

M20 Fifth (Version 0.2)

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This is a trimmed-down, subminiature version of the Fifth Edition of the World's Most Popular Role-playing game (see license for more info) that has been designed to be quick and easy to play

The goal was to create a simpler game, but one where all of the resources of the Fifth Edition (monsters, spells, adventures and equipment) could be used without conversion.

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Stats

There are 3 stats : Strength (STR), Dexterity (DEX) and Mind (MIND).

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Alternatively you may use the array of 15, 12, 8.

Stat bonus = $(\text{STAT}-10)/2$, round down.

Races

Humans: +1 to all Stats

Magical Races (i.e. Elves, Gnomes): +2 MIND

Tough Races (i.e. Dwarves, Half-Orcs, Dragonborn): +2 STR

Quick Races (i.e. Halflings): +2 DEX

Classes

Fighter

Skill and Save Proficiencies: Physical, STR or DEX Saves

Armor Proficiencies: All armor

Extra Ability Score Increase: At level 1, you get an extra ability score increase.

Improved Stamina: +3 to HP per level.

Multiple Attacks: You gain an additional attack at 5th level, and again at 11th and 20th level.

Extended Crit Range: At level 3 you crit on a 19-20. At level 15 you crit on an 18-20.

Starting Equipment: Vial of Holy Water, 55 gp, a fast pack (see Equipment)

Rogue

Skill and Save Proficiencies: Subterfuge, DEX saves

Armor Proficiencies: Light armor

Sneak Attack: Whenever you have advantage, or are flanking an opponent you may add [Proficiency Bonus]d6 to your damage. Starting at 10th level, you may add [Proficiency Bonus + 2]d6 to your damage.

Dextrous: As a bonus action, you may make a Subterfuge check or Dash.

Starting Equipment: Thieves Tools, 50 gp, a fast pack (see Equipment)

Mage

Skill and Save Proficiencies: Knowledge, MIND Saves

Armor Proficiencies: No armor

Signature Spell: Choose one spell (or one action-realm combination if using Words of Power.)
Costing this spell costs 1 MP less.

Arcane Spellcasting

Starting Equipment: Spellbook, 2 Spell Pouches, 55 gp, a fast pack (see Equipment)

Cleric

Skill and Save Proficiencies: Communication, MIND Saves

Armor Proficiencies: Medium Armor, Shield

Divine Spellcasting

Channel Positive Energy: You have the ability to channel positive energy [Proficiency Bonus / 2] times a day. You may use that energy to Turn Undead or Heal. Resisting Turn Undead requires a successful MIND (DC 8 + cleric's MIND bonus + cleric's proficiency) save for the undead, if they roll a 1 on their roll they are immediately destroyed. Healing restores [Proficiency Bonus * 15] hp to one ally nearby.

Starting Equipment: Silver holy symbol, 55 gp, a fast pack (see Equipment)

Backgrounds

Every character should also choose a background, which grants them proficiency in one skill, and grounds them in the world. Every background provides a great starting point for role-playing. Perhaps a criminal has underworld contacts, perhaps a soldier can still get respect among patriotic peasants, perhaps a sage can easily find obscure information in books when they need to.

Optional Rule (Specialization): If a character has a background which grants a proficiency which they already get from their class, they may add twice their proficiency bonus to d20 rolls.

- Communication Backgrounds: Acolyte, Noble, Folk Hero, etc.
- Subterfuge Backgrounds: Criminal, Urchin, Charlatan, etc.
- Knowledge Backgrounds: Sage, Hermit, etc.
- Physical Backgrounds: Soldier, Sailor, etc.

Skills and Saving Throws

There are just 4 skills : Physical, Subterfuge, Knowledge and Communication. Roll higher than the given Difficulty Class to succeed.

Skill/Saving Throw roll = d20 + stat bonus + (proficiency bonus)

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus.

Common DC's

- Very easy: 5
- Easy: 10
- Moderate: 15
- Hard: 20
- Very hard: 25
- Nearly impossible: 30

Advantage and Disadvantage

Whenever a character has increased or decreased odds of succeeding on a d20 roll, the GM may elect to give that character Advantage or Disadvantage. This involves rolling twice and taking the better or worse of the two rolls respectively.

Magic

All casters have magic points (MP) equal to their max HP. They may cast spells of a level equal to $\frac{1}{2}$ their class level, rounded up. Use the Words of Power rules below for spells, or if you prefer, let casters know 6 spells of any spell level they have access to from the Fifth Edition Basic Rules.

Casting a spell of any kind requires magic points. The cost is:
1 + double the level of the spell being cast

Spell Level	MP cost
1	3
2	5
3	7
4	9

5	11
6	13
7	15
8	17
9	19

The DC to resist a caster's spell is:

8 + MIND bonus + proficiency bonus

Words of Power

All magic requires saying two words of power: an action and a realm. Every 1st level caster starts out knowing three words of power, but must know at least one action and one realm. They learn new Words of Power every three levels (3, 6, 9, etc.)

