

Microlite20 Skills and Feats

Player:

Character:

Skills

This is an addition to the four basic skills of the character. 1st level characters get skills based on the formula listed by each character; any character can add +1 to any skill to a maximum of +4 to any skill. Any character has a base DC5 (25%) chance for any skill attempted, except “Trained Only.” T-O Skills MUST be selected by player Characters to be used.

Class	1 st Level	Higher Level
Fighter:	(2+Know. Mod)x4	2+Know. Mod
Rogue:	(8+Know. Mod)x4	8+Know. Mod
Cleric:	(4+Know. Mod)x4	4+Know. Mod
Magi:	(4+Know. Mod)x4	4+Know. Mod

Skills:
Appraise: (Mind) Common DC12, Rare or Exotic DC 15, 20 or higher.
Balance: (Dex; Armor Penalty)
Narrow Surface BalancedC
7-12 In. Wide 10
2-6 In. Wide 15
Less than 2 In. 20
Surface Modifiers DC Modifier
Lightly Obstructed +2
(Light rubble, etc)
Sever. Obstructed+5
(Rough floor/H. Rubble)
Lightly Slippery +2
(Wet floor)
Sever. Slippery +5
(Icy Surface)
Sloped or Angled +2

Note: Modifiers are cumulative.
Bluff: (Mind) Base=DC10, vs. Sense Motive Base=DC10
Climb: (Str; Armor Penalty)
Climb DC Example
0 Steep Slope, Knotted Rope and wall
5 Rope and wall, Knotted Rope
10 Rough Wall, Ships Rigging
15 Rough Rock, Tree, Unknotted Rope
20 Typical Dungeon Wall
25 Natural Rock Wall, Brick Wall, Overhang with
handholds but not footholds
Climb Modifier -10 Climbing a Chimney or other
location where character can brace
against opposite surface.
-5 Climbing a corner where character
can brace against perpendicular walls.
+5 Surface is slippery
Decipher Script (Mind, Trained Only) Read other
languages, break codes, etc.
Diplomacy: Use Com. Bonus.
Disable Device: Use Sub. Bonus
Disguise: Use Com. Bonus
Escape Artist: (Dex; Armor Penalty)
Restraint Escape Artist DC
Ropes Binder's “Use Rope” +10
Net 20
Manacles/Tight Space 30
Grappler Grappler's Grap. Check
Res.
Forgery: (Mind) Use Sub. Bonus
Handle Animal: (Mind, Trained Only)
Heal: (Mind) Use Know Bonus

Quick Draw: (F/C/R) You can draw and strike in the same round.
Rapid Reload: (F/C/R) You can reload a crossbow round, and fire the next.
Rapid Shot: (F/C/R) (Pre: Dex 13, Point Blank Shot) One extra shot per round, second shot at -2 to hit.
Ride-By Attack: (F) (Pre: Ride, Mounted Combat) You can move, attack, and move again in a round.
Run: (A) You can outrun almost any opponent. Roll at +4 to escape any opponent that can match Character's normal speed.
Scribe Scroll: (M/C) May create a scroll of any spell you know, and Cast without loss of HP.
Stealthy: (A/R) +2 Bonus to Move Silently
Track: (F/R) You can Track creatures and characters across most terrain.
Surface Track DC 5
V. Soft Ground Firm Ground 15
Soft Ground Hard Ground 20
GMs may modify DC as conditions require. Things to consider: Size of target, time, weather, time of day.
Trample: (F) (Pre: Ride, Mounted Combat) When you overrun an opponent, it cannot avoid the attack. Mount may attack with hoof or paw, rider's next attack is at +4 as target is prone.
Two-Weapon Fighting: (F/C/R) (Pre: Dex. 15) You get to attack with two weapons, with no penalty for second weapon (Two attacks total)
Other Feats: Discuss with your DM/GM.

Hide: (Dex; Armor Penalty) Use Sub. Bonus
Intimidate: (Mind) Use Sub. Bonus
Jump: (Dex; Armor Penalty)
Long Jump Dist. JumpDC High Jump Dist. JumpDC
5 Ft. 5 1 Ft. 4
10 Ft. 10 2 Ft. 8
15 Ft. 15 3 Ft. 12
20 Ft. 20 4 Ft. 16
25 Ft. 25 5 Ft. 20
30 Ft. 30 6 Ft. 24
Note: All jumps require a 20 ft. 7 Ft. 28
running start. W/O a run. start 8 Ft.
32
double DC.
Listen: (Mind) Use Com. Bonus
Move Silently: (Dex, Armor Penalty) Use Sub. Bonus
Open Locks: (Dex, Trained Only) Use Sub. Bonus
Ride: (Dex) Use Phys. Bonus
Task Ride DC Task Ride DC
Guide w/ Knees 5 Leap 15
Stay in Saddle 5 Spur Mount 15
Fight w/ Warhorse10 Cont. Mount/Battle 20
Cover 15 Fast Mount/Dismnt. 20
Soft Fall 15
Search: (Mind) Use Sub. Bonus
Sense Motive: (Mind) Base=DC10, vs. Bluff Base=DC10
Spot: (Mind) Use Sub. Bonus
Swim: (Str) Use Phys. Bonus
Tumble: (Dex) Use Phys. Bonus
Use Rope: (Dex) Use Know. Bonus

