

Microlite 4th

Microlite 4th is a game based on D&D 4e, attempting to keep all the good parts while throwing out what didn't work. So. What's being kept?

- The archetypes/classes
- Resource management and cinematic pacing
- Kinaesthetic Movement
- Balance

What's being thrown out?

- The range of dice. This is a 1d6 system.
- Modifiers. With 1d6 there isn't much to modify
- Variable damage.
- Long lists of powers

Basic Task Resolution

Basic task resolution is simple. When trying to carry out an activity roll 1d6 and add your skill and compare it to your target number. Rolls that require a 6 (or higher) fail automatically, those that require a 2 succeed automatically. Otherwise if you roll equal to or over the target number you succeed. The target number for any given action ranges from 2 (someone unskilled and with little talent should be able to reliably do it) to 10 (extremely mythical).

The only time there won't be narrative consequences for failure is situations with time pressure (like combat) where a failed action is considered its own problem.

If you have a *significant* advantage, roll 2d6 and take the higher. A significant disadvantage 2d6 and take the lower. Both cancel even if there are multiple advantages and a single disadvantage; the situation is confused. In a time pressure situation aiding another gives them advantage.

The difficulty scale

Target number	Name	Description
2	Beginner	You really aren't very good at this; a stereotypical nerd at sports or a stereotypical jock at academics.
4	Experienced	Either very good amateur or low end professional; college standard athlete
6	Olympian	Among the best in the world
8	Legendary	World beating; anything in the Guinness Book of Records or most Urban Legends
10	Mythical	Anything you'd see in the most extreme myths or modern

		anime; balancing on a cobweb, cutting the top off a mountain with your sword, holding the earth on your shoulders
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1s and 6s - Pushing Your Luck

A 1 is always a failure. A 6 is always a success (assuming a 5 would have succeeded). But in both cases you *may* reroll - this is called Pushing Your Luck. You may never reroll a reroll.

If you reroll a 6 and succeed then that's a critical success (in a Skill Challenge this is worth two successes - in combat you may either knock your target prone, do an extra point of damage, or get an extra attack) - but if you fail this roll you fail.

If you reroll a 1 and succeed then this is treated as a success. If you reroll a 1 and fail you score a *Critical Failure*. The consequences will be spectacular (in a Skill Challenge this is worth two failures, in combat you're in the GM's hands - and mistakes like hitting the wrong target or falling prone and dropping your own weapon are likely).

Unnamed NPCs never Push Their Luck. Named ones may in the same way as PCs.

The Skill List

- **Physique:** Physical force and endurance. Includes lifting, climbing, swimming, and other activities
- **Agility:** Precision full body movement
- **Dexterity:** Fine manual manipulation including skills such as lock picking and forgery
- **Knowledge:** Knowing things and environments
- **Presence:** Being noticed, being liked
- **Manipulation:** Getting people to do what you want

There is no one perception skill. It *normally* fits under a mix of knowledge, agility, and manipulation. But different people have different aptitudes.

For just how important each rank in our skills and specialties are, an world class gymnast would probably be Agility +2 and Specialty: Gymnastics while a world class sprinter would be Force +2 and Speciality: Sprinting. This allows them Olympian level performances on a 3 and to push for the world's best on 5s. And a meet they've prepared for with a flat track

A starting PC either has one skill at +1, four at 0, and one at -1, or two at +1, one at 0, and three at -1. At each level they may raise one skill by +1 - but each skill may be only raised once for every five levels the PC has (round up).

Scene Resolution - Three Strikes (skill challenges)

I'm going to borrow from [my write-up here](#).

Pacing and Endurance

Microlite 4th has narrative pacing. Some tricks work once per scene or once per chapter. (If you're relying on a trick that works once per book that's normally known as a deus ex machina and is considered bad writing). How you associate the mechanics with the fiction is up to you - and if you try to use a schtick more frequently than the rules would allow you do so at disadvantage - and any advantage that schtick may grant does not apply.

Damage

Damage in Microlite 4th is split into two parts. *Hit Points* and *Endurance*. Your Hit points represent your short term endurance. When you are out of them you collapse. Endurance is how much energy you have total. Damage comes first off your Hit Points then your Endurance. For every three points by which an attack hits it does an extra point of damage.

The difference is simple. Damage comes first off Hit Points then Endurance. If both your Hit Points and your Endurance reach 0 you are dead. If your Hit Points are at 0 you *Drop* - you are out of it, exhausted and defenceless. When *Dropped*:

- You can do nothing
- Ranged attacks against you have *Advantage*
- Melee attacks against you hit automatically and do double damage

You may *tough it out* by spending a point of Endurance to keep going rather than Drop at the following points:

- When you reach 0 HP
- At the start of any turn you start with 0 HP
- At the end of any turn you end with 0 HP

Toughing it out is expensive and dangerous and should be saved for critical battles.

Recovering Hit Points or Endurance happens under the following circumstances

- In an episode break you recover all Endurance and Hit Points
- In a scene break you may convert any number of Endurance to HP (you may not exceed your maximum HP)
- As your action you may *Catch your breath* turning two points of Endurance into HP
- As your action you may *Resuscitate* someone who's *Down* converting two points of their Endurance into HP; they may not act later in this turn
- As indicated for individual characters or objects

To hit in combat you roll your attack roll (by default normally your Physique or Agility; most PCs get some combat speciality that gives them the normal +1 because adventuring is violent) against a target number of the opponent's Armour. Your character sheet will say how much damage this does.

Detailed movement

If you need detailed movement, use a grid - the default is a hex grid (if you only have a square grid then treat diagonal squares as adjacent). On their turn [Popcorn initiative] each character gets to move and act in either order. Unless otherwise indicated they can either move carefully one hex, hustle their *speed value* or run twice this distance. Anyone who runs takes Disadvantage on all attack rolls that turn and all rolls to attack them until the end of the turn get advantage. You can not run after you have acted.

Hustling in combat round people with swords is dangerous. If you hustle or run leaving a hex adjacent to your foe then once per move action they get a free attack on you (known either as "An Opportunity Attack" or "The Recklessness tax").

Shooting in melee is dangerous. Using a ranged weapon with an adjacent enemy means you take Disadvantage on your attack rolls.

Speed	Hexes	Running hexes
Slow	4	8
Average	6	12
Fast	8	16
Very Fast	10	20
Double	12	24
Double Fast	16	32
... And so on		

Difficult Terrain is crossed at half speed.

Conditions

The following conditions are commonly seen in combat

- **Prone:** Knocked over. Takes a hex of movement to stand up (a full move action with Agility -1). Melee attacks against you get Advantage, ranged get Disadvantage. You get

Disadvantage in melee (ranged depends on your weapon). Terrain is all difficult until you stand up

- **Mezzed:** A catch-all condition for a lot of effects. Attacks against you get Advantage, your actions get Disadvantage
- **Restrained:** Can't move out of your hex. Attacks against you other than by what's restraining you get Advantage, you get Disadvantage to attack anyone other than your Restrainer. Beat their Physical Defence with something physical to escape - you may try this instead of moving.
- **Down:** (normally due to 0HP) You can do nothing, Ranged attacks against you have *Advantage*, Melee attacks against you hit automatically and do double damage
- **Continuous Damage X:** Take X damage of the type listed at the start of your turn. Unless otherwise specified ends on a 4-6 at the end. You can *normally* get an additional roll instead of moving. And another instead of your action. This is used for things such as being set on fire.