

Microlite75

Options & Monsters

Version 1.01

Condensed Type Edition



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Microlite75: Options & Monsters
(Book 2 of 2)
Version 1.01 (January 18, 2011)
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Special Thanks to Kevin Donovan for Proofreading Version 1.01

*Microlite75 is dedicated to the memory of those who gave us roleplaying games:
Dave Arneson, E. Gary Gygax, David Hargrave, Bob Bledsaw*

Introduction

Microlite75, like its parent game, Microlite20, is a trimmed-down, sub-miniature version of the Primary Fantasy SRD rules (see license for more info) that has been designed to be quick and easy to play. The goal of Microlite75, however, is to recreate the style and feel of the early editions of the world's most popular fantasy roleplaying game published in the 1970s and early 1980s – but with a few modern ideas and additions that fit the early edition spirit.

The rules are based on the 1974 0e edition with its supplements and material from 0e magazine articles, some 0e third party material, some of the house rules the author used in the 1970s, and selected ideas from other roleplaying games. The rules are not intended to be a clone of the 0e rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules.

Are these rules better than the original systems? Microlite75 is more like 0e plus supplements expressed in Microlite20 terms. It doesn't claim to be new, improved, or better, just the way we did it converted to a rules system more players are likely to be already familiar with.

What is "old school play"? There are two major styles of roleplaying games. The first (and older) style says "Here is the situation. Pretend you are there as your character, what do you want to do?" This style has been superseded over the years with a style that says "Here is the situation. Based on your character's stats, abilities, skills, etc. as listed on his character sheet and your knowledge of the rules of the game, what is the best course of action to solve the situation?" Old school play strongly favors the first style and frowns on too much of the second.

Like all "old school" designs, the rules in this book are merely guidelines for the GM. GMs are expected to toss rules they can't stand, add rules they think are missing, modify rules that don't make sense for their campaign world and/or player group, etc.

This Book

This is the Options and Monsters book. This book contains a large number of optional rules a GM might elect to include in a campaign as well as monster lists and other GM-oriented information. The Characters & Magic book contains the basic rules and the equipment and spells lists and will be the only books players need in many campaigns. GMs will need both books.

Optional Rules

These optional rules are a toolkit for customizing your campaign. A GM can elect to use none of them or some of them in a particular campaign. Using all of them would probably not be a good idea as some contradict others. Most of these rules are used by the author in one or the other of his two major campaign settings, although some have been added at the request of playtesters. More optional rules, including player-submitted optional rules and experimental "indie" style rules, are planned for a future supplement.

Classes

The following classes may also be used.

Assassins (Specialist Class) can wear light armor, use shields, and use any light or medium weapon. *Physical Combat Bonus* is level/3, round up. Experience Base is 20. They add +1 to FORT and REF saves. Assassins are experts at disguise, hiding, sneaking, and spying. Assassins automatically hit (and add their class level to the damage of that hit) with their first attack when attacking from a prearranged (and unsuspected) ambush.

Barbarians (Fighting Class) can wear light or medium armor, may use shields, and can use any weapon. *Physical Combat Bonus* is equal to their class level/2, rounded up. *Magical*

Combat Bonus is equal to their class level/4, rounded up. Experience Base is 30. They add +2 to FORT saves. They add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels thereafter. They are expert at wilderness survival and good at moving quietly and hiding in cover in the wilderness.

Barbarians may go into a berserker rage when in combat. During a berserker rage, they always attack 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 berserker barbarian must make a WIL save (-2 for every opponent still standing). Each round the barbarian is berserker costs him 2 hp, subtracted immediately after the berserker rage ends.

Bards (Specialist Class) can wear light armor, use shields, and use any light or medium weapon. *Physical Combat Bonus* is level/3, rounded up. *Magical Combat Bonus* is equal to their class level/2, rounded up. Experience Base is 25. They add +2 to PRE saves. A Bard's musical abilities allow him to play songs with the effect of Druid or Illusionist spells (starting at 6th level as if he were 5 levels lower in the chosen class), can counter sound-based effects within a 30 foot radius, and Charm Person or Remove Fear once per day (plus one additional time per day at 5th level and every five levels thereafter).

Sorcerers (Specialist Class) can wear light or medium armor, may use shields, and can use any light or medium weapons. *Physical Combat Bonus* is equal to their class level/3, rounded up. *Magical Combat Bonus* is equal to their class level/2, rounded up. Experience Base is 30. They add +1 to REF and WIL saves. They cast arcane spells as rituals and have the Minor Magic special ability. The optional rule "Ritual Magic" must be used if this class is allowed.

Technos (Specialist Class) can wear light or medium armor, use any light or medium weapon and any weird science armor or weapons. *Physical Combat Bonus* is level/3, rounded up. *Magical Combat Bonus* is equal to their class level/2, rounded up. Experience Base is 25. They add +1 to REF and WIL saves. Technos can create non-magical items with spell-like effects through their study of weird science. Technos use spells (of any class-type) up to 4th level to create their devices. They start with the ability to create 1st level effects and gain one additional level every third level.

Warlords (Fighting Class) can wear any kind of armor, can use all weapons and may use shields. *Physical Combat Bonus* is equal to their class level/2, rounded up. *Magical Combat Bonus* is equal to their class level/4, rounded up. Experience Base is 25. They add +1 to FORT and PRE saves. They add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels thereafter. When leading a group of hirelings under their command, the hirelings subtract the Warlord's fighter bonus in any morale checks and add one-half the Warlord's fighter bonus (round up) to their attack and damage rolls. Warlords are expert at riding and at small unit tactics.

Notes for the GM: Additional classes are a common optional addition to 0e style games. The classes listed here are less archetypal than the standard classes and may not fit every campaign. Allow none, only a few, or all as you desire.

Adventurer Class

For a less complex game where all characters can do everything, replace the standard classes with the Adventurer class.

Adventurers can wear any kind of armor, can use all weapons and may use shields. *Physical Combat Bonus* is equal to their class level/3, rounded up. *Magical Combat Bonus* is equal to their class level/3, rounded up. Experience Base is 30. They select one save for a +2 bonus and a second save for a +1 bonus. They add +1 to all attack and damage rolls. This increases by +1 at 4th level and every four levels thereafter. They can cast spells from scrolls at the normal HP cost plus 1HP for every bonus point of armor they are wearing. They can use all magic items. They can permanently learn a spell from a scroll

by expending XP equal to the HP cost to cast the spell. Adventurers are considered a "Fighting Class."

Notes for the GM: This optional rule is good for swords & sorcery style campaigns where magic is fairly rare and actual wizards and other magic using specialists are even less common. If used, the Adventurer class should be the only class used in the game, except for rare NPC mages or clerics. Using the optional Talents and/or the optional Advantages and Disadvantages rules will allow some mechanical customization of characters.

Advantages and Disadvantages

Many players like to have characters that are mechanically different from other characters of their class. Backgrounds help provide this, but some campaigns may need more. Characters in such campaigns may be created with advantages and disadvantages that adjust the character's Experience Base. All advantages and disadvantages selected for a specific character must be approved by the GM as suitable the campaign, the style of play, and the specific character. Things that any characters should be able to try to do should never be allowed as advantages. The following are example advantages and disadvantages that may be used. These are only examples, you may wish to remove some of the ones listed that do not fit your campaign or style of play and/or add new ones tailored to your campaign.

Advantages: The following special abilities increase a character's abilities and powers at the cost of increasing the number of experience points a character needs to advance.

Alchemy: Alchemists can create potions with the effect of Arcane Spells. With access to water, ingredients (5 sp per use per Spell Level), and a successful roll of 1d20 + Magic Attack Bonus vs. a DC of 10 + (3 x Spell Level), an Alchemist can create potions for spells of a Spell Level up to 1/2 the Alchemist's Level. Potions take 30 minutes per spell level to brew. These potions can be used up to 24 hours after their creation; creating a potion with no expiration adds (2 x Spell Level) to the DC. Each potion after the first created in a day adds +2 to the DC. Experience base modifier of +10.

Ambidextrous: Characters are normally considered to be right or left-handed. Ambidextrous characters can use both hands equally well, even at the same time. Experience base modifier of +1.

Danger Sense: The character has a sixth sense for danger. For an Experience Base modifier of +2, he can never be surprised.

Direction Sense: For an Experience Base modifier of +1, a character always knows which direction is which (e.g. which way is north). For an Experience Base modifier of +3, a character not only always knows which direction is which but can always retrace his path (e.g. return the way he came in in a maze).

Dual Class: The character has two character classes and advances in them simultaneously (i.e. Dual Class characters still only have one level). A Dual Class character's Experience Base is equal to the total of the Experience Bases for each class (e.g. the Experience Base for a Fighter/Magic-User would be 50). Dual Class characters combine the abilities and restrictions of both classes, taking the best in cases of conflict, except where ruled otherwise by the GM. Experience Base modifier of +10.

Former Magic-User Apprentice: The character began training as a Magic-User or Illusionist but did not complete it. The character has the Magic-User special abilities (Arcane Blast and Minor Magic) but at a cost of 3 HP per use. He can create the needed wand, but doing so takes a full week instead of a few hours. If the ritual rules are used, the character can cast first and second level spells as rituals provided he has a readable written copy of the spell ritual. Experience Base modifier of +7.

Herbalism: Herbalists are familiar with the magical methods of selecting and preparing herbal elixirs, poultices, etc. with the effects of divine healing spells (effect level is listed in parenthesis): Cure Light Wounds (1), Gentle Repose (2), Cure

Blindness (3), Cure Deafness (3), Cure Disease (3), Cure Serious Wounds (4), Neutralize Poison (5), Restoration (7). Successful creation requires access to water, ingredients (5 sp per use per effect level), and a successful roll of 1d20 + Magic Attack Bonus vs. a DC of 10 + (3 x Spell Level). Effects equal to 1/2 the herbalist's level can be created. Herbal creations may be used up to 24 hours after creation. Herbal creations affecting disease or poison must be created for a specific disease or poison. Experience base modifier of +7.

Photographic Memory: For an Experience Base modifier of +1, a character may remember details most would forget on a successful WIL save. For an Experience Base modifier of +3, a character can remember everything with true photographic detail on a successful WIL save.

Disadvantages: The following major hindrances to a character decrease the number of experience points a character needs to advance. However, the character's Experience Base can never go below 50% of his Experience Base without any disadvantages.

Frail: Character is unhealthy and weak of frame, subtracting 1 from the number of hit points gained at each level (minimum 0). Experience Base modifier of -1.

Hunted by Enemies: The character is hunted by some powerful person or group who want to do them ill. The Experience Base modifier is the total of the modifier for the hunter's power and how often the enemy has a hand in the character's adventures. Power: slightly more powerful than character -0; much more powerful -2; extremely powerful +4. Frequency: 20% of game sessions -1; 40% of game sessions -2; 60% of game sessions -3.

Low Self-Esteem: Character has little self-confidence or self-worth, taking a -3 penalty on Presence saves. Experience Base modifier of -1.

Meager Fortitude: Character is sickly and weak of stomach, taking a -3 penalty on Fortitude saves. Experience Base modifier of -1.

Noncombatant: Character is relatively inept at melee combat, take a -2 penalty on all melee attack rolls. Experience Base modifier of -1.

Phobia: The character has a fear so strong it can overwhelm him. Mild phobias can be temporarily overcome with a MIND save. Severe phobias cannot be overcome. The Experience Base modifier is determined by how common the object of the fear is and the severity. Type of fear: Rare object/situation: -1; Uncommon object/situation: -2; Common object/situation: -3. Severity of Fear: Mild Fear: 1x; Severe fear: 2x.

Poor Reflexes: Character zigs when he should zag, taking a -3 penalty on Reflex saves. Experience Base modifier of -1.

Shaky: Character is relatively poor at ranged combat, taking a -2 penalty on all ranged attack rolls. Experience Base modifier of -1.

