

A number of rules supplements were published for that very first ("0e") fantasy roleplaying game published back in 1974. All those supplements contained material that the GM could choose to allow (or not allow) into her campaign on a case-by-case, rule-by-rule basis. The rules in this Supplemental Rules section are designed in the same way.

Each item is independent and can be added or ignored as the GM decides. Some sections may interfere with or contradict other sections. Some of these supplemental sections add material from the original 0e supplements while others had interesting ideas from other sources – even interesting material from modern rules sets "backported" to 0e for Microlite74.

## **Supplemental Classes & Class Abilities**

### **Specialist Class**

Specialists can wear light armour, use shields and any weapon. *Physical Combat Bonus* is Level/3, round up. A specialist has special knowledge of and/or skill in one broad area selected with the approval of the GM. The GM will give strong consideration the specialist's area of knowledge when deciding if the specialist's actions succeed. If the GM decides a skill roll is need for an action clearly falling within the specialist's area of special expertise, the activity is considered directly related to the character's class and the character receives a +1 bonus at first level, +3 at fifth Level, +5 at tenth level, etc.

*Notes for the GM:* The Specialist class could easily be used for a thief or a ranger. A specialist normally cannot do anything any other character class could not try to do, they are just far better than the average character at tasks that clearly fall within their area of specialization. For example, anyone can try to disarm a mechanical trap, but a thief specialist should be much more likely to succeed without even having to roll.

### **Fighter Special Abilities**

Fighters may select one special ability from this list at levels 3 and at level 6. (Optional: for high powered campaigns, allow fighters to select one ability at levels 3, 6, 9, 12, etc.) Each fighter special ability may only be selected once.

*Accuracy* - A fighter with this special ability rolls a 1d8 for damage (instead of 1d6) with thrown or missile weapons.

*Berserker Rage* – A fighter with this special ability may go into a berserker rage when in combat. During a berserker rage, the always fighter attacks the nearest foe (determine randomly if multiple foes in range). His ferocity doubles his fighter bonus to his attack roll and his damage. To break off combat (before all foes are dead) the berserk fighter must make a MIND save versus a DC of 10 (plus 2 for every opponent still standing) in order to break off from fighting. Each round the fighter is berserker costs him 2 hp, subtracted immediately after the berserker rage ends. A berserk fighter cannot use any combat stunts nor the Find Weakness, Leadership, or Tactical Expertise fighter special abilities.

*Brutal Attack* – A fighter with this special ability rolls a 1d8 for damage (instead of 1d6) with melee weapons.

*Cleave* - After a fighter with this special ability kills an opponent, he may immediately make another attack against any still-standing foe. The maximum number of attacks he can make in one round is equal to his level.

*Dodging* - When not wearing armour, a fighter with this special ability may add 1/2 his level plus 1 for every point of dexterity above 15 to his AC.

*Find Weakness* - When attacking an unaware opponent, a fighter with this special ability may ignore any AC bonus the opponent has due to armor worn. He is hitting at his opponent's weak, exposed areas.

*Leadership* - A fighter with his special ability has a number of Leadership Points per day equal to his level plus one for every

charisma point above 13. These leadership points are like bonus HP for the whole party - useable at the fighter's discretion. For example - James the Mage has 2 HP left and takes 12 damage, which would knock him unconscious and reduce his STR by 10. John the fighter has 15 leadership points, so he lets his leadership absorb the blow rather than let James suffer a major injury. The fighter has only 3 leadership points left, but the James still has 2 HP and is still standing.

*Tactical Expertise* – A fighter with this special ability has a number of Tactics Points per day equal to his level plus one for every point of intelligence above 13. These points are spent directly before the attack roll of anyone in the fighter's party, giving a +1 per point spent. Tactics Points can also be spent before any enemy's attack roll, giving a -1 per point spent.

*Unarmed Combat* - A fighter with this special ability does 1d6 damage with his bare hands (instead of the standard 1d2 bare handed damage).

