	MIND + Subt or MIND + Comm
Local Knowledge	MIND + Know
Mechanics	MIND + Know or MIND + Tech
Medicine	MIND + Know
Move Silently	DEX + Subt
Nature	MIND + Know or MIND + Surv
Nobility	MIND + Know
Notice	MIND + Subt or MIND + Surv (in nature)
Open Lock	DEX + Subt or MIND + Tech
Perception	MIND + Subt

Perform	MIND + Comm or DEX + Comm (for physical stunts)
Persuasion	MIND + Comm
Pilot	DEX + Phys or DEX + Tech
Profession	varies depending on profession
Psychology	MIND + Know or MIND + Comm (to restore sanity)
Read Lips	MIND + Subt
Religion	MIND + Comm
Research	MIND + Know
Ride	DEX + Comm or DEX + Surv
Science (Biology, Chemistry, Paleontology, Robotics, etc.)	MIND + Know or MIND + Tech
Search	MIND + Subt
Sense Motive	MIND + Comm
Sleight Of Hand	DEX + Subt
Spellcraft	MIND + Know
Sport	DEX + Phys or STR + Subt
Spot	MIND + Subt
Stealth	DEX + Subt
Streetwise	MIND + Comm
Surveillance	MIND + Subt
Survival	MIND + Know or MIND + Surv or STR + Know or STR + Surv
Swim	DEX + Phys
Technology	MIND + Know
Thievery	DEX + Subt or DEX + Tech
Tracking	MIND + Know or MIND + Surv
Treat Injury	MIND + Know
Tumble	DEX + Phys
Use Magic Device	MIND + Know
Use Rope	DEX + Phys

OTHER RPG SAVING THROW	MICROLITE 20 STAT + SKILL
Breath Attacks	DEX + Phys
Disbelieve Illusion	MIND + Know
Fortitude	STR + Phys or STR + Surv
Petrify or Paralyze	STR + Subt
Poison or Death	STR + Phys or STR + Surv
Reflex	DEX + Subt or DEX + Phys
Resist Fear	MIND + Know or MIND + Comm or MIND + Surv
Retain Sanity	MIND + Know or MIND + Comm or MIND + Surv
Spells or Spell-Like Devices	MIND + Know
Wands	MIND + Know
Will	MIND + Know or MIND + Surv