Unlucky: Your character just has bad luck, usually at the worst possible time. The GM will arbitrarily make something go wrong for the character each game session. This bad luck cannot kill the character outright, but just about anything else goes. Experience Base modifier of -3.

Unreactive: Character is slow to react to danger, taking a -4 penalty on initiative checks. Experience Base modifier of -1.

Vow: Your character has sworn an oath to do or not do something. The number of points it is worth is based on the amount of inconvenience the GM thinks it will cause the character during an average game session. Characters who break their vow during a session receive no XP for the session. Minor inconvenience: -1; Major inconvenience: -2; Great inconvenience: -3.

Vulnerable: Character is not good at defending himself, taking a -1 penalty to Armor Class. Experience Base modifier of -1.

Weak Will: Character is highly suggestible and easily duped, taking a -3 penalty on Will saves. Experience Base modifier of -1.

Notes for the GM: GMs should think carefully before allowing Advantages and Disadvantages into their game. While they can be a great way to create a special character, they can be a pain in play. This is especially true for disadvantages like "Hunted by Enemies" that actually create more work for the GM. If you decide to allow them, you need to carefully look over characters that use them to be sure that those taken actually make sense for the player's character concept and aren't just being used to min-max the character.

Character Goals and Personality Traits

The alignment system is a simple way to handle character "personalities" at a very simple level. While alignment is suitable for many types of campaigns, a more flexible system is needed for others. If this system is used, the GM will "enforce" it with Experience Point bonuses for using the character's goals and traits in play.

Character Goals: In order to individual characters, each player must select four goals from the list below and arrange them in order of importance to the character from first to fourth. Goals not on the list may be selected with prior GM approval. The GM may award bonus XP for goal achievements during a session. Characters can also earn points by helping their friends (fellow PCS and associated NPC) achieve their goals, so long as their friends goals do not clash with their own goals. Players may change a goal or change the order of their goals during a campaign with GM approval.

Suggested Goals: (The player must select a particular aspect to stress for those marked with an asterisk)

Mystic Power	Finding spells, magic items, etc. for own use
Patriotism	Acting in country's best interest
Discovery	Brining new knowledge to own civilization
Experience Wonders	Travelling through strange lands, other planes, etc.
Intrigue	Political/Social secret scheming and plotting
Materialism	Spending money on displays of wealth: manors, castles, useless expensive items, etc.
Welfare of Others	
Responsibility	Desire to carry out duties, take care of charges, etc.
Expansion of Civilization	Into new lands, etc.
Wanton Destruction	Desire to destroy things for the pleasure of destroying
Cruelty	Desire to cause pain in others
Persecution of Evil	"Evil" as defined by your culture or religion
Competition	Desire to compete for competition's sake
Personal Feats	The "Do it because it's there" spirit
Creation*	Make magic items, works of art, etc.
Self-Discipline	Controlling one's behavior and emotions
Trickery*	Thwarting authority, playing practical jokes, etc.

Character Personality Traits: In order to further individualize characters, players must select three of the following Personality Traits for their character. Personality Traits other than those listed may be used with prior GM approval. Players should be careful not to select traits that they are not interested in playing or that strongly conflict with their goals or religion (unless that is what the player wants). Players should also try to avoid selecting conflicting Personal Traits for their characters. If such traits are selected (for example, the first two on the list below), the negative trait (passion for drink, in this case) is applied to the character while the positive trait is directed toward the behavior of others - which tends to make the character a hypocrite.

Suggested Personality Traits:

- True passion for alcoholic beverages
- Disapproves of drunken ways
- True passion for gambling
- Disapproves of gambling
- Enjoy a good public brawl and will start one given a good reason
- Disapproves of public brawling
- True passion for members of the opposite sex
- Disapproves of lewd and/or flirtatious behavior
- Braggart who exaggerates his/her deeds
- Modest about own deeds and disapproves of bragging
- Gourmet who will not tolerate poor cuisine
- Glutton who will eat just about anything and think it great
- Rather crude and rough manners
- Excellent manners, cannot tolerate bad manners
- Will lie when it suits his/her needs
- Truthful character who does not tolerate falsehood
- Grasping and greedy
- Miserly and begrudges spending money
- Spendthrift whose money never lasts long
- Tends to forgive (or forget) personal insults and injuries
- Tends not to forgive or forget personal insults and injuries, and always tries to get even - sometime
- Social snob who demands due respect from his/her social inferiors
- Social egalitarian that places little worth in social class differences when a person has shown his/her worth
- Character will not kill except in self-defense (and only after all else has been tried and has failed)
- Sexist who belittles the abilities of the opposite sex.
- Mild prejudice against a specific race or class (belittles their abilities)
- Overconfident of own abilities

Furtherance of Scholarly Studies*	History, linguistics, literature, etc.
Furtherance of Art*	Music, architecture, crafts, etc.
Furtherance of Science*	Astrology, engineering, etc.
Wealth	Accumulation of treasure or other wealth
Earthly Pleasures	Wine, women/men, drugs, etc.
Romance	True love
Power over Others	Political, religious, in criminal underworld, etc.
Fame	Personal renown far and wide
Rank*	On social scale or in institution like religion or military
Preservation of the Status Quo	Prevention of change (in government, religion, social system, etc.)
Preservation of Nature	
Preservation of Order	Prevention of breakdown of law and order
Comradeship	Establishment and maintenance of friendships
Risk Tasking	Taking physical, financial, or spiritual risks
Commercial Business	Setting up and running profitable businesses
Collecting*	Jewelry, antiques, weapons. Etc. (for pleasure of ownership, not for actual use)
Religious Service	Serving religions and Gods
Battle Glory	Winning renown in battle
Image Cultivation	Adopting a distinctive appearance and style to impress others
Freedom	Preservation of individual freedoms
Chivalry	Mercy, fairness, compassion
Honor	Duty to liege, family friends, or own dignity

Little confidence in own abilities
Mild phobia
Always optimistic
Always pessimistic

Notes for the GM: Alignment (especially with the optional vices and virtues) is enough for many campaigns, but the systems here provide much finer control over character personality for those who want the fine control accompanied by mechanical effects that benefit a player who plays in character and penalize a player who does not.

Magic

Metamagic: Magic-Users and Clerics may select one metamagic ability from this list at levels 3 and 6. 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.

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.

Ritual Magic: A Magic-User, Illusionist, Cleric, or Druid 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 casters of the same general type (arcane or divine) 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.

Weird Science: A techno can create non-magical items with spell-like effects through his study weird science. Weird science allows the artificer to create devices that combine the effects of one or more spells. Any number of spells can be combined into a single device. Spell statistics (casting times, etc.) remain unchanged, although no components are required and the artificer is considered the "caster" for the purposes of casting level.

Weird science devices must be invented in advance, however -- they cannot be created on the fly. The time to create such devices is 4 hours per spell level used and technos must have a written copy of each spell they use in a weird science device to create the device. As such, a techno usually has a fixed collection of regularly-carried devices.

Weird science devices are temporary and unreliable. They are able to be used reliably a number of times per day equal to 1 plus half the class level of the techno who built the device (rounding up, naturally). The device may be used by anyone -- but if used by someone other than the techno who built it, it requires a MIND roll at DC 15 to activate (a failed roll indicates that the device fails to activate for that user, and a roll of 1 means that the device breaks down for good).

If the device is used more times than allowed (by anyone), it requires a MIND roll with a DC equal starting at 20 and rising by 1 every additional time the device is used. A failed roll means that the device breaks down and may not be used again (the artificer will have to build another).

Combining multiple magical effects into a single device means that both effects function simultaneously upon activation (effectively casting two or more spells at once) -- but such devices are even more unstable than usual: The MIND roll for extra activations starts at DC 25 + the number of effects used, and goes up for each additional usage by the number of effects used.

Notes for the GM: Allowing technos and weird science gives a simple way to allow a type of technology into the campaign without having to create a complex system of technology levels, invention rules, magic/tech interaction rules, etc. It assumes that technology is simply attempts to recreate the effects of magic without magic. As written, this system should not throw balance out the window. Note, however, it isn't a set of rules for combining real world technology and magic.

Fire-And-Forget Magic: The original 0e and 1e versions 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 Microlite75 spell casting system using the following rules.

Magic-Users can cast any arcane spell (and Clerics any divine spell) from the Microlite75 list appropriate to their class as shown on the charts below. Arcane casters start with Read Magic and 1d2 additional first levels spells in his spell book (which must be approved by the GM) and can add more spells by finding (or buying) them on scrolls or books and copying them into his spell book. Divine casters 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 arcane and divine casters 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: arcane casters must study their spell books while divine casters 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.

In combat, if a caster is hit and takes damage (or other effect that could interfere with spell casting like paralysis) before casting a spell, the spell fizzles and the caster loses the spell from memory just as if he had cast it.

Reduced Caster Hit Points (Optional): As casters do not use hit points to cast, their hit dice are capped at 9 for arcane casters (+ 1 hit point per level thereafter) and at 12 for divine casters (+2 hit points per level thereafter).

Number of Spells Prepared Per Day (Arcane Spell Casters):

Magic-User Level	Spell Level								
	1	2	3	4	5	6	7	8	9
1	2								
2	2								
3	3	1							
4	4	2							
5	4	2	1						
6	4	2	2						
7	4	3	2	1					
8	4	3	3	2					
9	4	3	3	2	1				
10	4	4	3	2	2				
11	4	4	4	3	3	1			
12	4	4	4	4	4	1			
13	5	5	5	4	4	2			
14	5	5	5	4	4	3	1		
15	5	5	5	5	4	4	2		
16	5	5	5	5	5	5	2	1	
17	6	6	6	5	5	5	2	2	
18	6	6	6	6	6	5	3	2	1
19	7	7	7	6	6	6	3	2	2
20	7	7	7	7	7	7	3	3	2

Number of Spells Prepared Per Day (Divine Spell Casters):

Cleric Level	Spell Level						
	1	2	3	4	5	6	7
1	1						
2	2						
3	2	1					
4	2	2					
5	2	2	1				
6	2	2	1	1			
7	2	2	2	1	1		
8	3	3	2	2	1		
9	3	3	3	2	2		
10	4	4	3	3	2		
11	4	4	4	3	3		
12	5	5	4	4	3	1	
13	5	5	5	4	4	1	
14	6	5	5	5	4	2	
15	6	6	6	5	5	2	
16	7	6	6	6	5	3	
17	7	7	7	6	6	3	1
18	8	7	7	7	6	4	1
19	8	8	8	7	7	4	2
20	8	8	8	8	7	5	2

Notes for the GM: Some people don't think it is "old school" if Magic-Users and Clerics do 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 M75 magic system. They can also be used along with the standard magic system as a separate "mnemonic" school of magic from a different location or culture.

Combat

Combat Maneuvers (Simple): At a cost of 1 hit point, Fighters (including Rangers, Paladins, and Martial Artists) and Clerics (including Druids) 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 (rounded 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 maneuvers 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 maneuver. If characters are allowed this option, some intelligent opponents (including some monsters) may use these combat maneuvers at your option.

Combat Maneuvers (Complex): Fighters (including Rangers, Paladins, and Martial Artists) 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 maneuvers 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 maneuver. If characters are allowed this option, some intelligent opponents (including some monsters) may use these combat maneuvers at your option.

Armor for Everyone: All character classes can wear armor, however, wearing armor has negative effects on the abilities of some classes. Armor Class in this system is Armor Class (AC) = Base Armor Class + DEX bonus + Armor bonus

Base Armor Class: Each class has a base armor class that is in effect anytime the character is conscious and not tied up to the point they can't move at all. This base armor class takes into account the character's combat training which allows him to dodge and parry blows.

- Fighter -- Base AC of 14
- Paladin/Ranger -- Base AC of 13
- Cleric/Druid/Bard -- Base AC of 12
- Thief/Assassin -- Base AC of 11
- Magic-User/Illusionist -- Base AC of 10

Any character that is unconscious or heavily restrained has a Base AC of 10. Other classes should be slotted in on the level of the character that makes the most sense. ONLY the fighting man should get a Base AC of 14, however. Other fighter classes/subclasses should come in on the Paladin/Ranger/Monk line at best. The Monk is a special case, and still can't use armor as their training replaces it.