Improved Two-Weapon Fighting: (F) (Pre: Dex 17, Two-Weapon Fighting) You get a second attack at -5 Penalty with off-hand weapon. (Three Attacks Total)
Investigator: (A) You get a +2 to Gather Information and Search Checks
Lightning Reflexes: (F/R/C) +2 to Phys + STR or Dex bonus
Magical Aptitude: (M/C) You take 1HP less damage when you cast a spell, or 2HP less when casting signature spell.
Manyshot: (F/C/R) (Pre: Dex 17, Point Blank Shot, Rapid Shot) You may fire two arrows at any single opponent, at -4 Penalty to hit. Damage remains the same. Gain one additional arrow at same Penalty every time you take this Feat
Mounted Archery: (F) (Pre: Ride Skill, Mounted Combat) Penalty for Ranged Weapon is halved, from -4 to -2.
Mounted Combat: (F) (Pre: Ride Skill) Once per round, if your mount is hit, you can negate the hit. The Ride check must be higher than opponent's Attack Roll.
Negotiator: (A) +2 to Diplomacy and Sense Motive Checks.
Nimble Fingers: (R) +2 to Open Locks and Disable Device
Persuasive: (A) +2 to Bluff and Intimidate
Point Blank Shot: (F/C/R) +1 Attack and Damage if target is within 30 Ft.
Power Attack: (F/C) (Pre: Str. 13) Subtract up to 4 from your “To Hit” Roll. Add this to your Damage, if you hit.
Damage, if you hit.

Task	Use Rope DC
Tie a firm knot	10
Secure a grappling hook	10
Tie a “special” knot	15
Tie rope one handed	15
Splice two ropes together	15
Bind a character	Base 10 vs. Escape Artist

Feats

Acquiring Feats: Characters do not “buy” feats, they simply select 1(or 2) feat(s) at 1st Level, and then again every third level (1st, 3rd, 6th, 9th, 12th, 15th and 18th levels). Fighters may take a bonus “fighter” feat if the bonus feat is a “Fighter” Feat, as Magi may take “Magi” feats, Rogues may take “Rogue” Feats, and Clerics may take “Cleric” feats. Only 1 Bonus Feat may be taken each time a Feat/Bonus Feat is selected.
(A)=Any, (F)=Fighter Bonus, (R)=Rogue Bonus, (M)=Magi Bonus, (C)=Cleric Bonus
(Pre:)=Prerequisite Required for Feat
Acrobatic: (A/R)+2 Bonus on Jump and Tumble Checks
Agile: (A/R)+2 Bonus on Balance and Escape Artist
Alertness: (A/F/R) +2 Spot and Listen Checks
Animal Affinity: (A) +2 Handle Animal
Athletic: (A/R) +2 Climb and Swim Checks
Blind Fight: (F/R) No penalty vs. invisible or in darkness

Brew Potion (M/C) (Pre: Must be 3rd Level or above) May brew potion for personal effect spells (i.e. Bless, Resistance, Feather Fall, Mage Armor)
Cleave: (F/C) (Pre: Str. 13, Power Attack) If you kill a creature and have a second opponent within 5', you may make a free attack.
Dodge: (F/R/C) +1 AC against any opponent
Deceitful: (R) +2 to Forgery or Disguise
Extra Turning: (C) Turn undead four times more per day (no HP against Character)
Far Shot: (A/F/R) (Pre: Point Blank Shot) Any projectile weapon's range increases by ½ again.
Great Cleave: (F/C) (Pre: Str. 13, Power Attack, Cleave) If you kill one creature, you can continue using Cleave as long as each successive attacks results in a kill.
Greater Two-Weapon Fighting: (F) (Pre: Dex. 19, Improved Two-Weapon Fighting, Two-Weapon Fighting) You get a second attack with offhand weapon at no penalty, and a third attack at a -5 penalty. (Four Attacks total)
Improved Bull Rush: (F/C) (Pre: Str. 13, Power Attack) Push an opponent back 5', without provoking an attack or opportunity.
Improved Critical: (A) Any character now gets a Critical Hit on any roll of 19-20, doing Max Damage.
Improved Initiative: (A) Any character gets a +4 to Initiative
Improved Turning: (C) Clerics can turn undead as if they were one level higher.