*Notes for the GM:* Some people feel that the Fighter class is too weak at higher levels compared to the Magic-User and Cleric. These special abilities allow limited mechanical customization of Fighters without greatly increasing their power or making the game more complex to play or GM. Nevertheless, they do increase the power of the Fighter so the GM needs to carefully consider the needs of her players and her campaign before deciding to use these supplemental rules, especially if the option allowing fighters to select one special ability every three levels is used.

### **Magic-User Special Abilities**

All Magic-Users have the following special abilities. All require the use of a special wand hand-made by the magic-user.

*Create Handmade Wand* - A Magic-User knows how to create the handmade wand required for Magic-User special abilities. The wand must be made by the Magic-User using it to function. Creating the wand requires a knife, a living tree to cut the wand from, and 12 minus the Magic-User's level hours (minimum of 1 hour) of uninterrupted time.

*Magic Dart* - A Magic-User can shoot a 1d6-1 dart of magic energy from the tip of their handmade wand once per round provided no other action is taken. They must roll to hit the target normally. Range: short 60; medium 120; long 180. Usable once per round if no other action taken. Requires pointing a handmade wand at the target and costs 1 HP per use. The visible effects can be whatever the Magic-User desires; note that this does not affect damage, it only adds color to the ability.

*Minor Magic* - Magic-Users can cast minor "everyday/non-combat" magic at will. Attempting something the GM considers abusive fails and causes the magic-users wand to explode (doing 1d6 backfire damage to the magic-user unless save vs MIND). Usable once per round if no other action taken. Requires waving a handmade wand. Cost 1 HP per use.

Some examples: Light a candle or pipe with a flame from the finger tip. Dust things – at first level a minor magic spell might be needed for each shelf or piece of furniture, while at third level a single spell might dust a room and at sixth level the magic-user's the entire floor of a house or tower. Tie or untie a knot. Float coins from the magic-users coin purse to a merchant's hand.

*Notes for the GM:* Some people feel that the Magic-User class is too weak and uninteresting to play at lower levels. These special abilities add some magical flavour to the Magic-User without really increasing the power of the class. The Magic Dart ability is no worse than letting a magic-user use a sling (a fairly common house rule), but it has a more magical feel. Minor Magic lets a Magic-User use magic for minor mundane tasks which is fun but generally has no effect on the game except, perhaps, to impress peasants and the like. Note the 1d6-1 damage a magic dart can be either 1 to 5 points or 0 to 5 points at the GM's option.

### Cleric Special Abilities

All Clerics have the following special abilities. The cleric must have a holy symbol of his religion in hand to use these abilities.

*Minor Divination* - A cleric may spend 10 minutes in prayer asking his deity whether or not a specific action would have generally good or generally bad results from the deity's point of view. The cleric will have vague feeling of rightness or wrongness. A cleric may do this at most 1 per day (+1 additional time per day every 5 levels).

*Minor Healing Prayers* - Immediately after combat, a cleric may touch the wounds and pray over a being injured in that combat. This costs the cleric 1 HP and will restore 1d3-1 hit points. This may only be done once per being per combat and takes one minute per being.

*Smite* - A cleric may imbue his normal weapon with holy power allowing it to hit monsters that normally require silver or even magical weapons to hit. Spending 1 HP before making the attack roll will allow hitting monsters that require silver (or other special non-magical) weapons to hit. Spending 2HP before making the attack roll will allow hitting monsters that require magical weapons to hit.

*Notes for the GM:* While the Cleric has a good mix of combat and magical abilities, these special abilities add some nice minor powers. The Smite ability is particularly useful as it means that no party with a cleric will ever be caught fighting creature they cannot possibly hit do to lack of special weapon types.

### Supplemental Skills

A simple skills system can be added to Microlite74, by substituting the following rules for the standard skills rules.

