

Microlite Storytelling

Attributes

There are six attributes: Strength (STR), Dexterity (DEX), Intelligence (INT), Resolve (RES), Presence (PRE) and Manipulation (MAN).

You can divide up 14 dots between these Attributes. Each must have at least one dot, and buying a fifth dot in an attribute costs 2 dots.

Race

Choose a supernatural race, such as Vampire, Werewolf or Demon. (Your Storyteller may limit your choices depending on his Chronicle)

Virtue & Vice

Select a Virtue and Vice for your character from the traditional virtues & sins, to define their personality. Fulfilling your vice regains you 1 dot of Willpower; fulfilling your Virtue regains you all Willpower dots.

Breeds

Strong creatures get +1 dot to STR

Nimble creatures get +1 dot to DEX

Wise creatures get +1 dot to INT

Determined creatures get +1 dot to RES

Lordly creatures get +1 dot to PRE

Charming creatures get +1 dot to MAN

Skills

There are just five skills: Physical, Subterfuge, Knowledge, Communication and Occult.

You can divide up 5 dots between these skills.

Factions

Soldier creatures get +2 dots to Physical.

Sneak creatures get +2 dots to Subterfuge.

Intellectual creatures get +2 dots to Knowledge

Diplomat creatures get +2 dots to Communication

Magical creatures get +2 dots to Occult.

Unaligned creatures get a +1 dot to any two skills.

Dice Rolls

The storyteller picks two scores which relate to your task, usually but not always an Attribute and a Skill: for example, Climbing would be STR + Physical, picking pockets would be DEX+ Subterfuge, avoiding a falling object would be DEX+ Physical and fast-talking a policeman would be MAN + Communication.

Total your dots in these two scores into a pool, apply any situational modifiers and roll that many D10s. Every score of 8 or more you roll is a success; if you roll a 10, you get a success and may immediately re-roll that dice. (This can lead to another 10 and another re-roll, and so-on)

As long as you roll at least one success, you will usually succeed at your task at the minimum level required. If you roll five or more successes, you have an exceptional success: you succeed above and beyond your requirements.

When two characters are competing at something (for example, arm-wrestling or playing chess) they can both roll the same pool. Whoever gets the most successes, or reaches a certain number of successes first, wins.

When trying to complete a long term task (for example, repairing a car or translating an ancient tome) you can ask for a dice roll to check progress every hour, day or suchlike. Work is not completed until a pre-determined number of successes is reached.

Willpower

Each character starts with Willpower dots equal to his RESx2. By spending a single dot of Willpower, he may add +3 to any one pool. Willpower refreshes between sessions.

Health

Each character starts with Health dots equal to his STRx2. If a health dot is lost, note if it is bashing, normal or aggravated damage: they heal differently

Combat

Melee attack pool = STR + bonus for weapon.

Ranged attack pool = DEX + Bonus for weapon.

From these pools, subtract the targets DEX.

Every success is a health point lost. If Health reaches 0, unconscious and near death. Further damage directly reduces STR – if that reaches 0, death.

Health is regained at 1 point per hour, 1 point per day for bashing and 1 point per week for aggravated damage. STR lost regained at 1 point per 2 weeks. Lesser wounds are always regained first.

Magic

All supernatural creatures possess the following magical traits:

Supernatural is a measure of magical power. Magic requires Supernatural to be spent, but it can also be spent as Willpower. Regained in different ways for different species – see species notes and storyteller. Characters start with Supernatural equal to RES + Occult

Magic is the list of powers a creature possesses. Each creature starts with 3 dots to spend in 1 or more magical powers: select any area of control, subject to storyteller approval.

To use your magical powers, roll Magic + Occult and spend Supernatural to achieve following results:

- 1 Dot:** 1 Supernatural to detect element, control tiny amount of element, can't be used as weapon.
- 2 Dot:** 1 Supernatural to create tiny amount of element, control element, use as small weapon.
- 3 Dot:** 2 Supernatural to detect element from afar, create element, control large amounts.
- 4 Dot:** 2 Supernatural to create lots of element, control at distance, use as large weapon.
- 5 Dot:** 3 Supernatural to detect element anywhere, convert self into element, control utterly.

E.G. 1 Dot in "Sadness" lets a creature detect sad creatures nearby, 2 Dots to plant sadness in someone and 3 Dots to create full-blown depression. 1 Dot in "Water" lets a creature control droplets, 3 Dots to create a gallon of water and 5 Dots to turn self into a form of liquid.

Morality

Each character starts with 4 Dots of Morality. The sins for that creature type are rated from M1 to M5: M1 being the worst. Whenever a creature does a sin with an M number equal to or below it's current Morality, roll a pool of the appropriate M number of dice: if no successes are rolled, it's morality lowers by one. **You may not spend Willpower or Supernatural on this roll.**

If Morality is lowered, roll new Morality score + RES as a pool. If no successes, creature develops a derangement from trauma of the sin, determined by the Storyteller.

E.G. A Changeling has "Kidnapping" as an M1 sin. If a Changeling with Morality 4 and Resolve 3 kidnaps someone, they must roll 1 dice (as the sin is M1). If no successes, their Morality will drop to 3. If this is the case, they must then roll new 6 dice (3 for Morality, 3 for Resolve) or develop a derangement.

Experience

At the end of every session, the storyteller awards 1 Experience point to each character. These can be spent as follows:

Increase Attribute by 1 Dot: New Score x 3 XP

Increase Magic by 1 Dot: New Score x 2 XP

Increase Morality by 1 Dot: New Score x 2 XP

Increase Skill by 1 Dot: New Score x 1 XP

All experience spent must be cleared with the Storyteller and may require in-game justification.

Optional Rule: Chance Dice & Exceptional Failures

If after a dice pool has had all modifiers applied you have 0 or less dice in it, you may still roll a single D10. You only score a success on a 10, although this may be re-rolled as normal.

If you score a 1 on your Chance dice, this is an exceptional failure – you don't just fail the task, you make things worse for yourself than if you had done nothing. For example, if you try to un-jam a gun and roll an exceptional failure, the weapon goes off and shoots you in the foot; if trying to cast a darkness spell, you in fact generate a bright light instead.