Armor: Armor adds to the character's Base AC when worn. Armor may have side effects for some classes.

Light Armor: +1 to AC. Magic-Users and Illusionists cannot cast their highest level of spells known while wearing Light Armor.

Medium Armor: +2 to AC. Magic-Users and Illusionists cannot cast their two highest levels of spells known while wearing Medium Armor. Thief abilities are halved while wearing Medium Armor.

Heavy Armor: +3 to AC. Magic-Users and Illusionists cannot cast their three highest levels of spells known while wearing Heavy Armor. Thief abilities are unusable while wearing Heavy Armor.

Shield: +1 to AC, only when character is conscious and mobile. Magic-Users and Illusionists cannot cast their highest level of spells known using a shield -- if they are using a shield and armor the shield adds 1 to the levels of spells they cannot use.

Examples: An unarmored average DEX fighting man is AC 14. The same fighting man in plate armor and using a shield would be AC 18.

An unarmored average DEX 10th level wizard would be AC 10 and could spells normally. If that tenth level wizard wears chainmail, she would be AC 12 but would not be able to cast any of her 4th or 5th level spells. A 1st through 4th level magic user wearing chainmail would not be able to cast any spells at all.

Wearing Armor affects Bards based on the type of magic they cast. If they use Illusionist magic, wearing armor reduces their ability to cast spells just as it does for magic-users or illusionists. If they use Druid magic, it has no effect on their ability to cast spells.

Notes for the GM: One thing that really seems to sit wrong with some players in early editions are the armor and weapons limitations on classes. Some players really want their magic-users to wield swords and wear armor. This optional armor system allows this while still trying to maintain the balance between classes.

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.

General

Action Points: All characters have 1 action point per character level. Actions points may be used to simulate a heroic effort by a character or to simulate a lucky break. Action Points recover 1 per day of total rest in safe surroundings.

Heroic Effort: Each action point spent on heroic effort allows the player to roll a 1d6 and adjust any single die roll affecting the character or made as a result of the character's actions in the character's favor by the amount rolled. The action point must be expended before the die roll to be adjusted is made.

Luck: Spending one action point for luck will cause a minor bit of good luck to come the character's way. Spending two action points for good luck will cause a major bit of good luck to come the character's way. In both cases, the GM decides exactly what the good luck is, but it should be helpful in a minor/major way to the character's immediate situation.

Shake Off Fatigue: Recover half your lost hit points instantly. This counts as an action.

Strike Now: The character can take his action right now instead of waiting for his normal strike speed position to come up. This cannot be used to cast a spell over 3rd level or if the character has taken a defensive Combat Stance for the round (Full Defense or Active Defense).

Notes for the GM: Action points are a way for players to avoid or lessen the effects of truly disastrous die rolls at critical points or to have something lucky/helpful happen by "chance." While some think they go against the "let the dice fall where they may" old school attitude (and to some extent they do), in reality they turn out to be just another very limited resource for players to manage, which is a very old school thing. If your players complain about bad rolls to the point they are annoyed with the game, adding action points might be something to consider.

Fame: A side-effect of adventuring is Fame: other people may recognize the character, even if he would rather not be recognized. Fame is rated from 0 to 10.

Gaining Fame: All character start with a Fame (FAM) of 0 and FAM never goes higher than 10. Each time a character goes on an adventure, the character adds 1 to his Adventure Total. When his Adventure Total is equal to (or greater than) his current FAM +1, he rolls a D20 at the end of the adventure. If the roll is higher than his current FAM, his FAM increases by 1 and his Adventure Total is reset to zero.

Using Fame: Famous people might be recognized by others who see them, even if they do not wish to be. When the GM thinks a character might be recognized by a stranger, he rolls a D20. If the result is less than or equal to the character's Fame, the stranger correctly recognizes the character. If the character is disguised, the character will not be recognized. Characters who wish to be recognized may drop their name or the like and force a Fame roll.

Effects of Fame: Reaction to being recognized will vary depending on what the character has done. A mass murderer who is recognized will get a much different reaction than the famous general who saved the country from invasion, for example. If a character has been recognized, the GM may adjust NPC reactions accordingly.

Notes for the GM: Fame is a abstract way to track how

“important” player characters are in the campaign. You may want to modify how Fame is gained and used based on the needs of your campaign. NPCs can also be assigned Fame. If characters recognize them, they should be told a bit about them as the NPC’s fame means that his life is not as private as he might like.

Sanity: All character start with a Sanity (SAN) of 0. To make a SAN roll, roll D20 + Mind bonus. If the result is greater than the character’s current SAN, the roll is successful. If the roll is failed, the character suffers some type of overwhelming fear or temporary insanity. When characters see of experience something mind-shattering, their SAN may increase. For a mild experience, roll 1d2-1 and add the result to the character’s SAN. For a major experience, roll 1d3-1 and add the result to the character’s SAN. For a truly terrible experience (like encountering terrible deities of madness), roll 1d4-1 and add the result to the character’s SAN. If a character’s SAN total ever surpasses 20 + MIND bonus, the character is totally and permanently insane (and becomes an NPC). Small SAN reductions can come from defeating SAN roll causing situations or from special spells and/or rituals.

Notes for the GM: Sanity is generally only included in campaigns which feature eldritch horrors whose mere existence and warp the mind.

Talents: At level 2 (and every 2 levels thereafter), characters may select one narrow area of skill where they are better than average: something they are “Good at.” This talent should be either something directly related to their class or background -- or something they have spent game time and/or money learning. If the player wishes (and the GM approves), instead of selecting a new talent a talent the character is already “Good at” be improved to “Expert at” at a later even-numbered level and a talent the character is “Expert at” may be improved a final time to “Master at” at yet a later even-numbered level. The GM will consider the character’s talents just as he would the character’s class and background when deciding if a character will succeed with an action.

Notes for the GM: Many players used to more “new school” styles of play want rules-based, mechanical ways to customize their characters. Talents provide a way to do this that does not add much complexity nor restrict characters from trying to do things anyone should be able to try because they failed to select some special mechanical customization feat. Talents let characters choose to be better than average in some specific, limited field. For example, while any character can try to swing from vines, a character that is “Good at: Swinging from Vines” is going to be more successful at it than the average character. If you need to assign numerical benefits to talents for when a success roll is needed, +2 per level is a good place to start for most talents (i.e. Good at +2, Expert at +4, Master at: +6).

Psionics

Psionics are mental powers which aren’t magic but sometimes duplicate magical abilities. If psionics are used in a campaign, any highly intelligent being has a slight change of being psionic.

Creating Psionic Characters: Characters should check for psionics ability at character creation. Roll a d20 and add MIND bonus. On a roll of 21 or higher, the character may opt to have psionics abilities that will manifest as the character go up levels. If the roll is successful and the player opts for the character for the character to have psionics, roll 2d6. The result is the maximum number of psionic abilities the character will manifest. This number is immediately added to the character’s Experience Base.

Manifesting Psionic Abilities: At character creation and every time a psionic character goes up a level, the character rolls to see if a new psionic ability manifests. Roll 1d20 + MIND bonus against a DC of (21 – the maximum number of psionic abilities the character may manifest). On a successful roll, the character manifests a new psionic ability. Roll on the Psionic Ability Table below to determine the new ability. Reroll if the character

already has the ability rolled.

Manifesting Psionic Attack and Defense Modes: Psionic characters manifest psionic attack and defense modes as they gain psionic abilities. Specific modes manifest as the character manifests a specific number of abilities.

Number of Psionic Abilities Manifested	Attack Mode Manifested	Defense Mode Manifested
1	Mind Thrust	Thought Shield
2		Mind Blank
3	Ego Whip	
4		Mental Barrier
5	Psionic Blast	
6		Intellect Fortress
7	Id Insinuation	
8		Tower of Iron Will
9	Psychic Crush	

Using Psionic Abilities: Using a psionic ability is an action. Successful use requires a 1d20 + MIND Bonus + Level/2 versus the DC given in the ability description. Certain abilities also cost HP (even if the attempt is unsuccessful). The power of many psionic abilities is determined by the Ability Level of the specific psionic ability. This is the number of levels the character has possessed the specific ability. Simply recording the character’s level when he gets the ability will make calculating this easy.

Psionic Abilities: The following psionic abilities may manifest. Which one does should be determined randomly. The GM is free to create other abilities.

Roll	Psionic Ability	Roll	Psionic Ability
1	Animal Telepathy	13	Etherealness
2	Astral Projection	14	Healing Trance
3	Aura Alteration	15	Invisibility
4	Body Control	16	Levitation
5	Body Equilibrium	17	Mind over Body
6	Clairaudience	18	Precognition
7	Clairvoyance	19	Psychic Surgery
8	Dimension Door	20	Shape Alteration
9	Domination	21	Telekinesis
10	Empathic Projection	22	Telepathy
11	Empathy	23	Teleportation
12	ESP	24	Suspend Animation

Animal Telepathy: Character can establish 2-way mental communication with an animal. DC is 12. HP Cost is 1 HP per minute. Level of communication depends on the intelligence of the target. Does not require target to obey or be helpful.

Astral Projection: Character can enter a trance and project himself into the Astral Plane. This works like the Astral Spell except that speed of travel and other effects depend on Ability Level. DC is 15. HP Cost is 1 HP per 10 minutes.

Aura Alteration: Character can alter a target’s aura to either to disguise the target’s alignment and level, or to remove a compulsion or charm. Disguise has a DC of 15, costs 5 HP, lasts 10 minutes per Ability Level, can make the target appear as any desired alignment and can modify the character’s apparent level by up to Ability Level levels. Removing a charm, compulsion, or curse costs 10 HP and grants the target another saving roll.

Body Control: Character can adjust his body to exist in unusual conditions (extreme temperatures, hostile/destructive elements like poison gas, water, acid, fire, lava, etc). DC is 12 for unusual conditions like extreme temperatures, 15 for hostile environments like underwater or lack of good air. 18 for extreme conditions like acids, lava, etc. Costs 1 HP per 10 minutes. Maximum duration is Ability Level x 10 minutes. Reroll Ability check every hour.

Body Equilibrium: Character can adjust his body weight to correspond to the surface he is walking on so as not to sink into water, mud, quicksand, etc. DC is 12. Costs 1 HP per 10

minutes. Maximum duration is Ability Level x 10 minutes. Reroll Ability check every hour.

Clairaudience: Character can hear at a distance (30 feet + Ability Level x 10). DC is 12 (plus +2 for each foot of material between psionic and target area). Costs 1 HP per minute.

Clairvoyance: Character can see at a distance (30 feet + Ability Level x 10). DC is 12 (plus +2 for each foot of material between psionic and target area). Costs 1 HP per minute.

Dimension Door: Character can teleport up to Ability Level x 20 feet. DC is 12 is target location visible, 15 otherwise. Costs 5 HP.

Domination: Character can force another to do their will. DC to establish is 15 + target's level/hit dice. DC to maintain for another round is 15 + target's level/hit dice. Costs the target's level/hit dice in HP per minute.

Empathic Projection: Character projects an emotional state upon targets. This works similar to the Suggestion spell but is limited to suggesting emotions. DC is 12 if touching a single target, 15 otherwise. Range: 30 feet + (Ability Level x 10). Can affect up to Ability Level targets. HP Cost is 3 per target.

Empathy: Character senses the emotions/emotional needs of the target(s). DC is 15. Cost: 1 HP per minute if a single target, 3 HP per minute otherwise. Range: 30 feet + (Ability Level x 10).

ESP: Character can read the surface thoughts of the target. DC is 10 + target's level/hit dice. Cost: 1 HP per minute if touching target, 3 HP per minute otherwise. Range: 30 feet + (Ability Level x 10). Searching for specific/deeper thoughts adds 5 to the DC (+10 if the target is specifically hiding them) and doubles the HP cost.