#### Skills

While there are skills in Microlite74, they are not used the way they are in most modern games. Instead of saying "I make my (name of skill) roll," players are expected to think like adventurers, tell the GM what they are doing and the GM decides if it will succeed in the situation. If the GM thinks the plan is a good one and likely to work, it succeeds without a die roll. If the GM thinks the plan is unlikely to work, then it fails without a die roll. Only if the GM decides a random success chance is truly needed will a skill roll, chosen by the GM, be made.

There are just five skills in Microlite74: Communication, Knowledge, Physical, Subterfuge, and Survival. Each class has a class specific major class skill (Fighter: Physical, Magic-User: Knowledge, Cleric: Communication) and a minor class skill of the player's selection. A character gets a +3 class bonus to his major class skill. The player then selects two of the remaining three skills as secondary skills. The remaining skill is a minor skill. A player's skill rank is:

Class Skill Rank = level + any bonuses due to class or race

Secondary Skill Rank = (level/2, round down) + any bonuses due to class or race.

Minor Skill Rank = (level/4, round down) + any bonuses due to class or race

When the GM calls for a skill roll, he will declare which skill and stat the skill roll falls under and the player will make a skill roll.

Skill roll = 1d20 + skill rank + stat bonus + GM declared situational modifiers (if any).

Roll higher than the GM assigned Difficulty Class to succeed. Unless the GM rules otherwise, a natural roll of 20 always succeeds. Suggest ball-park DCs: 12 for easy tasks, 15 for hard tasks, 18 for difficult tasks, 21 for very difficult tasks, etc.

*Notes for the GM:* This is a simple skill system based on

standard Microlite20 skills. The only real change is that GM as wider set of choices for what to roll to ask for when he feels a roll is actually needed. However, what skills a player selects as better/worse for his character can also help the GM decide the results of an action without a skill roll. If the supplemental Specialist class is used the GM should select an appropriate skill to be the major class skill based on the type of specialist character. The specialist bonus is added to any skill roll that falls into the specialist's special area of skill/knowledge.

### Supplemental Magic

#### Ritual Magic

A Magic-User or Cleric can perform ritual magic to cast spells of any level (and other special rituals that might be found in old books or scrolls) provided the caster has a written copy of the spell or ritual, any needed materials (mainly required by special rituals), and the time and space needed to perform the ritual.

Ritual casting of a spell of a level the caster is able to cast normally takes 10 minutes and costs 1 HP per level of the spell being ritually cast. Ritual casting of a spell of a level the caster is not yet able to cast normally takes 10 minutes per level of the spell and costs twice as much in hit points as it would to cast directly. Ritual casting of a special ritual takes as long and costs as many HP as the ritual states (that is, the GM assigns these as needed when he creates the special ritual). Multiple Magic-Users and/or Clerics may participate in a casting a special ritual with the HP cost of casting divided among them.

*Optional Sacrifices* - One or more beings of "good alignment" and with human or better intelligence may be sacrificed during ritual magic. Each sacrifice made adds 10 minutes to the ritual and provides 10 plus the being's level or hit dice in HP to power the ritual. This amount is tripled if the being is truly a willing sacrifice. Such sacrifices are normally against the law in civilized societies.

*Notes for the GM:* These supplemental rules allow magic to be cast as rituals, trading time for energy and class/level limitations on direct spell casting. While player-characters may occasionally find magic rituals useful, they are very useful for NPCs and villains. Your NPC village cleric may not be able to cast Raise Dead as a spell, but his holy books might have an elaborate and expensive ritual with similar effects. Your mad chaotic sorcerer might be able to cause a volcano to appear with a horrible ritual the calls for the sacrifice of all the children in the closest village - that's a spell you won't have to worry about a player getting his hands on and using.

#### Metamagic

Magic-Users and Clerics may select one metamagic ability from this list at levels 3, 6, 9, 12, 15, etc. A metamagiced spell is cast at a higher HP cost: the standard HP cost for the spell plus the HP cost for all metamagic being applied to the spell. The GM has the final say as to what metamagic effects do or do not make sense to use with a particular spell. Multiple metamagic effects can be applied to a single spell; however, each metamagic effect after the first adds an additional +1 to the HP cost of the spell.

