Microlite5E

Second Release

Microlite20 was written by Robin V Stacey in 2006 with the goal of being:

> … a trimmed-down, subminiature version of [Dungeons & Dragons third edition] 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 [D&D] (monsters, spells, adventures and equipment) could be used without conversion.

Microlite5E is my attempt to do the same for Dungeons & Dragons fifth edition. It should make character creation very quick and reduce the number of fiddly bits that a player has to keep track of. Characters should be balanced with existing fifth edition characters and be able to complete normal fifth edition adventures.

Changes: Microlite5E keeps all class features, but simplifies weapon and armour choices, replaces skills with broader proficiencies, reduces races to a single feature, prompts an optimal ability modifier array and discards ability scores to use modifiers only.

It also comes with a two-page monster creation system that should make *DMG*-legal monsters.

Creating a character

Step one: Choose your class

At this stage, just note down which class you've chosen. You'll write down the features of that class later.

Write "+4" in the key ability of your class and "+3" in the secondary ability. Where two are given, choose one.

Class	Primary Ability	Secondary Ability
Barbarian	STR	CON
Bard	CHA	DEX
Cleric	WIS	STR, CON
Druid	WIS	CON
Fighter	STR (melee), DEX (ranged)	CON
Monk	DEX	WIS
Paladin	STR	CHA
Ranger	DEX (ranged), STR (two-weapon)	WIS
Rogue	DEX	INT, CHA
Sorcerer	CHA	CON
Warlock	CHA	CON
Wizard	INT	CON, DEX

Step two: Choose your race

The name of your race is the name of your first skill. For example, a dwarf has the Dwarf skill, which he or she can use to identify stonework, recall dwarflore and determine how far underground he or she is.

You also have advantage on saving throws applicable to your race. For example, dwarves get advantage to dodge boulders flung by giants and elves get advantage to resist sleep and ghoul paralysis.

You also get one racial feature.

Dwarf: +1 hit point per level. Resist poison.

High elf: You know one arcane cantrip.

Wood elf: No natural thing will restrain you. In addition, ignore difficult terrain from natural sources. In addition, you can hide in any lightly-obscuring natural surrounding.

Dark elf: You can be dazzled by sudden bright light, giving you disadvantage in those circumstances. You can cast *darkness* 1/day.

Halfling (Small size): You can hide behind any creature one size or more larger than you. Resist poison.

Human: 3/day, advantage on a roll of your choice.

Red dragonborn: 1/encounter, DEX save*; fail:2d6 (3d6 at 6th, 4d6 at 11th, 5d6 at 16th); success: half damage, 1d4+1 targets (DM chooses one, you choose the rest)

Forest gnome (Small size): You can talk to Small and smaller animals. You know the *minor illusion* cantrip.

Rock gnome (Small size): If you have tools and time, you can create Tiny clockwork devices.

Orc: Diehard 1/day (when you are reduced to 0 HP or below, set your HP to 1).

Tiefling: *Hellish rebuke* 1/day. Resist fire.

Aasimar: *Healing word* 1/day. Resist necrotic and radiant.

Duergar: *Enlarge/reduce* (enlarge only) 1/day.

Shadowfolk: *Disguise self* 1/day.

Frogfolk (Small size): *Jump* 1/encounter. Breathe underwater.

Gremlin (Small size): Automatically tell how any mechanical or magical device works and what it does.

Blue goblin (Small size): You never need to eat, drink or breathe.

Changeling: Your claws are always one-handed melee weapons that do 1d10 damage.

Dhampir: *Detect evil and good* at will

* All saves that you force creatures to make via your racial or class features use the same DC, which is your spell DC.

Step three: Abilities

From your class selection, two of your six abilities will be assigned. You can distribute +2, +1, +0 and -1 among the other four abilities.

Step four: Class, again

Write down your class features, etc., on your character sheet.

You are proficient in a skill called your class name. For example, a barbarian has the Barbarian skill, which he or she can use to survive sub-zero temperatures, scare puny mortals, etc.

You get the class's class features, as usual, including spells.

Armour indicates the heaviest armour you can wear; you can also wear lighter armours.

