

Microlite20 Modern

Classes

Microlite20 character classes actually have two parts: Heroic Class and Starting Occupation.

The Heroic Classes are the broad and basic definition of the characters abilities. Think of it as their natural gifts. Select one of the Heroic Classes as follows:

- Strong Hero** gain +1 to Physical.
- Smart Hero** gain +1 to Knowledge.
- Cunning Hero** gain +1 to Subterfuge.
- Charismatic Hero** gain +1 to Communication.

Starting Occupations are more detailed and specialized aspects of the character's abilities. They represent what the character has learned. Select one of the **Starting Occupations** as follows:

- Academic:** Know +2 **Entrepreneur:** Know, Sub +1
- Athlete:** Phys +2 **Law Enforce:** Phys, Sub +1
- Blue Collar:** Phys +2 **Military:** Phys +2
- Celebrity:** Com +2 **Religious:** Com, Know +1
- Creative:** Know, Phys +1 **Rural:** Phys +2
- Criminal:** Sub +1 **Student:** Know +2
- Dilettante:** Phys, Sub +1 **Tech:** Know +2
- Doctor:** Know +2 **White Collar:** Com, Know +1
- Emergency Services:** Know +1, Physical +1

Autofire: an automatic firearm can spray fire into a 10 foot by 10 foot area with bullets; the attack must hit an effective AC 10 with a -4 penalty. If they make the roll, anyone in the area must make a Dexterity Check (DC 15) or be hit.

Thrown Explosives: These weapons (usually grenades) requires the attacker to make a Missile Attack (no penalty) targeting a particular 5 foot by 5 foot area, which is a DC 10 roll. Anyone caught within the blast radius (see the explosives details in the SRD) can make a Dexterity Check (DC is listed with the explosive) and only take half damage.

Weapon	Damage	R.O.F.*	Magazine
Handguns			
Beretta 92F (9mm autldr)	2d6	S	15 box
Colt Double Eagle (10mm autldr)	2d6	S	9 box
Colt M1911 (.45 autoloader)	2d6	S	7 box
Colt Python1 (.357 revolver)	2d6	S	6 cyl.
Derringer (.45)	2d6	Single	2 int.
Desert Eagle (.50AE autldr)	2d8	S	8 box
Glock 171 (9mm autoloader)	2d6	S	17 box
Glock 201 (10mm autoloader)	2d6	S	15 box
MAC Ingram M10 (.45 mach pstl)	2d6	S, A	30 box
Pathfinder (.22 revolver)	2d4	S	6 cyl.
Ruger Service-Six (.38S revolver)	2d6	S	6 cyl.
S&W M29 (.44 magnum revolver)	2d8	S	6 cyl.
SITES M9 (9mm autoloader)	2d6	S	8 box

Skorpion (.32 machine pistol)	2d4	S, A	20 box
TEC-9 (9mm machine pistol)	2d6	S or A	32 box
Walther PPK (.32 autoloader)	2d4	S	7 box

Longarms

AKM/AK-47 (7.62mmR asslt rifle)	2d8	S, A	30 box
Barrett Light Fifty (.50 sniper rifle)	2d12	S	11 box
Beretta M3P (12-gauge shotgun)	2d8	S	5 box
Browning BPS (10-gauge shotgun)	2d10	Single	5 int.
HK G3 (7.62mm assault rifle)	2d10	S, A	20 box
HK MP5K (9mm submachine gun)	2d6	S, A	15 box
HK PSG11 (7.62mm sniper rifle)	2d10	S	5 box
M16A2 (5.56mm assault rifle)	2d8	S, A	30 box
M4 Carbine (5.56mm assault rifle)	2d8	S, A	30 box
M-60 (medium machine gun)	2d10	A	Linked
Mossberg (12-gauge shotgun)	2d8	Single	6 int.
Remington 700 (7.62mm hntng rfl)	2d10	Single	5 int.
Sawed-off shotgun (12-ga shotgun)	2d8	S	2 int.
Steyr AUG (5.56mm assault rifle)	2d8	S, A	30 box
Uzi (9mm submachine gun)	2d6	S, A	20 box
Winchester 94 (.444 hunting rifle)	2d10	S	6 int.

Heavy Weapons

M2HB (heavy machine gun)	2d12	A	Linked
M72A3 LAW (rocket launcher)	10d6	1	1 int.
M79 (grenade Inchr) by Gren. type	1	1	int.

Other Ranged Weapons

Compound bow (Archaic)	1d8	1	--
Crossbow (Simple)	1d10	1	1 int.
Flamethrower	3d6	1	10 int.
Javelin (Simple)	1d6	1	--
Shuriken (Archaic)	1	1	--
Taser (Simple)	1d4	1	1 int.
Whip (Simple)	1d2	1	--

*Rate Of Fire: A = Auto, S = Semi, Single = Sngl Shot

Melee Weapons

Brass knuckles: 1	Club: 1d6
Knife: 1d4	Metal baton: 1d6
Pistol whip: 1d4	Rifle butt: 1d6
Chainsaw: 3d6	Nunchaku: 1d6

Explosive

Damage	Burst	Radius	Dex	DC
40mm fragmentation grenade	3d6	10 ft.	15	
C4/Semtex	4d6	10 ft.	18	
Det cord	2d6	See SRD	12	
Dynamite	2d6	5 ft.	15	
Fragmentation grenade	4d6	20 ft.	15	
Thermite grenade	6d6	5 ft.	12	
White phosphorus grenade	2d6	20 ft.	12	

Armor

Type	Armor	Bonus	Weight
Leather jacket	Light	+1	4 lb.
Leather armor	Light	+2	15 lb.
Light undercover shirt	Light	+2	2 lb.
Pull-up pouch vest	Light	+2	2 lb.