*Empower Spell* - All variable, numeric effects of an empowered spell are increased by one-half. Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell adds +4 to the HP cost of the base spell.

*Enlarge Spell* - You can alter a spell with a range of close, medium, or long to increase its range by 100%. Spells whose ranges are not defined by distance, as well as spells whose ranges are not close, medium, or long, are not affected. An enlarged spell adds +2 to the HP cost of the base spell.

*Extend Spell* - An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected. An extended spell adds +2 to the HP cost of the base spell.

**Maximize Spell** - All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result. A maximized spell adds +6 to the HP cost of the base spell.

**Silent Spell** - Casting a spell normally requires the caster to speak and gesture. A silent spell is cast with no verbalization. A silenced spell adds +2 to the HP cost of the base spell.

**Still Spell** - Casting a spell normally requires the caster to speak and gesture. A still spell is cast without gestures. A stilled spell adds +2 to the HP cost of the base spell.

**Widen Spell** - You can alter an area shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%. A widened spell adds +6 to the HP cost of the base spell.

**Notes for the GM:** These abilities ported in from 3e allow Magic-Users and Clerics to manipulate the effects of some of their spells. This can may Magic-Users and Clerics somewhat more interesting to play, but it can also make them much more powerful (especially in the hands of mini-maxing players). GMs should carefully consider the needs of their campaign and the types of players in their campaign before using the supplemental Metamagic rules.

**Memorized Spells**

A Magic-User or Cleric may retain only a limited number of spells in memory, ready for immediate casting: one spell can be retained in memory for each level the Magic-User or Cleric has attained. He can change the spells he has in memory at any time by studying his spells (if a Magic-User) or praying to his deity (if a cleric) for one hour. Signature spells are always in memory and do not count against this limit.

**Notes for the GM:** If you want a spell system more like that of "0e" but do not want to go to the Fire-And-Forget system below, this Memorized Spells rule is a good compromise. It introduces some "old school" resource management into the magic system while retaining the basics of the Microlite20 magic system.

**Fire-and-Forget Magic**

The "0e" original version of the world's most popular fantasy roleplaying game used a much different system of magic from that of Microlite20-based games. This system had the magic-user or cleric select and prepare a set number of spells of certain levels in advance. Each prepared spell could only cast once. This system can easily be substituted for the standard Microlite74 spell casting system using the following rules.

Magic-Users can cast any arcane spell (and Clerics any divine spell) from the Microlite74 list with a spell level equal or below 1/2 their class level, rounded up. A Magic-User starts with three first levels arcane spells in his spell book and can add more spells by finding (or buying) them on scrolls or books and copying them into his spell book. Clerics do not need spell books and automatically have access to all divine spells of a level they can cast (use of certain spells may be forbidden by the cleric's deity, however).

Both magic-users and clerics must select and prepare specific spells from their collections in advance. The number of spells of specific levels a character can prepare is limited by their class level (see below for details). Preparing spells takes one hour of uninterrupted time: magic-users must study their spell books while clerics must meditate and commune with their deity.

Casting a prepared spell does not cost any hit points, but once cast, a spell cast is no longer in memory and may not be cast again. Casters may prepare multiple copies of the same spell.

**No Clerical Spell at First Level (Optional):** To be true to the original source material, first level clerics should not have any spells. To duplicate this, change the number of first level spells available to first level clerics to zero and the number available to

second level clerics to one on the Cleric table below.