Class	HP at 1st	HP at each additional	HD	Proficient in	Armour
Barbarian	12+CON	+7+CON	d12/level	CON, STR	Medium, shield
Bard	8+CON	+5+CON	d8/level	DEX, CHA	Light
Cleric	8+CON	+5+CON	d8/level	WIS, CHA	Medium, shield
Druid	8+CON	+5+CON	d8/level	INT, WIS	Medium, shield
Fighter	10+CON	+6+CON	d10/level	STR, CON	Heavy, shield
Monk	8+CON	+5+CON	d8/level	STR, DEX	None
Paladin	10+CON	+6+CON	d10/level	WIS, CHA	Heavy, shield
Ranger	10+CON	+6+CON	d10/level	STR, DEX	Medium, shield
Rogue	8+CON	+5+CON	d8/level	DEX, INT	Light
Sorcerer	6+CON	+4+CON	d6/level	CON, CHA	None
Warlock	8+CON	+5+CON	d8/level	WIS, CHA	Light
Wizard	6+CON	+4+CON	d6/level	INT, WIS	None

Weapon damage by class

Class	Light	One-handed melee	Two-handed melee	Ranged
Barbarian	1d8	1d8	2d6	1d8
Bard	1d6	1d8	1d10	1d8
Cleric	1d4	1d6	1d10	1d6
Druid	1d4	1d6	1d10	1d4
Fighter	1d8	1d10	1d12	1d8
Monk*	1d6	1d8	1d12	1d6
Paladin	1d6	1d8	1d12	1d8
Ranger	1d6	1d8	2d6	1d10
Rogue	1d6	1d8	2d6	1d8
Sorcerer	1d4	1d6	1d8	1d6
Warlock	1d4	1d6	1d10	1d6
Wizard	1d4	1d6	1d8	1d6

* The monk treats unarmed strikes as one-handed melee weapons, as well as light weapons and dual wielding weapons (if the monk has both hands free).

Equipment

If you prefer, you can just go with the equipment choices in the *Player's Handbook.*

Every character begins with an equipment pack of their choice (page 151 of the *Player's Handbook*). They also start with the following:

Class	Weapons	Focus	Shield	Armour	Other
Barbarian	3				
Bard	2	Musical instrument		Light	
Cleric	2	Holy symbol	Y	Light or medium	
Druid	1	Druidic focus	Y	Light	
Fighter	3		Y	Light or medium	
Monk	2				
Paladin	2	Holy symbol	Y	Light or medium	
Ranger	3			Light or medium	
Rogue	3			Light	Thieves' tools
Sorcerer	2	Arcane focus or spell component pouch			
Warlock	3	Arcane focus or spell component pouch			
Wizard	1	Arcane focus or spell component pouch			Spellbook

Shield: You can swap your shield for another weapon choice, if you prefer.

Focus: A focus allows you to cast your spells. If you want to mix it up, and have a musical cleric (a cantor) who casts with a lute or a herbologist druid who casts with a spell component pouch, that is very cool.

Weapons: Each choice allows you to choose another light weapon, one-handed melee weapon, two-handed melee weapon or ranged weapon. Note that ranged weapons come with ammunition and you might get multiple weapons if you choose light weapons.

Examples:

> *Light:* Four javelins, 20 darts, two handaxes, two daggers, a shortsword

> *One-handed melee:* A rapier, a scimitar, a longsword, mace, warhammer

> *Two-handed melee:* A greataxe, a greatsword, a longspear, a halberd

> *Ranged:* A crossbow with 20 bolts, a longbow with 20 arrows

Step five: Background

Choose a background from the list in the *Players Handbook*. You are proficient in a skill called your background name. For example, the Outlander skill could be rolled to track, to forage provisions, to hide in the wilderness, etc.

You also have the background feature.

You also get the background's starting equipment.

Step six: Stats

Proficiency bonus: +2 (at first level)

Spells DCs: 8 + proficiency bonus + your primary ability. While called "spells DC", this is actually the DC for any save that you force a creature to make through the use of your racial or class features.

Spell attacks: 1d20 + proficiency bonus + your primary ability

Attacks

Light weapons include thrown weapons and improvised weapons. They are one-handed.

Ranged weapons are always two-handed.

Your options for hands are therefore:

Option	Dominant hand	Other hand
Empty hands*	Nothing	Nothing
Empty Hand casting*	Focus	Nothing
Einhander*	One-handed weapon or light weapon	Nothing
"Spells-and-sword"	One-handed weapon or light weapon	Focus
"Sword-and-board"	One-handed weapon or light weapon	Shield
"Shield-and-sorcery"	Focus	Shield
Two-hander	Two-handed weapon	Nothing
Ranged	Ranged weapon	Nothing
Dual wield	One-handed weapon or light weapon	Light weapon or one-handed weapon

* Suboptimal. Always better to dual wield. The one exception is if you plan to grapple. Even then, you can drop your weapon just before grappling.