Etherealness: Character can alter his body vibrations to those of the Ethereal Plane, but is only able to carry Ability Level * Ability Level pounds of material with him. DC is 12 + 1 per 20 pounds of weight carried. HP Cost: 1 HP per 10 minutes.

Healing Trance: Character can go into a trance and heal Body Points quickly. A maximum of one BP per Ability Level can be healed. DC is 10 + number of BP to be healed. Trances lasts a number of hours equal to the BP to be healed, and 1 BP is healed per hour of trance. HP Cost: BP healed x 2.

Invisibility: Character can turn invisible by making those in range not notice the character. Character cannot attack and maintain invisibility. Range is Ability Level x 10 feet. DC is 12 (or 15 if the targets are highly alert).

Levitation: Character can float in the air. DC to float is 12 and it costs 1 HP per minute. Character can ascend or descend Ability Level feet per minute by making an ability check with a DC of 15. Character can move laterally Ability Level feet per minute by making an ability check with a DC of 18.

Mind over Body: Character can suppress bodily needs like food, water, and sleep for two days per Ability Level. Thereafter the character must spend an equal number of days resting before this ability can be used again. No ability check or HP cost.

Precognition: Character has a vague sense of the future. While using this power the character cannot be surprised and adds his Ability Level/2 (round up) to initiative, combat rolls, and any other d20 rolls where an ability to know what might happen in the near future would be helpful. DC is 15 and the roll must be made each minute the ability is used. HP cost is 5 HP per minute.

Psychic Surgery: Character and target go into a trance to heal target's Body Points quickly. Character must be touching target. A maximum of one BP per Ability Level can be healed. DC is 10 + number of BP to be healed. Trances last a number of hours equal to the BP to be healed and 1 BP is healed per hour of

trance. HP Cost: BP healed x 2.

Shape Alteration: Character can modify his appearance similar to the Polymorph Self spell. DC is 12 to make minor changes to appearance (remaining same species), 15 to make major changes (another species of similar size), and 18 to make more extreme changes. Cost is per hour and is based on type of change: 3 HP for minor changes, 8 HP for major changes, and 15 HP for extreme changes. Maximum duration is Ability Level hours.

Telekinesis: Character can move objects up to Ability Level x Ability Level pounds by mental power. DC is 12 (18 if precise control is needed). HP Cost is 3 HP per minute for slow movement, 8 per attack for combat speed movement.

Telepathy: Character can establish 2-way mental communication with an intelligent target. DC is 12 if target is willing, 18 otherwise. HP Cost is 1 HP per minute. 1 minute of telepathy allows an information exchange equal to 10 minutes of talking.

Teleportation: Character can teleport up to Ability Level * 100 miles. DC is 12 if the target location is intimately known to character, 18 if the target location is well known, and 24 if the target is only known from a clear description. HP Cost is 15.

Suspend Animation: Character can virtually stop all body functions for a predetermined amount of time. Maximum duration is Ability Level x Ability Level weeks. Character will not change during this time. A number of days equal to the number of weeks spend in suspended animation must pass before this ability can be used again. No ability check or HP cost.

Psionic Combat: Only psionic characters that have manifested a psionic attack ability can make a psionic attack. Psionic attacks are made at Strike Speed 10 (the same as Glimpse attacks). The Psionic Attack Roll is 1D20 + MIND bonus + number of psionic abilities manifested. The attack is successful if it is higher than the target's Psionic Armor Class (10 + MIND bonus + armor bonuses from a psionic defense mode).

Psionic attacks do psionic damage (see below for amounts). Tally psionic damage separately. If the total psionic damage ever becomes greater than the character's current hit points, the character falls into a coma and remains in a coma until he has more hit points than psionic damage points and makes a successful WIL save (may be attempted once per hour). With a night's sleep, psionic damage "heals" 1d6 + twice the number of psionic abilities manifested, if any.

Psionic Defense Modes: Defense modes increase the character's psionic armor class when in use. Only one mode can be in effect at one time. Thought Shield costs 0 HP to use and gives a +1 bonus to the character's psionic armor class. Mind Blank costs 0 HP to use and gives a +2 bonus to the character's psionic armor class. Mental Barrier costs 0 HP to use and gives a +4 bonus to the character's psionic armor class. Intellect Fortress costs 2 HP to use and gives a +4 bonus to the psionic armor class of the character and everyone within 10 feet. Tower of Iron Will costs 3 HP to use and gives a +6 bonus to the psionic armor class of the character and everyone within 3 feet.

Psionic Attack Modes: Mind Thrust costs 1 HP to use and does 1d8 points of psionic damage. Ego Whip costs 2 HP to use and does 2d6 points of psionic damage and the target must make a WIL save or be stunned for one minute. Psionic Blast costs 4 HP to use and attacks everyone in a conic area in front of the psionic doing 1d6 damage to everyone in the affected area, double damage to those in short range (10'), half damage at long range (30'). One attack roll is made and used against all possible targets. Id Insinuation costs 2 HP to use and does 3d6 psionic damage and the target must save vs. Fear or be affected as a fear spell for 1d6 rounds. Psychic Crush costs 5 HP to use and does 4d6 psionic damage and 2d6 physical (HP) damage.

Notes for the GM: Psionics were one of the least used and poorest described abilities in 0e. While the 0e system can be made to work, it does not work well. This psionics

system therefore has been made to have similar abilities and power levels to the 0e psionics system, but the implementation is much different. Few campaigns will need psionics, but the system is here for those (like one of the author's) that do.

Spirits

Spirits of many types occupy the spirit plane. These spirits can be summoned to the material world and even bound by intelligent material beings. When a spirit is encountered it will generally either attack or flee. If a spirit attacks, the spirit rolls a D20 and adds its power. The material being makes a magic attack roll. The higher roll wins and does the difference between the rolls in spirit damage. Spirit damage reduces a spirit's power, but just accumulates in a physical being. If the spirit's power reaches zero it loses the combat and may be bound (if the defender wishes and knows how). If the material being takes a total of 20 points of spirit damage from a specific spirit, it is unconscious and may be possessed by the attacking spirit (becoming a NPC until the spirit is exorcised).

Spirits have names, personalities, intelligence, power, and may have special powers that they can manifest if they possess a body or are bound.

Intelligence: 2d6+6

Power: Weak: 2d6; Average: 2d6+6; Above Average: 2d6+12; Strong: 2d6+18; Powerful: 2d6+24;

Languages: Spirits know one language for each point of intelligence above 10.

Powers: Spirits may have a number of supernatural powers that they can manifest if they possess a body or can be forced to manifest on command if they are bound. Some spirits may also take physical form to act as combatants in service of their binder. If bound by a spell-caster, their Power points may be used by their binder as HP to cast spells. They regenerate daily.

Spirit Powers:

D20 Roll	Number of Powers
1-6	1 lesser
7-10	2 lesser
11-13	2 lesser, 1 greater
14-16	3 lesser
17-18	3 lesser, 1 greater
19	2 greater
20	3 greater

Lesser Spirit Powers:

D20 Roll	Power
1-2	Charm Person 1/day
3-4	Crystal Ball 3/day
5-6	Cure Light Wounds 3/day
7-8	Inflict Light Wounds 3/day
9-10	Knock 1/day
11-12	Light or Dark 1/day
13-14	Telekinesis, 10 pounds, 3/day
15-16	Purify or Putrefy Food and Drink 1/day
17	Read Languages 3/day
18	Read Magic 3/day
19	Speak with Animals 3/day
20	Take physical form 1 hour/day; AC 12, HD 2

Greater Powers:

d20 Roll	Power
1	Animate Dead, 2d6 undead, 1/week
2-3	Contact Other Plane 1/week
4	Cure Serious Wounds 2/day
5	Dimensional Door 1/day
6	Dispel Magic, 1/day
7-8	Fly for 1 hour/day
9	Hold monster 1/day
10	Invisibility 1/day
11-12	Levitate, 1 turn duration, 3/day
13-14	Phantasmal Force, 1/day
15	Protection from Normal Missiles 1/day
16-17	Remove Curse 1/day
18-19	Take physical form 1 hour/day; AC 14, HD 5+2, Move 6

20 Telekinesis, 100 pounds, 1/day

Ego Conflicts: Each spirit will have an ego equal to its intelligence +1 for every lesser power and +5 for every greater power. The Ego of a material being is equal to its intelligence + charisma + level. A possessed being may try once per day to throw out a possessing spirit, however, its ego for future attempts falls by one for every unsuccessful attempt. Ego conflict is resolved by each side rolling 1d20 and adding their Ego, higher result wins. If a bound spirit's ego is greater than his binder's ego, the spirit may elect to restart spirit combat in an attempt to break its binding.

Binding Spirits: Members of spell-casting classes automatically know how to bind spirits they defeat in spirit combat once they reach 3rd level. Other classes cannot bind spirits but may be given a spirit bound to an object by another person. Binding a Spirit costs 15 HP and causes the spirit to invisibly hover around the binder. Binding a spirit to an object requires a non-magical item and costs 25 HP. A spirit bound to an item may be given to another person as the spirit treats the owner of the item it is bound to as its binder. If the item is severely damaged or destroyed, the spirit is freed. A spirit who is not bound to an item is freed immediately upon his binder's death.

Notes for the GM: These rules are not appropriate for most campaigns; however, they make campaigns set in certain types of primitive/limited magic settings possible. GMs may also use these rules for humanoid monsters like orcs and goblins. GMs should feel free to create their own tables of spirit powers to reflect their campaign world.

No Level Advancement

For some campaigns, the players and GM may prefer to create characters at a certain level of power and have them remain at about that level of power for their entire adventuring career. This can be easily handled with Microlite75. Simply create characters at the level desired and use these alternate advancement rules. These rules require the use of the Action Point and the Talents optional rules.

Characters accumulate experience points normally; however, when they would normally gain a level they only gain the following benefits:

Hit Points: Add +1 to their total hit points.

Action Points: Add +1 to their total action points.

Talents: Add a talent every second level gain.

Their character level, combat bonuses, skill bonuses, etc. do not increase. The only increases gained are those listed in this section above. After applying these benefits, the characters XP total is set back to 0 just as if they had actually gained a level. Note that when using No Level Advancement where other Microlite75 rules refer to a character's level, they are referring to the fixed level the character was created at, unmodified by any gains from experience.

Notes for the GM: While most people like the farm boy to hero aspect of level advancement, it does not make much sense for some campaigns and/or some play styles. This system allows for fixed level campaigns where characters start at a given power level and stay there. Their improvement from experience comes from learning how make things happen their way (action points) and from picking up special skills (talents).

Science Fantasy

Some GMs like to set their campaigns in science fantasy settings, perhaps a Sword and Planet setting like Barsoom or an "After the Holocaust" setting when a fantasy world is built on the ruin of an ancient technological civilization. These types of setting were not uncommon in the 1970s and early 1980s. The optional rules in this section will be useful for such settings.

Radiation: Areas of radiation do horrible damage and can cause mutations in those affected. Merely being in an area of radiation causes damage unless a FORT save is made. A new save must be made every hour. Radiation does both Hit Point damage

equal to the damage rolled and Body Point Damage equal to the number of dice rolled. Those affected by Radiation are allowed a second FORT save to avoid the Body Point damage. Those who take Body Point damage must roll a d20 against the mutation chance for the level of radiation in the area, a roll over the listed "Mutation Chance" means that the being will develop a random mutation or defect in 1d20 days.

Radiation Level	Effects
Low Level	Save Modifier: 0 Damage: 3d6 Mutation Chance: 19
Medium Level	Save Modifier: -4 Damage: 5d6 Mutation Chance: 18
High Level	Save Modifier: -8 Damage: 8d6 Mutation Chance: 17

Mutations: The following random tables can be used to determine mutations on beings mutation by radiation or can be applied to animals and monsters to create radiation mutated species. Roll 1d20. A roll of 1-4 means a defect; any other roll is a regular mutation. Some mutations have to be activated each time they are used. Activation costs 5 HP.

