Action Points

When a player makes a roll for an attack, a skill check, or a stat check and is not satisfied by the result they can spend the point and roll a d6, add it to the total before the GM says if they succeeded on their 1st roll. They may spend only one point per round. A character starts with 5 Action Points. As they spend them, they don't replenish until they reach their next level. Each level attained grants 5 + one-half their level, rounded down more points. When they reach 8th level, when spending a point they get to roll 2d6 and take the better of the two rolls; at 15th level, they get 3d6, take the best of the three die.

Combat

The bonus given to Fighters and Rogues in Microlite20 Core Rules is available to characters in Modern with the following Starting Occupations: Criminal, Law Enforcement and Military.

Firearms use the Missile Attack Bonus rule found in Microlite20 Core Rules.

Burst Fire: an automatic firearm can fire a small burst at a single opponent. For a -4 penalty to the attack roll, the shooter gets double the dice for damage (a firearm that does 2d6 would do 4d6 with burst fire).

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 autoldr) 2d6 S 15 box Colt Double Eagle (10mm autoldr) 2d6 S 9 box 2d6 S Colt M1911 (.45 autoloader) 7 box 2d6 S Colt Python1 (.357 revolver) 6 cyl. Derringer (.45) 2d6 Single 2 int. Desert Eagle (.50AE autoldr) 2d8 S 8 hox Glock 171 (9mm autoloader) 2d6 S 17 hox 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 cvl. S&W M29 (.44 magnum revolver) 2d8 S 6 cvl. SITES M9 (9mm autoloader) 2d6 S

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. Stevr 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 lnchr) by Gren. type 1 1 int.

Other Ranged Weapons

Compound bow (Archaic) 1d8 1 Crossbow (Simple) 1d10 1 1 int. Flamethrower 3d6 10 int. Javelin (Simple) 1d6 1 Shuriken (Archaic) 1 1 Taser (Simple) 1d4 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 2d6 See SRD Det cord 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

ArmorType Armor Bonus WeightLeather jacketLight +14 lb.Leather armorLight +215 lb.Light undercover shirt Light+22 lb.Pull-up pouch vestLight +22 lb.

Academic: Know +2
Adventurer: Phys +1
Blue Collar: Phys +2
Blue Collar: Phys +2
Creative: Know, Phys +1
Criminal: Sub +1
Criminal: Sub +1
Dilettante: Phys, Sub +1
Dilettante: Phys +

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:

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.