Melee attacks: 1d20 + STR + proficiency bonus (if you're proficient in that weapon).

Add your STR to damage.

Alternatively, if attacking with a light weapon in melee, you may substitute DEX for STR, for attacks and damage.

Ranged attacks: 1d20 + DEX + proficiency bonus (if you're proficient in that weapon).

Add your DEX to damage.

Alternatively, if attacking with a light weapon at range (i.e. you are throwing it), you may substitute STR for DEX, for attacks and damage. You still do your light weapon damage, not your ranged weapon damage.

Duel wielding: If you dual wield, use your "two-handed melee" damage if you are attacking in melee. If you attack at range, use your "ranged" damage (you can only dual-wield light weapons at range, since they can be thrown).

If dual-wielding with one or two light weapons, you can choose whether to add your STR or your DEX to the damage.

Flurry of blows: Before you make an attack with your action, you can declare a flurry of blows. Your attack only does half damage (round down). However, you can make a second attack with your bonus action. This attack also only does half damage (round down).

If dual-wielding light weapons, it is possible with a flurry of blows to make one attack in melee and one at a range.

Armours

AC (in no armour): 10 + DEX

AC (in light armour): 12 + DEX + 2 (if shield, if proficient with shield)

AC (in medium armour): 14 + DEX (max. +2) + 2 (if shield, if proficient with shield)

AC (in heavy armour): 17 + 2 (if shield, if proficient with shield). Requires STR +2 or more. Also, gives disadvantage on all stealth checks.

Combat Advice

In general, you should wear the heaviest armour that you are proficient in. Clear exceptions are:

- If your DEX is +3, you should wear light armour instead of medium (heavy armour is still better if you have that option).

- If your DEX is +5, you should wear light armour instead of heavy.

What to roll

For most challenges, roll:

1d20 + the relevant ability + proficiency bonus (if your race, class or background are relevant)

DC 10 (easy), 15 (moderate), 20 (hard)

For saves, roll:

1d20 + the relevant ability + proficiency bonus (if you're proficient in the appropriate save)

DC 10 (easy), 15 (moderate), 20 (hard)

Remember you get advantage on saving throws that your race should be good at.

Levelling up

Your proficiency bonus increases by +1 at levels 5, 9, 13 and 17.

At levels 4, 8, 12, 16 and 19, follow the table:

Level	Ability Score
4	One of your non-primary, non-secondary abilities increases by 1.
8	Your primary ability increases to +5.
12	Your secondary ability increases to +4.
16	One of your non-primary, non-secondary abilities increases by 1.
19	Your secondary ability increases to +5.

Character Creation Examples

Walkthrough

Step One: I've heard interesting things about the 5th edition bard, so I choose that class.

>   CHA +4, DEX +3.

Step Two: I like the idea of an orc, angrily banging on his elfskin drums.

>   Diehard 1/day

Step Three: What kind of orc doesn't have terrific hardiness and forcefulness? I'll go CON +2, STR +1. Orcs are a little stupider than they are rash, I think, so I'll go WIS +0, INT -1.

Step Four: Back to my class, bard. I copy down my class features from the *Player's Handbook,* including spells. I also note down the HP and so on from the Microlite5E document.

>   Spellcasting (2 cantrips, 4 spells known, 2 1st-level spell slots), bardic inspiration (d6) (CHA/day; i.e. 4/day)

>   HP 8+CON (i.e., 10), HD d8, proficiency with DEX and CHA saves, proficiency with light armour

>   Damage: light, 1d6; 1H, 1d8; 2H, 1d10; ranged, 1d8

Phew, that's a lot to take in. I'll go with the quick build defaults for spells:

>   *dancing lights, vicious mockery* (cantrips); *charm person, detect magic, healing word, thunderwave* (1st-level).

I also get equipment*:*

>   pack (diplomat's), light weapon (two daggers), one-handed melee weapon (rapier), musical instrument – drums, light armour (leather).

Step Five: I have to choose a background suitable for my orc bard. I think Criminal is a nice touch. As with Orc and Bard, Criminal is a "skill" for me – when it is appropriate to a roll, I add my proficiency bonus.