Random Mutation Table:

d10	Mutation Description
1	Amazing Stat - +1d6 to one stat: 1-5 STR, 6-10 DEX, 11-15 MIND, 16-20 CHA
2	Amazing Defense - +1d6 to AC
3	Tougher - +2 Hit Points per level
4	Immunity - Takes no damage from: 1 Fire, 2 Cold, 3 Acid, 4 Poison, 5 Radiation, 6 Electricity, 7 Sonic, 8 Psionic
5	Better Senses - One sense is vastly superior 1 Sight, 2 Hearing, 3 Smell, 4 Low light (30'), 5 Thermal (30'), 6 Blindsight (30')
6	Melee Weapon - Natural melee weapon that inflicts 1d8+STR mod; alternatively, player may opt to take this as an activated touch based healing ability instead (1d8 + Mind mod)
7	Ranged Weapon - Natural ranged attack that inflicts 1d8 damage up to 30'; source: 1 Fire, 2 Cold, 3 Acid, 4-6 Normal physical damage. Activation required.
8	Psionic Attack - Mental attack that inflicts 1d8+Mind bonus up to 30'; source: 1 Fire vs. AC, 2 Cold vs. AC, 3 Sonic vs. AC, 4 Elec. vs. AC, 5 Psionic vs. MD, 6 Empathy (no damage, ready & manipulate emotions, 7 Telepathy (no damage, read thoughts/mental comm.), 8 Illusion (no damage, audio and visual illusions only the target can see). Activation required.
9	Special Mutation - 1 Extra Arms (hold extra weapons or shields), 2 Bigger (use med. Weapons as light and 2-hnd as med.), 3 Prescient (+1 surprise, +4 initiative, 4 Aquatic (gills & webbed digits), 5 Psychic Shield (A) (entire party may use mutant's MD for defense), 6 Regeneration (heals 1 hp/minute as long as alive), 7 Faster (+1 Action Point), 8 Telekinesis (A) (lift 100 lbs +100 lbs./ Mind bonus), 9 Special Move (A) 60' (teleport, fly, jump, etc.), 10 Player's choice. (A) means Activation required.
10	Player's Choice - Player may choose specific mutation subject to GM approval(i.e. Immunity to Fire)

Random Defect Table

d10	Defect Description
1	Terrible Stat -1d6 to one stat: 1-5 STR, 6-10 DEX, 11-15 MIND, 16-20 CHA
2	Poor Defense -1d6 to AC
3	Weaker -1 HP per level(min 1hp/level)
4	Vulnerability - Take x2 damage from: 1 Fire, 2 Cold, 3 Acid, 4 Poison, 5 Radiation, 6 Electricity, 7 Sonic, 8 Psionic, 9 Stun, 10 Player's choice
5	Diminished Sense - One sense is much poorer: 1-2 Vision, 3-4 Hearing, 5-6 Smell, 7 Taste, 8 Touch
6	Clumsy -1 to all tests and initiative
7	Slower -1d6 to Strike Speed and movement
8	Allergic - Mutant suffers -2 on all tests when in contact with: 1 Ferrous Metal, 2 Non-ferrous Metal, 3 Plastic, 4 Sunlight, 5 Insect bites, 6 Alcohol, 7 Chemical, 8 Player's

- choice
- 9 Special Defect - 1 Hemophilia (-1 hp/round after taking combat damage), 2 Narcolepsy (falls asleep at very inconvenient times), 3 Phobia (intense fear of specific creature, condition or environment), 4 Poor Respiration (cumulative -1 on attack, damage and initiative rolls after 1st round of combat), 5 Smaller (cannot apply STR bonus to melee damage rolls; penalties still apply); 6 Player's choice
- 10 Player's Choice - Player may choose specific Defect (i.e. Vulnerability to Sonic or -4 Mind)

Monsters

AC=Armor; HD=Hit Dice; AT=Attacks; MR: Morale; ST: Saving Throw; S=Special Abilities
Undead Immunities=Immune to sleep, charm, fear, paralysis

- ANGEL: AC: 25 HD: 20d8 AT: 2 weapon + 15 (2d8) , ST: 3 MR: 12 S: Natural Defense: 4, Immune to spells less than 5th level, Cast as level 12 cleric, teleport at will, special powers as granted by patron deity
- ANT, GIANT: AC: 16 HD: 3d8 AT: bite +3 (1d6) ST: 16 MR: 12 S: acid (2d6).
- ANHKHEG: AC: 16 HD: 5d8 AT: bite +5 (1d10) ST: 14 MR: 8 S: Squirt acid (3d6).
- BADGER, GIANT: AC: 15 HD: 3d8 AT: 2 claws +3 (1d6), bite+3 (1d6) ST: 16 MR: 8
- BANSHEE: AC: 20 HD: 7d8 AT: claw +7 (1d8) ST: 12 MR: 12 S: Magic or silver to hit; magic resistance 50%; shriek of death; Immune to enchantments.
- BASILISK: AC: 15 HD: 6d8 AT: bite +6 (1d10) ST: 13 MR: 9 S: petrifies onlookers.
- BAT, GREATER: AC: 12 HD: 4d8 AT: bite +4 (1d10) ST: 15 MR: 8 S: Human-sized.
- BAT, MONSTER: AC: 13 HD: 8d8 AT: bite +8 (2d8), claws +8 (1d6) ST: 11 MR: 8 S: Twice the size of a human.
- BEETLE, GIANT FIRE: AC: 15 HD: 1d8 AT: bite +1 (2d6) ST: 18 MR: 7 S: Light glands glow for 1d6 days after death.
- BLACK PUDDING: AC: 13 HD: 10d8 AT: slam +10 (3d8) ST: 9 MR: 12 S: immune to everything but fire, divides when hit, corrodes metal.
- BLINK DOG: AC: 15 HD: 4d8 AT: bite +6 (1d6) ST: 15 MR: 6 S: teleports, hate coeurls.
- BOAR,WILD: AC: 12 HD: 3d8 AT: gore +3 (3d4) ST: 16 MR: 9 S: attacks for 2 rounds after death.
- BRAIN EATER: AC: 14 HD: 8d8 AT: mouth tentacles +8 (1d6, special) or weapon +8 ST: 11 MR: 7 S: on hit by tentacles 1d4 turns later tentacles reach brain, killing victim; Psi Blast (8d6 cone of mental force, save to confused), 90% magic resistant.
- BROWN HULK: AC: 17 HD: 8d8 AT: 2 claws (2d6) or bite +8 (2d4) ST: 11 MR: 9 S: burrows through rock, eyes cause confusion.
- BUGBEAR: AC: 14 HD: 3d8 AT: bite +3 (2d4) or weapon +3 ST: 16 MR: 9 S: surprise foes on a 1-3.
- CATBLEPAS: AC: 12 HD: 6d8 AT: tail +6 (1d3 + stun) ST: 13 MR: 8 S: gaze (save vs. death).
- CARCASS CREEPER: AC: 16 HD: 3d8 AT: 8 tentacles +3 (paralysis) ST: 16 MR: 8 S: walk on walls and ceilings.
- CENTAUR: AC: 15 HD: 4d8 AT: 2 kick +4 (1d6) or weapon +4 ST: 15 MR: 8
- CENTPEDEE, GIANT: AC: 14 HD: 4d8 AT: bite +4 (1d6) ST: 15 MR: 7 S: poison (1d6 DEX).
- CHIMERA: AC: 15 HD: 9d8 AT: 2 claws +9 (1d3), goat gore +9 (1d4), lion bite +9 (2d4), dragon bite +9 (3d4) ST: 10 MR: 9 S: breathes fire (3d6), flies.
- COCKATRICE: AC: 13 HD: 5d8 AT: bite +5 (1d3) ST: 14 MR: 7 S: petrifying bite.
- COEURL: AC: 15 HD: 6d8 AT: tentacles +6 (2d6) ST: 13 MR: 9 S: appear 3 feet from actual position (+2 to defense and saves), hate blink dogs.
- DEMON, BAAL-ROG: AC: 17 HD: 9d8 AT: sword or flaming whip+9 (2d6) ST: 8 MR: 9 S: flies, flaming (3d8 damage to all in contact), darkness, 10 ft. r., natural defense: 4, 75% magic

resistance, immune to non-magic weapons. Spell-like powers: cause fear, detect magic and invisible, read magic and languages, pyrotechnics, dispel magic, suggestion, telekinesis, symbols (fear, discord, and sleep), and gate demons 70%.
 DEMON, LEMURE: AC: 17 HD: 3d8 AT: claws (1d6) ST: 14 MR: 7 S: regenerate 1 HP/minute.
 DEMON, SUCCUBUS: AC: 10 HD: 6d8 AT: 2 claws (1d6) or kiss (drain 1 energy level) ST: 11 MR: 9 S: immune to non-magic weapons, natural defense: 2, 70% magic resistance, darkness 5 ft. r. Spell-like powers: Ethereal, charm person, ESP, clairaudience, suggestion, shape change (humanoid forms only), gate demons 40%.
 DJINN: AC: 15 HD: 7d8 AT: fist or weapon +7 ST: 12 MR: 12 S: flies, whirlwind, creation of things, create illusions, invisibility, immune to mundane weapons.

DOPPELGANGER: AC: 14 HD: 4d8 AT: claw +4 (1d12) ST: 15 MR: 8 S: imitate humanoids, immune to sleep and charm. +5 on magic saves.

DRAGON, BLACK: AC: 17 HD: 7d8 AT: 2 claws +7 (1d6), bite +7 (3d6) ST: 10 MR: 9 S: flies, breathes line of acid (7d8).
 DRAGON, BLUE: AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (3d8) ST: 8 MR: 9 S: flies, breathes line of lightning (9d8).
 DRAGON, BRASS: AC: 17 HD: 7d8 AT: 2 claws +7 (1d6), bite +7 (4d4) ST: 10 MR: 9 S: flies, breathes cloud of sleep or fear gas.
 DRAGON, BRONZE: AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (3d8) ST: 8 MR: 9 S: flies, breathes lightning (9d8) or repulsion.

DRAGON, COPPER: AC: 17 HD: 8d8 AT: 2 claws +8 (1d6), bite +8 (5d4) ST: 9 MR: 9 S: flies, breathes acid cloud (8d8) or slow.

DRAGON, GREEN: AC: 17 HD: 8d8 AT: 2 claws +8 (1d6), bite +8 (2d10) ST: 9 MR: 9 S: flies, breathes cloud of chlorine gas (8d6).

DRAGON, GOLD: AC: 19 HD: 11d8 AT: 2 claws +11 (1d6), bite +11 (3d12) ST: 6 MR: 10 S: flies, breathes cloud of poisonous gas or cone of fire (11d8), uses magic as MU of level 1 to 8 (by age), assume human form.

DRAGON, RED: AC: 17 HD: 10d8 AT: 2 claws +10 (1d6), bite +10 (3d10) ST: 7 MR: 9 S: flies, breathes cone of fire (10d8), uses magic as MU of level 1 to 6 (by age -2), assume human form.

DRAGON, SILVER: AC: 18 HD: 10d8 AT: 2 claws +10 (1d6), bite +10 (3d10) ST: 7 MR: 9 S: flies: breathes cloud of poisonous gas or cone of cold (10d8), uses magic as MU of level 1 to 8 (by age), assume human form.

DRAGON, WHITE: AC: 17 HD: 6d8 AT: 2 claws +6 (1d6), bite +6 (2d8) ST: 11 MR: 9 S: flies, breathes cone of cold (6d8).
 DRAGON TURTLE: AC: 21 HD: 20d8 AT: 2 claws +15 (1d8), bite +15 (10d6) ST: 3 MR: 10 S: natural defense: 3, swims well, slow on land, breathes steam cloud (20d8) only when in water.
 DRYAD: AC: 14 HD: 2d8 AT: weapon +2 ST: 17 MR: 6 S: charm.