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

Microlite20 Modern

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Claw +4 (1d4+2)
          Wolverine: 348+12 (25 HP), 14, Bite -1 (146+1),
               Wolf: 2d8+4 (13 HP), 14, Bite +3 (1d6+1)
     Whale, Orca: 948+45 (85 HP), 16, Bite +12 (246+12)
          Bite +4 (246+3)
            Tiger: 648+18 (45 HP), 14, Claw +9 (148+6),
Shark, Huge Size: 1048+20 (65 HP), 15, Bite +10 (246+7)
 Shark, Medium Size: 348+3 (16 HP), 15, Bite +4 (146+1)
     Rhinoceros: 8d8+40 (76 HP), 16 Gore +13 (2d6+12)
                  OMI: ½ d8 (2 HP), 17, Claw +5 (1d2-2)
                 Monkey: 148 (4 HP), 14, Bite +4 (143-4)
Tentacle Rakes +10 (144+5), Bite +5 (148+2)
                     Octopus, Giant: 848+8 (44 HP), 18,
Octopus: 2d8 (9 HP), 16, Tentacle Rakes +5 (0), Bite (1d3)
        Claw +7 (144+5)
              Lion: 548+10 (32 HP), 15, Bite +2 (148+2),
        CIBM + I (Id3 + I)
             Leopard: 3d8+6 (19 HP), 15 Bite +6 (1d6+3),
             Horse: 3d8+6 (19 HP), 13 Hoof +2 (1d4+1)
         13 Butt +6 (148+6), Trample +6 (1412)
                          Herd Animal: 548+15 (37 HP),
                  Hawk: 1d8 (4 HP), 17 Claw +5 (1d4-2)
             Slam +16 (2d6+10), Stomp +11 (2d6+5)
     Elephant: 11d8+55 (104 HP) 15 GOre +16 (2d8+15),
    Eagle: 148+1 (5 HP), 14 Claw +3 (143), Bite -2 (144)
               Donkey: 248+2 (11 HP), 13 Bite +1 (142)
    Dog, Medium Size: 2d8+4 (13 HP), 14 Bite +3 (1d6+3)
       Dog, Small Size: 148+2 (6 HP), 14 Bite +2 (144+1)
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16 Bite +11 (2d8+12), Tail Slap +11 (1d12+12)
                    Crocodile, Huge Size: 748+28 (59 HP),
      14 Bite +6 (148+6), Tail Slap +6 (1412+6)
                  Crocodile, Medium Size: 348+9 (22 HP),
             (19M + 1 (197 + 1)
            Cheetah: 348+6 (19 HP): 15 Bite +6 (146+3),
              Camel: 348+6 (19 HP): 13 Bite +5 (144+6)
              Boar: 348+9 (22 HP): 16 Gore +4, (148+3)
          12 Claw +13 (148+8), Bite +8 (248+4)
                            Bear, Polar: 848+32 (68 HP),
           Claw +11 (148+8), Bite +6 (248+4)
                       Bear, Brown: 648+24 (51 HP), 15,
             Bite +1 (1d6+2)
        Bear, Black: 348+6 (19 HP), 13, Claw +6 (144+4),
                                Bat: 1/4 d8 (1 HP) 16
             Baboon: 148+1 (5 HP) 13 Bite +2 (146+3)
Ape: 448+8 (26 HP), 14 Claw +7 (146+5), Bite +2 (146+2)
                                  Name: HD, AC, Attack
                                            Creatures
       +4 Melee (d6+2) / +2 Ranged , +2, +4, +4
                           Thug: 2d6+2 (10 HP), 13 (14),
       +1 Melee (d3+1) / +1 Ranged , +2, +4, +4
                       Terrorist: 2d6+2 (10 HP), 12 (14),
       +1 Melee (d3+1) / +2 Ranged , +2, +3, +5, +3
                           Taxi Driver: 2d6+1 (8 HP), 16,
       +3 Melee (d4+2) / +3 Ranged , +3, +3, +5, +2
                         Soldier: 2d8+1 (10 HP), 16 (18),
       -1 Melee (d3-1) / +1 Ranged , +3, +5, +2, +3
                               Scientist: 2d6 (6 HP), 12,
        -1 Melee (d3-1) / +1 Ranged , +4, +5, +2, +2
                                Scholar: 2d6 (6 HP), 12,
        -1 Melee (d3-1) / +1 Ranged , +4, +4, +2, +3
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Reporter: 2d6 (8 HP), 12,

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+2 Melee (d6+1) / +1 Ranged , +2, +3, +4, +4
                  Private Eye: 2d6+2 (10 HP), 13,
 -1 Melee (d3-1) / +1 Ranged , +5, +3, +2, +3
                       Politician: 2d6 (6 HP), 11,
+4, +4, +4, +4, the Manged, +2, +4, +4, +4
            Police Officer: 2d6+2 (10 HP), 13 (17),
+3 Melee (d3+2) / +0 Ranged , +2, +4, +5, +2
                     Mechanic: 2d6+1 (8 HP), 10,
+2 Melee (d6+1) / +2 Ranged , +3, +1, +5, +4
           Gang Member: 2d8+2 (12 HP), 16 (17),
+4 Melee (d6+2) / +2 Ranged, +3, +2, +4, +4
             Gang Leader: 2d6+2 (10 HP), 12 (13),
+1 Melee (d3+1) / +1 Ranged , +4, +2, +5, +5
             Drug Dealer: 248+2 (12 HP), 12 (14),
 -1 Melee (d3-1) / +2 Ranged , +4, +4, +2, +2
                    Dilettante: 2d6+1 (8 HP), 15,
 +1 Melee (d3+1) / +3 Ranged, +2, +4, +5, +5
                    Criminal: 2d8 (8 HP), 13 (15),
  -1 Melee (d3-1) / +1 Ranged, +2, +5, +4
                  Crime Lab Tech: 2d6 (6 HP), 12,
  +3 Melee (d4+2) / +3 Ranged, +2, +2, +5, +4
           Bounty Hunter: 248+1 (10 HP) 16 (18),
   Name: HD, AC, Attack, Comm, Know, Phy, Subt
                               Supporting Cast
                   Υеаνу
                             Forced entry unit
   .dl 02
            6+
                   Неачу
     .dl 02
                                     Plate mail
          Special response vest Heavy +7
  12 lp:
    I actical vest
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muibaM

шпірәы

Light

4+ muib9M

.dl 8

40 lb.

3 lb.

ς+

5+

+3

ςιδμς-qnfy vest

Than hemoread

Concealable vest

Undercover vest