I also get the equipment listed in the *Player's Handbook*

>   crowbar, set of dark common clothes (including a hood!), belt pouch (15gp).

I also get the background feature.

>   Criminal Contact

Step Six: This is the most daunting part, but I conclude:

>   Spells DC: 14 (8 + 2 + CHA)

>   Spell attacks: 1d20+6

>   AC: 15

Attacks with my rapier: +3 (2 + STR), damage: 1d8+1
Attacks with my dagger: +5 (2 + DEX), damage: 1d6+3
Rapier and dagger: +5 (2 + DEX), damage: 1d10+3 (melee)

I know which one I'll be going with.

And that's it! Here's my completed character:

Criminal Orc Bard.
STR +1, DEX +3, CON +2, INT -1, WIS +0, CHA +4.

> **HP** 10, **HD** 1d8, **AC** 15 (light), **Saves** proficient DEX and CHA (+2), advantage on Orc
> **Rapier and dagger** +5 (1d10+3), **dagger** +5 (1d6+3)
>
> **Skills** Orc, Bard, Criminal
> **SQ** Diehard 1/day; bardic inspiration (d6, 4/day); Criminal Contact
>
> **Spells (cantrips)** *dancing lights, vicious mockery* **(2/day, 1st-level)** *charm person, detect magic, healing word, thunderwave*
>
> **Equipment** rapier, diplomat's pack, elfskin drums, leather armour, two daggers, crowbar, set of dark common clothes (including a hood!), belt pouch (15gp).

Example characters

Entertainer Forest Gnome Warlock (Fey Pact).
STR -1, DEX +2, CON +3, INT +1, WIS +0, CHA +4.

> **HP** 11, **HD** 1d8, **AC** 14 (light), **Saves** proficient WIS and CHA (+2), advantage on Forest Gnome
> **Light crossbow** +4 (1d6+2), **dagger** +4 (1d4+2)
>
> **Skills** Forest Gnome, Warlock, Entertainer
> **SQ** cantrips (*chill touch, minor illusion, mage hand*); talk to Small animals; fey presence (1/encounter); By Popular Demand
>
> **Spells (2/encounter, 1st-level)** *faerie fire, sleep*
>
> **Equipment** arcane focus, scholar's pack, leather armour, spear, two daggers, lute, love letter, costume, belt pouch (15gp)

Charlatan Orc Paladin.
STR +4, DEX +0, CON +1, INT -1, WIS +2, CHA +3.

> **HP** 11, **HD** 1d10, **AC** 19 (heavy, shield), **Saves** proficient WIS and CHA (+2), advantage on Orc
> **Longsword** +6 (1d8+4), **javelin** +6 (1d6+4)
>
> **Skills** Orc, Paladin, Charlatan; disadvantage on stealth
> **SQ** divine sense (4/day); diehard (1/day); lay on hands; False Identity
>
> **Equipment** longsword, shield, x5 javelins, priest's pack, chain mail, holy symbol, set of fine clothes, disguise kit, set of weighted dice, belt pouch (15gp)

Sage Tiefling Monk.

STR +1, DEX +4, CON +2, INT +0, WIS +3, CHA -1.

HP 10, **HD** 1d8, **AC** 17, **Saves** proficient STR and DEX (+2), advantage on Tiefling
Two unarmed +6 (1d12+4), **dart** +6 (1d6+4)

Skills Tiefling, Monk, Sage
SQ unarmoured defence, martial artist, *hellish rebuke* 1/day, resist fire; Researcher

Equipment shortsword, 10 darts, dungeoneer's pack, a bottle of black ink, a quill, a small
knife, a letter from a dead colleague posing a question you have not yet been able to answer,
a set of common clothes, belt pouch (10gp)

Monster Creation

Choose a Challenge Rating

Challenge Rating	Proficiency Bonus	Hit Points	Armour Class	DPR Points	Attack Bonus
1	+2	80	11	12	+1
2	+2	95	11	18	+1
3	+2	110	11	24	+2
4	+2	125	12	30	+3
5	+3	140	13	36	+4
6	+3	155	13	42	+4
7	+3	170	13	48	+4
8	+3	185	14	54	+5
9	+4	200	14	60	+5
10	+4	215	15	66	+5
11	+4	230	15	72	+6
12	+4	245	15	78	+6
13	+5	260	16	84	+6
14	+5	275	16	90	+6
15	+5	290	16	96	+6
16	+5	305	16	102	+7
17	+6	320	17	108	+8
18	+6	335	17	114	+8
19	+6	350	17	120	+8
20	+6	380	17	135	+8
21	+7	425	17	153	+9
22	+7	470	17	171	+9
23	+7	515	17	189	+9
24	+7	560	17	207	+10
25	+8	605	17	225	+10
26	+8	650	17	243	+10
27	+8	695	17	261	+11
28	+8	740	17	279	+11
29	+9	785	17	297	+11
30	+9	830	17	315	+12

Choose an approach

Offensive: +4 attacks and save DCs. Proficient in one of CON, DEX or WIS. Proficient in one of STR, INT, CHA.