DWARF: AC: 15 HD: 1d6+1 AT: warhammer +1 (1d8) ST: 16 MR: 10 S: standard dwarf abilities.
 EFREET: AC: 16 HD: 10d8 AT: slam +10 (2d8) ST: 9 MR: 12 S: flies, wall of fire, creation of things, create illusions, invisibility, and immune to mundane weapons.

ELEMENTAL, AIR: AC: 19 HD: 12d8 AT: slam +12 (2d8) ST: 7 MR: 10 S: whirlwind, extra damage against foes in the air.
 ELEMENTAL, EARTH: AC: 19 HD: 12d8 AT: slam +12 (4d8) ST: 7 MR: 10 S: tear down stone, extra damage against foes standing on the ground (1d8).
 ELEMENTAL, FIRE: AC: 19 HD: 12d8 AT: slam +12 (3d8) ST: 7 MR: 10 S: ignite materials.
 ELEMENTAL, WATER: AC: 19 HD: 12d8 AT: slam +12 (3d10) ST: 7 MR: 10 S: overturn boats, extra damage against swimming foes (1d6).
 ELEPHANT: AC: 14 HD: 9d8 AT: 2 Tusks +9 (2d4) or Trample +9 (4d8) ST: 10 MR: 8 S: can make charge attack.

ELF: AC: 14 HD: 1d8 AT: sword or longbow (1d6) ST: 16 MR: 8 S: standard elf abilities.
 EYE GLOBE: AC: 17 (Eye Stalks: 15) HD: Body 40 HP, Eye Stalk

10 HP each AT: 1d4 eyes ST: 8 MR: 8 S: floats about; large body eye generates anti-magic ray; 12 smaller eyes do: 1-charm person ray, 2-charm monster ray, 3-death ray, 4-2d6 damage ray, 5-sleep ray, 6-telekinesis ray, 7-slow ray, 8-fear ray, 9-stoning ray, 10-disintegration ray, 11-turn/control undead ray, 12-mind reading ray.
 GARGOYLE: AC: 14 HD: 4d8 AT: 2 claws +4 (1d3) or bite +4 (1d6), horns +4 (1d4) ST: 15 MR: 11 S: fly.
 GELATINOUS CUBE: AC: 11 HD: 4d8 AT: slam +4 (2d4) ST: 15 MR: 12 S: touch paralyzes, immune to lightning and cold, surprise foes on a 1-4.
 GHAST: AC: 13 HD: 3d8 AT: 2 claws +2 (1d3) or bite +2 (1d4) ST: 16 MR: 9 S: undead immunities, touch paralyzes, humans slain by ghouls rise again as ghouls in 24 hours. Regenerate 1 HP/minute until slain.

GHOUL: AC: 13 HD: 2d8 AT: 2 claws +2 (1d3) or bite +2 (1d4) ST: 17 MR: 9 S: undead immunities, touch paralyzes, humans slain by ghouls rise again as ghouls in 24 hours.
 GIANT, CLOUD: AC: 17 HD: 13d8 AT: weapon +13 (6d6) or hurl rocks +13 (3d6) ST: 6 MR: 10 S: only surprised on a 1.
 GIANT, FIRE: AC: 16 HD: 12d8 AT: weapon +12 (5d6) or hurl rocks +12 (3d6) ST: 7 MR: 9 S: immune to fire.
 GIANT, FROST: AC: 15 HD: 11d8 AT: weapon +11 (4d6) or hurl rocks/ice +11 (3d6) ST: 8 MR: 9 S: immune to cold.
 GIANT, HILL: AC: 15 HD: 8d8 AT: weapon +8 (2d6) or hurl rocks +8 (3d6) ST: 19 MR: 11

GIANT, STONE: AC: 20 HD: 9d8 AT: stone club +9 (3d6) or hurl rocks +9 (3d6) ST: 10 MR: 9
 GIANT, STORM: AC: 18 HD: 16d8 AT: weapon +16 (8d6) or hurl rocks +16 (3d6) ST: 3 MR: 10 S: control weather.
 GNOLL: AC: 14 HD: 2d8 AT: weapon +2 ST: 17 MR: 8
 GNOME: AC: 14 HD: 1d8 AT: weapon +1 ST: 16 MR: 8
 GOBLIN: AC: 12 HD: 1d6-1 AT: weapon +1 ST: 18 MR: 7 S: -1 to hit in sunlight.

GOLEM, FLESH: AC: 10 HD: 12d8 AT: 2 fists +12 (2d8) ST: 7 MR: 11 S: Healed by lightning, hit only by magic weapons, slowed by fire and cold, immune to most spells.
 GOLEM, IRON: AC: 16 HD: 13d8 AT: fists or weapon +13 (4d10) ST: 6 MR: 11 S: Poison gas, immune to all weapons +2 or less, natural defense: 2, slowed by lightning, healed by fire, immune to most magic.
 GOLEM, STONE: AC: 14 HD: 16d8 AT: fist +15 (4d8) ST: 3 MR: 11 S: Unaffected by +2 or lesser weapons, natural defense: 2, slowed by fire, damaged by rock to mud (healed by rock to Mud reversed), immune to most magic.
 GORGON: AC: 17 HD: 8d8 AT: gore +8 (2d6) ST: 11 MR: 8 S: breathes petrifying gas.
 GREEN SLIME: AC: n/a HD: n/a AT: organics and metal turn to green slime if touched ST: 18 MR: n/a S: killed by cold or fire. Cure Disease stops transformation to green slime.

GREMLIN: AC: 12 HD: 1d8 AT: weapon +1 ST: 10 MR: 12 S: chaos aura causes physical actions with 10 feet to fail 50% of the time in a chaotic manner.
 GREY Ooze: AC: 12 HD: 3d8 AT: strike +3 (1d6) ST: 16 MR: 12 S: acid destroys armor in one round, deals automatic damage after the first hit, immune to blunt/crushing attacks, spells, fire and cold.
 GRIFFON: AC: 16 HD: 7d8 AT: 2 claws +7 (1d4), bite +7 (2d8) ST: 12 MR: 8 S: flies.
 HALFLING: AC: 12 HD: 1d6 AT: weapon+1 (1d6) ST: 16 MR: 8 S: nearly invisible in outdoor cover.
 HARPY: AC: 12 HD: 3d8 AT: 2 talons +3 (1d4) or weapon +3 ST: 16 MR: 7 S: flies, siren-song (Charm person).

HELL HOUND: AC: 15 HD: 5d8 AT: bite +5 (1d6) ST: 14 MR: 9 S: breathe fire (10 HP damage)
 HIPPOGRIFF: AC: 14 HD: 3d8 AT: 2 claws +3 (1d6), bite +3 (1d10) ST: 16 MR: 8 S: flies.
 HOBGOBLIN: AC: 14 HD: 1d8+1 AT: weapon +1 ST: 18 MR: 8
 HORSE, RIDING: AC: 12 HD: 2d8 AT: bite +2 or kick +2 (1d4) ST: 17 MR: 7
 HORSE, WAR: AC: 12 HD: 3d8 AT: bite +3 (1d6) or kick +3 (2d6) ST: 16 MR: 9

HUMAN, BANDIT/SOLDIER: AC: 12 HD: 1d8 AT: weapon +1 ST: 16 MR: 8
 HUMAN, BERSERKER: AC: 12 HD: 1d6+2 AT: weapon +1 ST: 16 MR: 12 S: berserk frenzy (+2 to hit)
 HUMAN, COMMON MAN: AC: 10 HD: 1d8-2 AT: weapon +0 ST: 16 MR: 6
 HUMAN, SERGEANT-AT-ARMS: AC: 14 HD: 3d8 AT: weapon +3 ST: 15 MR: 8
 HYDRA: AC: 14 HD: 5-12d6 AT: 5-12 bites +HD (1d6) ST: 14- MR: 11 S: 1 HD per head, 20% chance of fire-breathing or regenerating.

INVISIBLE STALKER: AC: 16 HD: 8d8 AT: 1 bash +8 (4d4) ST: 8 MR: 12 S: flies, invisible.
 KOBOLD: AC: 13 HD: 1d4 AT: weapon +0 (1d6) ST: 18 MR: 9
 LEPRECHAUN: AC: 11 HD: 1d4 AT: theft, magic ST: 16 MR: 7 S: invisible, polymorph non-living objects, illusions and ventriloquism at will; steal small valuable item (75% successful, 25% chance if dropping per turn chased), 80% magic resistant, never surprised.
 LICH: AC: 20 HD: 12-18d6 AT: touch +HD (1d10) or weapon +HD ST: 7- MR: 10 S: undead immunities, touch causes paralysis (no save), cause fear in creatures under 4th level/HD, Magic-User or cleric level equals hit dice.
 LIZARDMAN: AC: 14 HD: 2d8 AT: claws +2 (1d6) or weapon +2 ST: 17 MR: 11 S: breathe underwater.

LURKER RAY: AC: 13 HD: 10d8 AT: wing smother +10 (1d8) ST: 9 MR: 9 S: those hit take 1d8 damage/turn and smother in 1d6 turns.
 LYCANTHROPE, WEREBEAR: AC: 17 HD: 7d8 AT: 2 claws +7 (2d4), bite +7 (1d8) ST: 12 MR: 10 S: lycanthropy, extra 2d6 damage if both claws hit.
 LYCANTHROPE, WEREBOAR: AC: 15 HD: 4d8 AT: tusks +6 (2d6) ST: 15 MR: 9 S: lycanthropy, attack +6 instead of +4 because of rage.
 LYCANTHROPE, WERERAT: AC: 13 HD: 3d8 AT: bite (1d4) or weapon +3 ST: 16 MR: 8 S: lycanthropy, surprise foes on a 1-4.
 LYCANTHROPE, WERETIGER: AC: 16 HD: 5d8 AT: 2 claws +5 (1d6), bite +5 (2d6) ST: 14 MR: 10 S: lycanthropy, surprise foes on a 1-4.

LYCANTHROPE, WEREWOLF: AC: 14 HD: 4d8 AT: 2 claws +4 (1d4) bite +4 (2d4) ST: 15 MR: 8 S: lycanthropy.
 MANTICORE: AC: 15 HD: 6d8 AT: claws +6 (1d4) or bite +6 (2d4) ST: 13 MR: 9 S: flies, six tail spikes +6 (1d6) per round, 24 spikes in total.
 MEDUSA: AC: 14 HD: 6d8 AT: weapon +6 ST: 13 MR: 8 S: onlookers turn to stone, hair attacks at +3 (poison bite), averting eyes reduces to hit by 4 and grants +2 to medusa attacks.
 MERMAN: AC: 13 HD: 1d8 AT: weapon +1 ST: 16 MR: 8 S: breathe water, swim.
 MINOTAUR: AC: 13 HD: 6d8 AT: weapon +6 or bite +6 (1d6) or Head gore +6 (1d6) ST: 13 MR: 12 S: never lost in mazes.

MULE: AC: 12 HD: 2d8 AT: Kick +2 (1d4) ST: 17 MR: 8
 MUMMY: AC: 16 HD: 6d8 AT: touch +6 (2d6) ST: 13 MR: 12 S: mummy rot curse if hit (no more healing), undead immunities, hit only by magic weapons (for half damage), spells, and fire.
 NAGA, GUARDIAN: AC: 14 HD: 12d8 AT: bite +12 (1d4 + poison), spit +12 (30 range, poison), constrict +12 (1d8/rd until freed) ST: 7 MR: 9 S: spells as 6th level Cleric.
 NAGA, SPIRIT: AC: 14 HD: 10d8 AT: bite +10 (1d4 + poison) ST: 9 MR: 8 S: spells as 6th level Cleric and 7th level Magic-User, gaze (permanent charm).
 NAGA, WATER: AC: 14 HD: 8d8 AT: bite +10 (1d3 + poison) ST: 11 MR: 7 S: spells as 5th level Magic-User (no fire or lightning).

