

# Ultramicrolite20 Expanded Guide for Players & Gamemasters

Original Version by Greywulf – July 28, 2008

Revised Version by Domino Writing – September 22, 2011

New Expansion for Players & Gamemasters v1.5

by KSBP Multimedia – October 24, 2015

## Introduction

Ultramicrolite20 was originally conceived as Microlite20 boiled down even further.

Ultramicrolite20 is ideal for when you have the roleplaying itch, but don't have your gamebooks or character sheets with you. All you need is a d20 or a dice-rolling app on your smartphone or tablet. However, having a couple pieces of scratch paper or another mobile device to take notes with or use as simplified character sheets is recommended, especially for longer or more complex games.

This new expansion focuses on flexibility and versatility without adding too much or boiling it down any further. Though Ultramicrolite20 was designed for simplicity, this expansion aims to allow for more types of games, including longer campaigns as well as campaigns that are more experimental or complex.

## Ability

Characters have three stats: Strength, Dexterity & Mind

Characters get five ability points to spend between the three abilities. Each ability point is a +1 bonus. The gamemaster can set maximum ability bonus limits, as well as setting a minimum of +1 for each ability.

*Optional: Charisma can replace Strength for games with more social combat than physical combat. For games that have a significant amount of both physical and social combat, Charisma can also be added as a fourth skill. If the latter method is chosen, give characters an extra two ability points.*

*Optional(2): For games involving superhumans, demigods, interdimensional beings, cyborgs, and/or any other types of characters with extraordinary abilities may be awarded an extra one to three abilities per the gamemaster.*

## Skills

Characters have four skills: Physical, Subterfuge, Communication & Knowledge

Characters get seven skill points to spend between the four skills. Each skill point spent is a +1 bonus to that skill.

If the character survives ten combats or succeeds in ten major events in a row without failure, add +1 to all four skills.

The gamemaster decides if this award of skill points stacks and how to implement this effect. This could be used as a simplified way of "leveling up" a character, akin to many other role playing game systems.

## Actions

Actions are resolved by rolling  $1d20 + \text{relevant skill bonus} + \text{relevant ability bonus}$ .

Roll equal or higher than given Difficulty Class or higher than opponent's roll to succeed.

*Optional: The gamemaster may give bonuses up to +2 or penalties up to -2 for specific actions, environmental effects, the current state of player's character, etc.*

*Optional(2): The gamemaster may give bonuses up to +1 or penalties up to -1 for meta reasons such as dramatic or comedic descriptions of the action by the player, the current state of the player, etc.*

## Combat

Combat consists of special action rolls:

### Melee/Hand-to-Hand Combat

If  $1d20 + \text{Physical} + \text{Strength}$  beats the DC or opposing roll, it's a hit.

+1 bonus for brass knuckles and very small slashing/piercing weapons, +2 for small bludgeoning and slashing/piercing weapons, +4 for large slashing/piercing and bludgeoning weapons. Additional +1 for mastercraft weapons.

### Projectile/Missile/Ranged

If  $1d20 + \text{Physical} + \text{Dexterity}$  beats the DC or opposing roll, it's a hit.

+2 bonus for pistols, +4 for shotguns and rifles without scopes, +6 for sniper rifles with scopes and assault weapons, +10 for bazookas/cannons. Additional +1 bonus for laser weapons.

### Magic/Psionic/Supernatural

If  $1d20 + \text{Knowledge} + \text{Mind}$  beats the DC or opposing roll, it's a hit.

If character is using music or some sort of a performance as part of the attack and Charisma is being used in the game, use Charisma instead of Mind for the character. The gamemaster should still use Mind for any opposing Will Save rolls, however.

### Social Combat (if Charisma stat is used)

If  $1d20 + \text{Communication} + \text{Charisma}$  beats the DC or opposing roll, it's a hit.

Use Mind instead if the Charisma stat is not used. If applicable to the situation, the gamemaster can replace the Communication skill with Knowledge.

### Initiative:

Initiative is  $1d20$ , rolled at the beginning of combat.

*Optional: Gamemaster may instead use the formula  $1d20 + \text{Dexterity}$  to determine initiative.*

## Armor & Armor Class:

Defense against melee and ranged attacks.

10 + Dexterity + Armor Bonus (if any)

+2 bonus for leather, +4 for chain and bulletproof vest, +7 for plate and riot gear

+10 for powered suit (for harder games taking place in the future)

## Will Save:

Defense against magic attacks and social combat.

10 + (Mind x 2)

## Wounds:

If a character is hit three times in a single physical combat encounter, they become unconscious. Roll Physical + Strength to recover without serious injury, illness or phobia. If the roll is a fail and it is a player character or big boss, roll again to determine whether or not the character dies. Enemy characters and NPCs can have more or less hit points and the death roll can be skipped, if necessary.

In social combat, a similar system is used. If a character suffers three social wounds, they have been outwitted. However, what happens next is up to the gamemaster.

Wounds from physical and social combat should be kept separate in most cases. One example of social combat wounds also causing physical wounds are charisma based magic attacks.

## Hazards & Effects

**Falling:** Roll 1d20 + Physical + Dexterity to beat DC (DC = feet fallen). A failed roll means the character suffers at least one wound, per the gamemaster. If the fall is greater than 20 + Physical + Dexterity, the character suffers two wounds, unless the player can roll a natural 20 to take half damage.

**Falling (Spikes):** Roll 1d20 + Physical + Dexterity to beat DC (DC = feet fallen) and suffer one wound. If the player rolls a natural 20, they take no damage. A failed roll means the character suffers two wounds, the character rolls again to beat a DC of 10 to stay conscious. If the fall is greater than 20 + Physical + Dexterity, the character rolls again to beat a DC of 15 to stay conscious.

**Extreme Heat & Cold:** Without protection, 1d20 + Physical + Strength save every turn (DC 15, +1 every turn). One wound for each failed save.

**Poison:** Without immunity, roll 1d20 + Physical + Strength to avoid or reduce damage or any other effects. Effects are decided by gamemaster. If the player rolls a natural 20, the character gains immunity to the poison. Again, the effects of poison immunity are decided by the gamemaster.

**Illness:** Depending on type, either roll Will Save or 1d20 + Physical + Strength/Mind to avoid or reduce damage or any other effects. Effects are decided by gamemaster. If the player rolls a natural 20, the character is asymptomatic (no effects) and/or becomes immunized to the illness. Again, the effects of these are decided by the gamemaster.

**Psychoactives:** Depending on type, either roll Will Save or d20 + Physical + Mind to beat DC. Like poison, effects are decided by gamemaster. Unlike poison, psychoactives can have positive effects on the character if the roll beats the DC, but not all do. Addiction to psychoactives can cause wounds and penalties to stats as the character experiences withdrawal, as per the gamemaster.

# Version History

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