The Four Actions

- Enhance (augeo): Strengthen, Heal, Enlarge, Repair, Sharpen, etc.
- Diminish (infirmo): Weaken, Damage, Injure, Reduce, Break, Dull, Deteriorate, etc.
- Communicate With (defero): Sense, Read, Seek, Inform, Determine, Understand, etc.
- Control (tempero): Shape, Hold, Command, Form, Direct, Dictate, etc. (Control can only be learned after all other actions have been learned.)

The Five Realms

- Body (corpus): Bodies of living things, plants.
- Mind (mentus): The thinking, feeling and conscious part of an entity.
- Spirit (animus): Essence or soul. (Spirit can only be learned after you have at least three Realms and three Actions.)
- Energy (navitas): Fire, liquid water, air, magic, electricity, and (optionally) time.
- Matter (materia): Solid, mindless material like stone, ice, metal, wood, leather, paper, etc.

If the caster is just trying to damage another creature, they make a magic attack vs. AC. Otherwise, the creature must make a saving throw vs. the caster's spell DC.

Damage and healing starts at 1d6 at spell level 1, and increases by 1d6 every spell level. For effects other than simple damage and healing, you deal "transformation damage" to objects or creatures you're trying to affect. Transformation damage is just like regular damage, except that when a creature or object, who has taken any transformation damage, reaches 0 HP, they are affected by any spell effects used on them and return to 1 HP (if some effects cancel each other out, the spell with the highest spell level will take effect. For spells of equal level, flip a coin to determine which one takes effect.) Positive effects used on willing targets bypass the need for transformation damage, and immediately take effect. A creature can only be transformed into something of equal or lesser CR/level to themselves.

Cantrips

A caster starts with knowledge of MIND bonus cantrips. A cantrip is a spell that can be cast again and again without any MP cost.

Damaging Cantrips

You may make a damaging cantrip using the table below - a damaging cantrip may add up to at most 9 points and must have a range, damage and method. At levels 5, 11 and 17 the caster gets an additional dice of damage. (If a cantrip has separate beams, instead of additional dice of damage at these levels, you get an additional beam which can target separate creatures.)

Pts	Range	Dmg	Method	Additional Effects
1	Touch	1d4	Magic Attack	Separate beams
2	10'	1d6	DEX save	Pull 10' closer to you
3	30'	1d8	MIND save	
4	60'	1d10		
5	120'	1d12		

Optional Rule (Damage Type): In addition to the effects mentioned on the table, choose any one damage type your cantrip qualifies for based on its range:

- Touch: Lightning (Advantage if target wearing metal armor)
- 10 ft or less: Poison
- 30 ft or less: Piercing
- 60 ft or less: Radiant, Psychic, Acid
- 120 ft or less: Necrotic, Force, Fire

Utility Cantrips

Instead of damaging cantrips, you may choose one of the following utility cantrips:

- Prestidigitation: Perform minor tricks for 1 hour.
- Ghost Sound: Figment sounds for 1 round/level.
- Mage Hand: 5-pound telekinesis. Lasts until concentration ends.
- Light: Object shines like a torch for 10 min./level.
- Guidance: +1d4 on one attack roll, saving throw, or skill check. Lasts for one minute or until discharged.
- Resistance: Subject gets +1d4 on one saving throw. Lasts for one minute or until discharged.

Combat

Hit Points = (1d8 + STR bonus)/Level. If HP reaches 0, unconscious and near death. Every round, make unmodified d20 rolls to avoid death. DC 10, must get three successes before three failures.

Roll d20 + DEX bonus for initiative order. Everyone can move and perform an action each turn. Actions include: additional movement (dashing), and attacking.

Melee attack bonus = STR bonus + proficiency bonus

Missile attack bonus = DEX bonus + proficiency bonus

Magic attack bonus = MIND bonus + proficiency bonus

Add attack bonus to d20 roll. If higher than your opponent's Armour Class (AC), it's a hit. Natural 20 is automatically a critical doing double damage.

Armour Class (AC) = 10 + Armour bonus + (DEX bonus).

Optional Rules

- Fighters and Rogues can use DEX bonus + proficiency bonus as Melee attack bonus instead if wielding a finesse weapon.
- Fighters and Rogues can wield 2 light weapons and may use an action to attack with their main weapon, and a bonus action to attack with their offhand weapon. Don't add your ability modifier to the damage on the second weapon.
- When a Fighter or Rogue is wielding a two-handed or versatile weapon, they may re-roll 1 and 2 results on their damage dice, but you must use the new roll.

Improvised Hazards and Damage

Use the below information to improvise damage for things like being pushed into a campfire or falling into lava.