NIXIE: AC: 12 HD: 1d8 AT: weapon +1 (1d6) ST: 16 MR: 6 S: swims, charm.
 OCHRE JELLY: AC: 11 HD: 6d8 AT: acid strike +6 (2d6) ST: 13 MR: 6 S: a hit destroys organic material, lightning divides jelly into three jellies, each doing +2 (1d6) damage.
 OGRE: AC: 14 HD: 4d8 AT: weapon +4 (2d6) ST: 15 MR: 10
 OGRE MAGE: AC: 15 HD: 5d8 AT: weapon +5 (2d6) ST: 13 MR: 9 S: flies, magic use (turn invisible, darkness 10' radius, sleep,

charm person, cone of frost).
 ORC: AC: 13 HD: 1d8 AT: weapon +1 ST: 16 MR: 8

OWLBEAR: AC: 14 HD: 5d8 AT: 2 claws or bite +5 (1d8) ST: 14 MR: 9 S: hug for additional 2d6 if both claws hit.
 PEGASUS: AC: 13 HD: 4d8 AT: 2 hooves +4 (1d6) ST: 16 MR: 8 S: flies.
 PHOENIX: AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (2d6) ST: 10 MR: 10 S: +3 or better weapon to hit, immune to charm/hold/fire attacks, 3d6 fire damage to all within 10 feet.
 PIXIE: AC: 12 HD: 1d8 AT: weapon +1 (1d4) ST: 14 MR: 7 S: flies, charm, naturally invisible.
 PURPLE WORM: AC: 13 HD: 15d8 AT: bite +15 (2d8) or sting +15 (1d8) ST: 4 MR: 10 S: poison sting (1d6 STR), swallows whole on roll 4 higher than needed to hit, swallowed creatures take 1d6 automatic damage every round.

RAT, GIANT: AC: 12 HD: 1d8 AT: bite +1 (1d3) ST: 18 MR: 8 S: 1 in 20 chance of disease from bite.
 RAT, MONSTROUS: AC: 13 HD: 3d8 AT: bite or claws +3 (1d6) ST: 16 MR: 7 S: 1 in 20 chance of disease from bite.
 ROC: AC: 15 HD: 12d8 AT: 2 claws +12 (1d8) or bite +12 (2d10) ST: 7 MR: 9 S: flies
 RAKSHASA: AC: 23 HD: 7d8 AT: claws, bite +7 (1d8) or weapon +7 ST: 12 MR: 8 S: spells as 1d3 level Magic-User and 1st level cleric, immune to non-magic weapons, below +3 weapons do 50% damage, blessed crossbow bolt kill instantly.
 RUST MONSTER: AC: 17 HD: 5d8 AT: touch +5 (special) ST: 14 MR: 7 S: touch of (or touching) the rust monster causes metal items to turn to rust.

SALAMANDER: AC: 15 HD: 7d8 AT: bite +8 (1d6) or constrict +8 (1d8) ST: 12 MR: 10 S: heat does 1d8 to nearby creatures, immune to fire.
 SCORPION, GIANT: AC: 17 HD: 4d8 AT: 2 claws +4 (1d10), sting +4 (1d4, poison) ST: 15 MR: 11 S: poison causes paralysis and loss of 1 BP per minute.
 SCORPIONMAN: AC: 17 HD: 8d8 AT: weapon +8 (1d10), sting +4 (1d4, poison) ST: 11 MR: 9 S: poison causes paralysis and loss of 1 BP per minute.
 SEA SERPENT: AC: 17 HD: 30d6 AT: bite +15 (4d6) ST: 3 MR: 9 S: natural defense: 2, swallows whole on roll 4 higher than needed to hit, swallowed creatures take 1d6 automatic damage every turn.
 SHADOW: AC: 12 HD: 3d8 AT: touch +3 (1d4, special) ST: 16 MR: 12 S: drains 1 STR per hit, hit only by magical weapons, surprise foes on a 1-5, creatures reduced to 0 STR will rise 24 hours later as a shadow. Not undead.

SHARK: AC: 15 HD: 4d8 AT: bite +4 (2d6) ST: 15 MR: 7
 SHARK, GIANT: AC: 16 HD: 10d8 AT: bite +10 (3d10) ST: 19 MR: 7
 SHRIEKER: AC: 11 HD: 3d8 AT: none ST: 16 MR: 12 S: large toadstool, if disturbed (light 60 feet/movement 30 feet) emits loud shriek for 1d3 minutes which stuns small (rat-sized) creatures.
 SKELETON: AC: 12 HD: 1d8 AT: weapon +1 ST: 18 MR: 12 S: undead immunities.
 SLUG, GIANT: AC: 11 HD: 12d8 AT: bite +12 (2d6) ST: 7 MR: 10 S: spits acid (2d6).

SNAKE, CONSTRICTOR: AC: 14 HD: 2d8, AT: constriction (1d3) ST: 17 MR: 7 S: On successful attack, automatic 1d3 damage thereafter until dead.
 SNAKE, GIANT CONSTRICTOR: AC: 14 HD: 6d8 AT: constriction +4 (1d6) ST: 13 MR: 7 S: On successful attack, automatic 1d6 damage thereafter until dead.
 SNAKE, GIANT VIPER: AC: 14 HD: 4d8 AT: bite +4 (1d3 + poison) ST: 15 MR: 7 S: Poison bite does 2 BP per minute.
 SNAKE, VIPER: AC: 14 HD: 1d8 AT: bite +1 (1hp + poison) ST: 18 MR: 7 S: Poison bite does 1 BP per minute.
 SPECTRE: AC: 17 HD: 7d8 AT: touch +7 (1d6) ST: 10 MR: 11 S: undead immunities, drains 2 levels per hit, creatures reduced to 0 levels will rise 24 hours later as a spectre.

SPHINX: AC: 19 HD: 12d8 AT: 2 claws +12 (3d6), bite +12 (2d8) ST: 7 MR: 10 S: Males are level 12 magic-users. Females are level 12 clerics. Roar (2/day) save or flee in terror

SPIDER, GIANT: AC: 13 HD: 2d8+2 AT: bite +2 (1d8) ST: 17 MR: 8 S: bite causes paralysis via poison, surprise on 1-5.
 SPRITE: AC: 14 HD: 1d4 AT: none ST: 16 MR: 7 S: can curse (effects funny rather than dangerous, wears off after 1d20 hours)
 STIRGE: AC: 12 HD: 1d8 AT: sting +1 (1d4) ST: 18 MR: 9 S: attaches on a hit and will deal 1d4 automatically damage every round.
 TREANT: AC: 17 HD: 10d8 AT: branches +10 (3d6) ST: 9 MR: 9 S: Control trees and can make them move and attack.

TICK, GIANT: AC: 15 HD: 3d8 AT: bite+3 (1d6) ST: 16 MR: 7 S: attaches on a hit and will deal 1d6 damage automatically every round.

TITAN: AC: 22 HD: 16d8 AT: weapon+15 (5d6) ST: 3 MR: 11 S: natural defense: 3, Spells.

TOAD, GIANT: AC: 12 HD: 2d8 AT: bite +2 (1d6) ST: 19 MR: 6 S: surprise foes on a 1-3, swallows small creatures whole on a natural 20, swallowed creatures take 1d6 automatic damage every round, long tongue pulls victims in to bite making bite attack like pole arms.

TROLL: AC 15 HD: 6d8 AT: 2 claws +6 (1d6), bite +6 (1d10) ST: 11 MR: 10 S: regenerate 3 hp per round (except acid or fire damage).

UNICORN: AC: 17 HD: 5d8 AT: 2 hoofs +5 (1d8) or horn +5 (1d8) ST: 14 MR: 7 S: double damage for charge, 25% magic resistance, teleport, horn can cure damage or disease.

VAMPIRE: AC: 17 HD: 9d8 AT: bite +9 (1d6) or weapon +9 ST: 8 MR: 11 S: undead immunities, hit only by magical weapons, regenerate 3 hp per round, drains 2 levels per hit, gaseous form at will, shape change into bat, charm gaze, avoids garlic and mirrors, summons bats or wolves, immobilized and apparently dead if a stake is driven through its heart, drowns under water in one round, creatures reduced to 0 levels will rise 24 hours later as a vampire under the control of their creator.

WAR DOG: AC: 12 HD: 2d8 AT: bite +2 (1d6) ST: 17 MR: 9

WIGHT: AC: 14 HD: 3d8 AT: claw +3 (1d6) ST: 16 MR: 12 S: undead immunities, hit only by magical or silver weapons, drains a level per hit, creatures reduced to 0 levels will rise 24 hours later as a wight.

WILL-O-THE-WISP: AC: 27 HD: 9d8 AT: shock +9 (1d6+4) ST: 10 MR: 10 S: flies.

WOLF: AC: 12 HD: 2d8 AT: bite +2 (1d6) ST: 17 MR: 8

WORG: AC: 13 HD: 4d8 AT: bite +4 (2d6) ST: 15 MR: 8

WRAITH: AC: 16 HD: 4d8 AT: touch +4 (1d6) ST: 13 MR: 11 S: undead immunities, only hit by magic or silver weapons, arrows do a max 1 HP damage, drains a level per hit, creatures reduced to 0 levels will rise 24 hours later as a wraith.

WYVERN: AC: 16 HD: 8d8 AT: bite +8 (2d8) or sting +8 (1d6) ST: 11 MR: 9 S: poison sting (1d6 STR), flies.

YELLOW MOLD: AC: n/a HD: n/a AT: 1d6 if touched ST: 18 MR: n/a S: if struck, 50% releases spore cloud (choke to dead in 6 rounds unless cure disease), destroyed by fire.

ZOMBIE: AC: 11 HD: 2d8 AT: weapon +2 or claws +2 (1d8) ST: 15 MR: 12 S: undead immunities, always lose initiative.

Science Fantasy Machine Monsters:

ANDROID, LABORER: AC: 12 HD: 3d8 (28 hp); AT: weapon +3 ST: 16 MR: 7 S: bio-machine

ANDROID, LEADER: AC: 14 HD: 2d8; AT: 1 weapon +2 ST: 17 MR: 8 S: bio-machine

ANDROID, SOLDIER: AC: 18 HD: 4d8 AT: 2 weapon +4 ST: 15 MR: 11 S: bio-machine

BUILDERBOT: AC: 20 HD: 10d8 AT: laser drill +10 (4d6 ranged), saw arm +10 (3d6), 2 grabber arms +10 (2d6) ST: 9 MR: 11 S: thermal vision; giant construction robot

DOCBOT: AC: 12 HD: 2d8 AT: none ST: 17 MR: 11 S: regeneration ray heals 1d20 damage (+10 on humans); if malfunctioning can reverse polarity and fire a radiation ray that does 2d8 radiation damage

LAWBOT: AC: 18 HD: 6d8 AT: 2 stun pistols +6 (2d6, stun) or stun grenade launcher +6 (3d6, area stun) ST: 13 MR: 11 S: low light and thermal vision

SECURITYBOT: AC: 23 HD: 20d8 AT: 1 Fusion Launcher +15 (6d6, area) ST: 3 MR: 12 S: low light and thermal vision; 20 HP

force field

SPIDERBOT: AC: 15 HD: 4d8 AT: 1 laser eye beam +4 (3d8 ranged) ST: 15 MR: 11 S: low light and thermal vision
 UTILITYBOT: AC: 12 HD 2d8 AT: 2 mechanical claws +2 (2d6) ST: 17 MR: 11 S: thermal vision; general industrial robot
 VENDORBOT: AC: 14 HD: 2d8 AT projectile merchandise +2 (2d4 ranged) ST: 17 MR: 9 S: proximity sensors

WARBOT: AC: 30 HD: 80d8 AT: 2 Rocket Launcher +15 (4d6 area), 2 Plasma Launcher +15 (5d6 area), Fusion Launcher +15 (6d6 area) ST: 3 MR: 12 S: low light and thermal vision; radar, sonar, 40 HP force field; flies, swims

Microlite75 Treasure

Here is a list of sample treasure items appropriate to a Microlite75 campaign. Maps to possible hoards of such treasures are also a common treasure item. Of course, any magic item you like from the SRD can be used, but higher powered items may be too powerful for most Microlite75 games.