- Reporter: 2d6 (8 HP), 12,
- 1 Melee (d3-1) / +1 Ranged , +4, +4, +2, +3
- Scholar: 2d6 (6 HP), 12,
- 1 Melee (d3-1) / +1 Ranged , +4, +5, +2, +2
- Scientist: 2d6 (6 HP), 12,
- 1 Melee (d3-1) / +1 Ranged , +3, +5, +2, +3
- Soldier: 2d8+1 (10 HP), 16 (18),
- +3 Melee (d4+2) / +3 Ranged , +3, +3, +5, +2
- Taxi Driver: 2d8+1 (8 HP), 16,
- +1 Melee (d3+1) / +2 Ranged , +2, +3, +5, +3
- Horse: 3d8+6 (19 HP), 13 Hoof +2 (1d4+1)
- Leopard: 3d8+6 (19 HP), 15 Bite +6 (1d6+3),
- Claw +1 (1d3+1)
- Lion: 5d8+10 (32 HP), 15, Bite +2 (1d8+5)
- Claw +7 (1d4+5)
- Octopus: 2d8 (9 HP), 16, Tentacle Rakes +5 (0), Bite (1d3)
- Octopus, Giant: 8d8+8 (44 HP), 18,
- Tentacle Rakes +10 (1d4+5), Bite +5 (1d8+2)
- Monkey: 1d8 (4 HP), 14, Bite +4 (1d3-4)
- Owl: ½ d8 (2 HP), 17, Claw +5 (1d2-2)
- Rhinoceros: 8d8+40 (76 HP), 16 Gore +13 (2d6+12)
- Shark, Medium Size: 3d8+3 (16 HP), 15, Bite +4 (1d6+1)
- Shark, Huge Size: 10d8+20 (65 HP), 15, Bite +10 (2d6+7)
- Tiger: 6d8+18 (45 HP), 14, Claw +9 (1d8+6),
- Bite +4 (2d6+3)
- Whale, Orca: 9d8+45 (85 HP), 16, Bite +12 (2d6+12)
- Wolf: 2d8+4 (13 HP), 14, Bite +3 (1d6+1)
- Wolverine: 3d8+12 (25 HP), 14, Bite -1 (1d6+1),
- Claw +4 (1d4+2)
- Cheetah: 3d8+6 (19 HP): 15 Bite +6 (1d6+3),
- Claw +1 (1d2+1)
- Crocodile, Medium Size: 3d8+9 (22 HP),
- 14 Bite +6 (1d8+6), Tail Slap +6 (1d12+6)
- Crocodile, Huge Size: 7d8+28 (59 HP),
- 16 Bite +11 (2d8+12), Tail Slap +11 (1d12+12)

- Undercover vest
- Light
- +3
- 3 lb.
- Concealable vest
- Medium
- +4
- 4 lb.
- Chairman's shirt
- Medium
- +5
- 40 lb.
- Light-duty vest
- Medium
- +5
- 8 lb.
- Tactical vest
- Medium
- +6
- 10 lb.
- Special response vest
- Heavy
- +7
- 15 lb.
- Plate mail
- Heavy
- +8
- 50 lb.
- Forced entry unit
- Heavy
- +9
- 20 lb.
- Name: HD, AC, Attack, Comm, Know, Phy, Subt
- Bounty Hunter: 2d8+3 (10 HP), 16 (18),
- +3 Melee (d4+2) / +3 Ranged , +2, +2, +5, +4
- Crime Lab Tech: 2d6 (6 HP), 12,
- 1 Melee (d3-1) / +1 Ranged , +2, +5, +2, +4
- Criminal: 2d8 (8 HP), 13 (15),
- +1 Melee (d3+1) / +3 Ranged , +2, +4, +2, +5
- Dilettante: 2d6+1 (8 HP), 15,
- 1 Melee (d3-1) / +2 Ranged , +4, +4, +3, +2
- Bat: ½ d8 (1 HP), 16
- Bear, Black: 3d8+6 (19 HP), 13, Claw +6 (1d4+4),
- Bite +1 (1d6+2)
- Bear, Brown: 6d8+24 (51 HP), 15,
- Claw +11 (1d8+8), Bite +6 (2d8+4)
- Bear, Polar: 8d8+32 (68 HP),
- 15 Claw +13 (1d8+8), Bite +8 (2d8+4)
- Boar: 3d8+9 (22 HP): 16 Gore +4, (1d8+3)
- Camel: 3d8-6 (19 HP): 13 Bite +5 (1d4+6)
- Boat: 3d8+9 (22 HP): 16 Gore +4, (1d8+3)
- Gang Member: 2d8+2 (12 HP), 16 (17),
- +2 Melee (d6+1) / +2 Ranged , +3, +1, +5, +4
- Mechanic: 2d6+1 (8 HP), 10,
- +3 Melee (d3+2) / +3 Ranged , +2, +4, +5, +2
- Police Officer: 2d6+2 (10 HP), 13 (17),
- +3 Melee (d3+2) / +2 Ranged , +2, +3, +4, +4
- Politician: 2d6 (6 HP), 11,
- 1 Melee (d3-1) / +1 Ranged , +5, +3, +2, +3
- Private Eye: 2d6+2 (10 HP), 13,
- +2 Melee (d6+1) / +1 Ranged , +2, +3, +4