Number of Spells Prepared Per Day (Magic-Users):

Magic-User Level	Spell Level					
	1	2	3	4	5	6
1	1					
2	2					
3	2	1				
4	3	2				
5	3	2	1			
6	4	2	2			
7	4	3	2	1		
8	4	3	2	2		
9	5	3	3	2	1	
10	5	4	3	2	2	
11	5	4	3	3	2	1
12	5	4	4	3	2	2
13	5	5	4	3	3	2
14	5	5	4	4	3	2

Number of Spells Prepared Per Day (Clerics):

Cleric Level	Spell Level				
	1	2	3	4	5
1	1				
2	2				
3	2	1			
4	2	2			
5	2	2	1		
6	3	2	2		
7	3	2	2	1	
8	3	3	2	2	
9	3	3	2	2	1
10	4	3	3	2	2
11	4	3	3	2	2
12	4	4	3	3	2
13	5	4	3	3	2
14	5	4	4	3	3

**Notes for the GM:** Some people don't think it is 0e-like if Magic-Users and Clerics not have to memorize their spells and forget them as they are cast. If you or your players fall into this category, these Fire-and-Forget magic rules are a drop-in replacement for the standard M74 magic system. They can also be used along with the standard magic system as a separate school of magic from a different location or culture.

**Supplemental Combat**

**Combat Stunts (Simple)**

At a cost of 1 hit point, Fighters and Clerics may adjust their armor bonuses, attack bonus, damage done, etc for an attack to create a combat stunt. For each -1 a character takes, he may take a +1 in another area. A Fighter may take up to 2 plus Level/3 (round up) in penalties on a single attack roll. A Cleric may take up to his level/3 (round up) in penalties on a single attack roll.

For example, a 5th level fighter (maximum combat stunt penalties of -4) might want to do a great blow causing 4 points extra damage in exchange for reducing his AC until his next action and reducing his chance to hit with the attack. For example, +4 to damage, -2 to AC and -2 to hit would balance the bonuses and penalties.

**Notes for the GM:** This can make combat more interesting at little cost in complexity. If you use this system, you should require the player to describe what his character is doing and deny any combat stunts that do not make sense in the situation (no tripping a gelatinous cube, for example) or whose bonuses and penalties do not match up well to the player's description of the stunt. If characters are allowed this option, some intelligent opponents (including some monsters) may use these combat stunts at your option.

**Combat Stunts (Complex)**

Fighters may modify their basic attack in the following ways by spending HPs: 1 hp + 2hp for each effect.

- Hinder - inflict an extra 1d6 as a penalty until next turn
- Cleave - hit all adjacent enemies, roll separate damage
- Aid - give a 1d6 bonus any one character's to hit or AC this round
- Extra Die - roll an extra damage die (can't be used with Aid or Hinder)
- Effect - some extra effect like knocking the target back or disarming them. The target gets a resisted roll.

The maximum number of hit points a Fighter can spend on stunts for a single attack is ((Level/2, round up) x 2) +1. That is 3hp at levels 1 and 2, 5hp at levels 3 and 4, 7hp at levels 5 and 6, etc. - with an absolute maximum equal to the Fighter's STR.

- Example: A fighter of level 3 or higher can spend 5hp to hit all the kobolds surrounding him with double damage (Cleave, Extra Die).
- Example: A Fighter can spend 3hp to make a distracting attack that gives another named member of his party +1d6 to hit the same opponent (Aid).
- Example: A fighter can spend 3 hp to knock the goblin off balance, giving him a -1d6 AC penalty (Hinder).
- Example: A fighter of level 10 or higher could knock his opponent back, giving three named members of his party a +1d6 each to hit that same opponent, and reducing the opponent's AC by 1d6 (Effect, Aid x 3, Hinder).

If the Combat Stunts (Simple) rules are in use, Fighters may also adjust their bonuses as allowed under those rules as part of a complex combat stunt at no additional cost in hit points.

*Notes for the GM:* This can make combat more interesting for fighters, but a relatively large cost in complexity. If you use this system, you should require the player to describe what his character is doing and deny any combat stunts that do not make sense in the situation (no tripping a gelatinous cube, for example) or whose bonuses and penalties do not match up well to the player's description of the stunt. If characters are allowed this option, some intelligent opponents (including some monsters) may use these combat stunts at your option.