Defensive: +4 AC. Proficient in one of CON, DEX or WIS. Proficient in one of STR, INT, CHA.

Balanced: +1 AC. +1 attacks and save DCs. Proficient in two of CON, DEX or WIS. Proficient in two of STR, INT, CHA.

Flying: +2 attacks and save DCs. Flight. Proficient in one of CON, DEX or WIS. Proficient in one of STR, INT, CHA.

Ability modifiers

Distribute +4, +3, +2, +1, +0 and -2 among Strength modifier, Dexterity modifier, Constitution modifier, Intelligence modifier, Wisdom modifier and Charisma modifier. Treat the monster as proficient in a skill that is simply the monster's name, so black dragons are proficient in all Black Dragon checks and stone giants are proficient in all Stone Giant checks.

(ALT: +4 for best, -2 for worst, +1 for all others?)

Powers

Choose an array. "DPR" is the number of DPR points that you have. So if you have 12 DPR points, a power that has "2 DPR" does 24 damage and one that has "0.5 DPR" does 6 damage.

Dragon: Breath weapon (once every 1d4+1 rounds as an action, 60-foot cone, DEX save to avoid damage, damage = DPR). Bite (basic melee attack, damage = ½ DPR).

Demon: Aura (all creatures within 5 feet take 0.3 DPR at the beginning of their turns). Trident (basic melee attack, damage = 0.6 DPR). Hellfire cannon (basic ranged attack, damage = 0.6 DPR).

Elemental: Death Throes (all creatures within 30 feet make a CON save or take 0.6 DPR when this monster dies). Smash (basic melee attack, damage = 0.6 DPR).

Beast: Multiattack (make one Claw attack and one Bite attack as an action). Claw (basic melee attack, damage = 0.5 DPR). Bite (basic melee attack, damage = 0.5 DPR).

Robot: Mind Surge (once every 3 rounds as an action, a single creature within 100 feet makes a WIS save or takes 0.7 DPR). Laser Beam (a single creature within 100 feet takes 0.35 DPR automatically). Circular Saw (basic melee attack, damage = 0.35 DPR).

Giant: Punch (basic melee attack, damage = 1 DPR). Boulder (basic ranged attack, damage = 1 DPR).

Resistances

If the monster has a substantial number of resistances or a small number of immunities, multiply its hit points by the following values: 0.5 (Challenge Rating 1-4), 0.7 (CR 5-10), 0.8 (CR 11-16), 1 (CR 17 and up).

Modules

Languages

You know Common, your racial language, and a number of additional languages equal to your INT bonus. If you have INT -1, you do not know Common – only your racial language.

Custom Skills

Instead of getting your background, your race and your class as your three skills, you can choose three skills, one based on each of your background, your race and your class.

For example, instead of Human you might choose Raised by Wolves or Of the Steppe People; instead of Elf, Refugee of Rivendell or Elven Noble.

Feats

Instead of getting an ability score increase at level 4, 8, 12, 16 or 19, you choose one feat. This pauses the track for one step, so if you chose a feat at level 4, you get the level 4 ability boost at level 8. If you chose a feat then too, you'd only get the level 4 ability boost at level 12.

If a feat gives an ability bonus, *ignore it.* Instead, choose a second feat that also gives an ability bonus (ignore that ability bonus too).

Ability Score Flexibility

Instead of having your primary ability set to +4 and your secondary to +3, you can choose how to distribute your +4, +3, +2, +1, +0 and -1. Your primary ability is still your primary ability, even if you set it to -1.

In that case, use the following table.

Level	Ability Score
4	One of your non-primary, non-secondary abilities increases by 1.
8	Your primary ability increases by 1.
12	Your secondary ability increases by 1.
16	One of your non-primary, non-secondary abilities increases by 1.
19	Your secondary ability increases by 1.