Examples:

3d6 - being pushed into a campfire

6d6 - suffering a cave-in

28d6 - falling into lava

- Character Level - Minor/Major/Deadly
- 1-4 - 2d6/3d6/6d6
- 5-10 - 3d6/6d6/16d6
- 11-16 - 6d6/16d6/28d6
- 17-20 - 16d6/28d6/38d6

Advancement

Hit Points: 1d8 + STR bonus per level

Proficiency Bonus: 1-4: +2; 5-8: +3; 10-12: +4; 13-16: +5; 17-20: +6

Ability Score Increases (Casters): 3, 7, 11, 15, 19

Ability Score Increases (Non-Casters): 4, 7, 10, 13, 16, 19

When a character receives an ability score increase, they either gain +2 to one stat or +1 to two stats (max 20.)

Monsters

See Basic Rules of Fifth Edition for monsters. To make monsters on the fly, use the below rules.

Quick Monsters

If you need a quick monster, just choose a CR for the monster, and use the chart below. Add a template if you need something more distinct.

CR	Prof	AC (DEF)/ Save DC (ATK)	HP (DEF)	Atk Bonus (ATK)	Damage/Round (ATK)
0	+2	≤ 13	6	$\leq +3$	1
1/8, 1/4, 1/2	+2	13	140 * CR	+3	16 * CR
1-4	+2	11 + Prof	70 + (15 * CR)	CR + 1	8 + (6 * CR)
5-8	+3	12 + Prof	70 + (15 * CR)	3 + Prof	8 + (6 * CR)
9-12	+4	13 + Prof	70 + (15 * CR)	3 + Prof	8 + (6 * CR)
13-16	+5	13 + Prof	70 + (15 * CR)	3 + Prof	8 + (6 * CR)
17-20	+6	19	70 + (15 * CR)	4 + Prof	8 + (6 * CR)
21-24	+7	19*	400 + (45 * (CR - 20))	4 + Prof	122 + (18 * (CR - 19))
25-28	+8	19*	400 + (45 * (CR - 20))	4 + Prof	122 + (18 * (CR - 19))
29-30	+9	19*	400 + (45 * (CR - 20))	5 + Prof	122 + (18 * (CR - 19))

* For Save DC, 13 + Prof

Templates

- Fiendish
- Aberration
- Undead
- Animal

Equipment

Armor

The cost of armor equals AC bonus times 5, squared.

- Light Armor: +1, +2 add DEX
- Medium Armor: +3, +4, +5 add DEX
- Heavy Armor: +6, +7, +8 no DEX, disadvantage on Subterfuge involving stealth
- Shield (10 gp): +2

Barding for horses costs 4 times as much as human armor, and weighs twice as much.

Weapons

Weapons can be made using the below chart. Some example weapons are:

- Rapier (1d8); 1 Handed, Martial, Finesse; 20 gp, 3 lbs
- Hand Crossbow (1d6); Ranged, Ammunition, Light, Loading, Martial; 50 gp, 2 lbs
- Dagger (1d4); Ranged, Thrown, Light, Finesse, (1 Handed); 3 gp, 1 lb

All the optional features use rules from Fifth Edition that can be ignored or included according to the preference of the GM. It is recommended that the GM keep at least the Martial quality, and only allow fighters and rogues to use Martial weapons.

	Cost	Damage	Weapon/Quality	Weight
Base Weapon	1 gp	1d6	1 Handed	4 lbs
	x4	1d10	2 Handed, Heavy	x2.25
	x5	1d4	Ranged, Ammunition	X0.25
	X0.75	1d4	Ranged, Thrown	x0.35
(Optional Features)	x1	-1step	Light	x0.7
	x2	-	Finesse	x0.7
	x1	+1 step	Loading	x3
	x10	+1 step	Martial	x1
	X1.25	-1 step	Reach	x1.25

	X1.25	-	Versatile	x1.25
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Other Equipment

To figure out a reasonable price for equipment use the following table (for example, a bedroll would cost 10 gp, since it's two syllables):

Kind of Item	Cost
Common Items	1 cp x number of syllables
Adventuring/Camping Gear	5 gp x number of syllables
Specialist Tools, Animals	10 gp x number of syllables
Luxury Items	25 gp x number of syllables
Lethal items, Dangerous Animals	100 gp x number of syllables

Fast Packs

Choose a pack, or roll 1d6 to select one randomly.

- Pack A (1-2): backpack, belt pouch, bedroll, hooded lantern, 10 oil flasks, flint & steel, shovel, 2 sets of caltrops, signal whistle, waterskin, iron rations (4 days)
- Pack B (3-4): backpack, belt pouch, bedroll, 10 torches, 4 oil flasks, flint & steel, 10 pieces of chalk, 10' pole, mirror, crowbar, waterskin, iron rations (4 days)
- Pack C (5-6): backpack, belt pouch, bedroll, tent, 10 torches, 5 oil flasks, flint & steel, 50' rope, grappling hook, 10' pole, waterskin, iron rations (4 days)

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