**No Initiative**

Use Physical Combat Bonus (Attack Bonus for monsters) to determine attack order instead of rolling for initiative.

*Notes for the GM:* This will speed up combat by eliminating a die rolls and will tend to standardize the combat sequence. It has no major effect on play, except making things less random.

**Overwhelming Opponents**

Each attacker beyond the first against the same target in the same round adds +1 to their attack rolls for each attacker before them. So, a second attack on the same target in the same round by a party member or monster would be at +1, a third attack at +2, etc.

*Notes for the GM:* This allows multiple creatures to wear down a more powerful target by overwhelming the target with many attackers. It adds a bit more realism to combat and allows large number of "nuisance" opponents to be a real threat. If you opt to use this rule, remember that opponents that are not within weapon reach of a target cannot attack. Therefore, you as GM must exercise common sense in applying this rule.

**Hit Points and Body Points**

Replace the standard character damage and healing system with the following:

**Hit Points (HP)** = 6 + 1d6/Level. If Hit Points reach 0, the character is unconscious and begins to take severe physical injury. Further damage directly reduces Body Points.

**Body Points (BP)** = 20. If Body Points reach 0, the character is dead. Each two points of body damage a character has gives a -1 to all rolls.

*Critical Hits:* Natural attack roll of 20 (that would otherwise hit) is automatically a critical doing maximum damage and doing a number of body points damage equal to the number of damage dice rolled (normally 1). Most monsters do not have body points, so a critical hit will do maximum damage plus a normal damage roll to them and cause them to lose their next attack.

*Recovering Hit Points:* All characters recover all hit points after six hours of total rest. If a character has lost Body Points due to wounds, only 50% of total hit points lost are recovered per six hours of rest.

*Healing Body Point Damage:* Body points lost recover at a rate equal to the character's STR Bonus (minimum of 1 point regained) per full day of rest. If a character with up to 1 to 10 points of Body Point damage performs more than very light activity or careful travel during a day, he has a 50% chance of losing an additional body point. If a character with more than 11-19 points of Body Point damage does anything other than rest quietly in bed during a day, he has a 50% chance of losing an additional body point.

*Healing Magic:* Cure spells or their equivalent no longer affect hit points on characters (but continue to do so on creatures who only have hit points). A Cure Light Wounds (or equivalent) will cure 1d2+1 Body Points. A Cure Serious Wounds (or equivalent) will cure 3d2+3 Body Points. In either case, 1 point will be cured per 10 minutes of rest after the spell is cast (up to the maximum the spell will cure), if the rest is interrupted any remaining points of healing are lost.

*Second Wind (Optional):* Once per day, characters may regain 20% of their total hit points (round up) by resting in a safe place for an hour while eating a meal. This amount is reduced by 2 hp per point of body damage (to a minimum of 0 hp recovered).

*Monster Body Points (Optional):* If the GM does not mind the added complexity, monsters may have Body Points as well. A monster's Body Points are equal to twice the number of hit dice the monster has.

*Notes for the GM:* This character damage and healing system is actually a bit easier to handle as players do not have to keep track of two different types of hit point damage (wound damage that can be healed by magic and "damage" from spell casting and combat stunts that cannot be healed magically but is fully restored by a night's sleep). It is also more realistic in that it provides negative effects for actual wounds. However, it makes characters somewhat more capable as their hit points are fully restored by a night's sleep if they haven't suffered any body damage. The optional monster body points rule is not really recommended except for GMs running adversarial campaigns.

Ancient Auguries  
A Microlite74 Version 2.0 Supplement  
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*Note: This is a supplement for Microlite74, a variant of Microlite20 designed to have the "feel" of the original "0e" edition of the world's most popular fantasy roleplaying game. You can obtain a free copy of Microlite74 here:*

<http://www.retroroleplaying.com/content/microlite74>

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