Money: 1 gold piece (gp) = 10 silver pieces (sp); 1 silver piece = 5 copper pieces (cp).

Gems: Most range in value from 10gp to 1000gp, with 50% of gems being worth about 100gp.

Magic Weapons: Most range from +1 to +3, some +1 weapons have a greater plus versus specific types of monsters. Magic Swords sometimes have a special spell-like power or two. A few swords are intelligent and have a number of spell-like powers (some even talk). A few weapons are cursed and reduce one's chance to hit.

Magic Armor: Most are plus +1, with a few +2 or +3. Magic shields exist with similar pluses.

Scrolls: Most hold one to six spells (all arcane or all divine). Some are protection against good/evil/one of the elements. A few place curses on the reader.

Potions: Common examples: Growth, Diminution, Giant Strength, Invisibility, Gas Form, Polymorph Drinker, Speed, Fly, Levitate, ESP, Healing, Clairvoyance, Clairaudience, Control (Animal, Demon, Dragon, Giant, Human, Plant, Undead, etc.), Invulnerability, Heroism, Resistance (Fire, Cold, Acid, etc.), Treasure Finding, Water Breathing, etc. Some potions are poison, cause disease, cause delusions, etc.

Rings: Common examples: Spell Storing, Spell Turning, X-Ray Vision, Telekinesis, Protection, Protection 5 foot radius, Invisibility, Control (Human, Mammal, Zombie, etc.), Resistance (Fire, Cold, Acid, etc.). Uncommon examples: Three Wishes, Regeneration, Djinn Summoning. Some rings are cursed with negative effects.

Wands and Staves: Common examples: Detection (Enemy, Metal, Secret Doors, Traps, Magic, etc.), Illusion, Fire Balls, Lightning Bolts, Cold, Polymorph, Healing, Commanding, Striking, etc. Uncommon examples might have several of the above powers. Wands operate as level 6 casters with 1d100 charges. Staves operate as level 8 casters with 1d200 charges.

Unusual Magic Items: Here are some ideas: Boots (Speed, Levitation, Travelling, Leaping, Elven), Cloak (Displacing, Elven, Flying, Protection), Crystal Ball, Flying Broom, Flying Carpet, Amulets (Protection, versus ESP, versus Charm, etc.), Helms (Read Magic, Read Languages, Telepathy, Teleportation, Good, Evil, etc.), Horn (Blasting, Summoning, etc.), Belts of Giant Strength, Efrete Bottle, Djinn Lamp, Mirror of Life Trapping, etc. Cursed items are possible as well.

Notes on "Old School" Play

While Microlite75 is designed using tried and true "D20" systems filtered through the Microlite20 rules, it is designed for a completely different style of play than many players who started to play in the last 20 years or so may be used to. This section will give a brief overview of how to GM "old school" play.

Advice for the New Old School Gamemaster

If you are comfortable running a rules-light game like standard Microlite20, you'll probably have no trouble running Microlite75 as you have already learned to run a game without having hundreds of pages of rules detailing how to handle every situation that might possibly arise in the game. You've learned

to just make a ruling that you think fits the situation and keep the game moving.

Running a Game Without Skills

The greatest change between Microlite20 and Microlite75 is the removal of all character skills. If you are used to just allowing players to just say "I'm searching the room. What do I find?" and make search skill roll or just say "I'll try to persuade the baron to loan us a catapult." and make a persuade skill roll, running without skill rolls is going to require as much change to your thinking as it will to your players' thinking.

First, you need to get your players to tell you what their characters are actually doing in the campaign world, instead of talking in terms of what skill they are using. Then you need to learn to listen to what they say and decide if their description of what they are doing a) would most likely solve the problem, b) wouldn't have a chance of solving the problem, c) might not immediately solve the problem but would provide more info that would help solve the problem, or d) would not definitely solve the problem but has a fair chance of doing so. Only d would require a die roll.

Let's take checking a chest for traps as an example. Get the players to describe in general terms how they are going to check the chest for traps. Note general terms are enough, the idea is to see what the characters are doing, not to require them to describe every single muscle and eye movement they make. Having to "click on one exact pixel on the screen" to succeed is boring and frustrating in a computer game, the verbal equivalent of it is even more frustrating in a tabletop game. Don't fall into the trap of doing it as it turns players off fast.

Let's say a player says "I'll look the chest quickly over for obvious traps, paying special to the keyhole, clasp, and anything that looks out of the ordinary. I'm not touching it yet."

If the chest had a poison needle near the clasp or some holes for poison gas or needles to shoot out of, this should be enough for the character to notice it without a roll, even if he isn't a Rogue or the like. However, if the chest is set to explode (or shoot daggers out of the opening when opened, such a search is not going to discover the trap - again no matter what the character's class or background as such a trap isn't visible from the outside. If you are feeling generous, you might have a Rogue make roll and if she makes it tell her player that while she doesn't see a trap, something still doesn't seem right about the chest.

If the character had said he was then poking the chest with a pole instead of rushing to open it, he might hear something strange if the chest had the above-mentioned dagger trap. Of course, unless he is a Rogue or has some strange background, chances are he would not associate the noise with a trap, but rather just that there was something loose in the chest. Again, you might give a Rogue a roll, especially an experienced Rogue.

As this example shows, it really isn't hard - unless you choose to make it hard. It's just different. After a few sessions both you and your players will find that it really isn't as hard as it looks.

Some players, however, really want die rolls. Because of previous bad experiences with poor GMs, they just can't trust the GM enough to handle some decisions being made without die rolls. If your players are like this, you can use "skill" rolls as a safety net. The players will still have to describe what their character does to solve the problem just as above. Once the player describes what his character is doing, the GM calls for a class/background based "skill" roll as described in the skills section of these rules. The results are determined by your opinion as GM of the action described and the skill roll. There are basically two situations:

In the first case, you feel that the player has a good plan that should likely succeed. Therefore it will succeed regardless of the result of the roll, but how well it succeeds is determined by the skill roll. A failed skill roll is a minimal success; the character

succeeds, but just barely. A successful skill roll means the character's plan succeeds without any major hitches.

In the second case, either the player obviously knows less than his character does about the situation or just comes up with a bad idea that you feel is unlikely to work. You let the skill roll decide the result. A failed roll means the plan fails, while a successful roll means the plan somehow worked after all, but probably not perfectly.

Players who refuse to even try to come up with some type of rational statement about what their character is actually doing but just want to let the skill roll decide automatically fail.

Designer's Notes

While Microlite74 was designed to be as true as possible to 0e in a Microlite20 package, Microlite75 was designed to recreate the combination 0e/1e plus extras rules I used in the late 1970s for my Empire of Arn and Hidden Valley campaigns in a Microlite20-based format. Empire of Arn was a high-powered, high magic world with mutations from ancient catastrophes, technology from those ancient civilizations, psionics, and the kitchen sink. The Hidden Valley was more of a low-powered swords and sorcery setting. This explains the variety of optional rules in Microlite75. I'm still running these two settings today and want to be able to use these rules for both.

There are some differences in assumptions between newer versions of the world's most popular fantasy RPG and older versions of the game that do not really show up in the rules, but that GMs need to be aware of.

First, armor class in older editions ranged from (at worst) AC 15 to AC -10 including all attribute bonuses and magic bonuses. In modern ascending AC style, this is an AC range of 5 to 30. Microlite75 is designed to work with ACs in this range. New editions tend to allow Armor classes well above 30. Microlite75 will not work well with ACs over 30. GMs are strongly advised not to use ACs higher than 30 unless they are willing to modify the structure of the game to accommodate them.

Second, modern editions seem designed to scale the world to the abilities of the player characters so that, regardless of their level, they have about a 40%-60% chance of success. Microlite75, like older versions of the game, is not designed around this assumption. If 2nd level characters go through a cave and come across a crevice that has a DC of 15 to jump across that crevice will still be DC 15 when they are 10th or 20th level. Unless some intelligent agency alters the crevice to make it harder to jump or environmental factors are very different between the two attempts, its DC to jump will be about the same at any level. Likewise, if 10th level characters decide to attack a kobold encampment, the kobolds will be the same 1d4 hp monsters they would be for 1st level characters and will be a ho-hum push-over for those higher level characters. On the other hand, if a group of 2nd level characters decide to attack a Titan, the Titan will likely slay the party without much effort in a straight up battle.

Remember that these rules are a tool for the GM. If something herein does not work right in your campaign, change it. The object is to have fun, not be a slave to rules or to players who think being a rules-lawyer is the way to get ahead. In many roleplaying games, the Rules As Written (RAW) are often considered sacrosanct or at least somehow better than those a GM can come up with himself. This is not true of Microlite75, so please change anything you do not like.

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Many Microlite gamers know that Randall Stukey, the author of Microlite74 and Microlite75 is trying to raise funds to pay the bills from [his wife's oral cancer](#) treatments and that he worked on the original Microlite74 as way to cope during her recovery from 6 weeks of radiation treatment in 2008. Randall and Donna are some of the 40 to 50 million people in the US who do not have health insurance nor did they qualify for government aid as they live in Texas and have no children. Donna (successful so far) cancer treatments have cost over \$110,000. While some of this has been absorbed by hospital foundations and the like, they still owe a lot of it. You can donate to the RetroRoleplaying Cancer Fund (via PayPal) and help them pay their bills.

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- pdf copy of The Second Grimoire of Pharesm the Bright-Eyed, a set of house rules for a BECMI campaign Randall ran at a game shop in the mid-1980s.
- A copy of the Player's Introduction to the Fourth Campaign Arn (from about 1984)
- Microlite74 2.0 Special Edition -- a 60-page PDF designed to be printed in booklet format from Adobe Acrobat. Like the digest-sized version of Microlite74 1.1, the artwork is by Håkan Ackegård. Unlike that first attempt at a digest-sized edition, the pages in this edition are numbered and there is a table of contents. This Special Edition incorporates the rules from the first supplement. The text has been reformatted into a single column in a large enough font to easily read.

A copy of the Microlite75 Special Edition will also be available to donors as soon as Microlite75 Special Edition for donors is produced. To get access to these downloads, help Randall pay the cancer bills by sending a donation in any amount -- small or large -- to the RetroRoleplaying Cancer Fund via Paypal at this link:

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Microlite75

Microlite75, like its parent game, Microlite20, is a trimmed-down, sub-miniature version of the Primary Fantasy SRD rules (see license for more info) that has been designed to be quick and easy to play. The goal of Microlite75, however, is to recreate the style and feel of the early editions of the world's most popular fantasy roleplaying game published in the 1970s and early 1980s – but with a few modern ideas and additions that fit the early edition spirit.

The rules are based on the 1974 0e edition with its supplements and material from 0e magazine articles, some 0e third party material, some of the house rules the author used in the 1970s, and selected ideas from other roleplaying games. The rules are not intended to be a clone of the 0e rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules.

This is the Options and Monsters book for Microlite75. This book contains a large number of optional rules a GM might elect to include in a campaign as well as monster lists and other GM-oriented information. The Characters & Magic book contains the basic rules and the equipment and spells lists and will be the only books players need in many campaigns. GMs will need both books. This book includes:

- Monsters and more monsters with simple stat blocks.
- Old school GM guidelines.
- Optional rules for additional character classes, single class campaigns, advantages and disadvantages, character goals and personality traits, metamagic, ritual magic, weird science, fire-and-forget magic, combat maneuvers, armor for all classes, action points, fame, sanity, psionics, spirits (combat, powers, and binding), fixed level campaigns, science fantasy, and more.

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