

Solo 5e rules

To balance 5e to work with a single PC the following changes are made to standard 5e rules:

- * Double PC damage
- * Double PC HP
- * Wands, scrolls etc can be used by non spellcasters with a successful arcana check.
- * The character gains 3 Hero Points after a Long Rest. These can be used like Inspiration, but can be used to reroll after seeing the result
- * Healing surge as bonus action
- * Average monster damage instead of rolling. No enemy crits.
- * PC's cleave through slain enemies
- * Use [sidekicks](#). One is optimal.

Other options to consider:

* Inspiration can be used to reroll after seeing the result (see DMG pg. 240, under "Heroism"). This helps a lot with survivability. And give your PC Inspiration for doing anything cool/clever or for playing to his character's traits, especially negative ones.

* Average damage instead of rolling damage for monsters. This prevents unexpected damage spikes that can suddenly take out a PC, which is fine in a normal-sized group but puts the brakes on the fun in a solo party. If you don't mind more risk, you can still do critical hits by rolling the damage dice associated with a normal hit and then adding the average damage (per DMG p. 248, "Monsters and Critical Hits"). I removed enemy crits myself.

* Hero points (DMG p. 264). Should help your single PC be more durable in combat and solve more challenges on his own, since he won't have as much variety in skill proficiencies as a full party.

* Healing surges (DMG p. 266). This rule is designed for parties with little or no healing magic. The PC regains all Hit Dice after a long rest, so he won't be forced to take a day or more off of adventuring because of a battle turning against him and making him use all of his Hit Dice. You should probably go with the suggestion of letting the PC use this option as a bonus action rather than his full action

* Rest variants (DMG p. 267). Consider using "epic heroism" . If you use this variant and run a pre-written campaign as written, then the PC should be able to survive more encounters per day. If you are running your own campaign and using the default guideline for encounters per short and long rest, it doesn't matter which variant you use because the math will work out the same.

* Cleaving through creatures (DMG p. 272). This lets you use more, weaker monsters without totally screwing over your player, since he can kill multiple enemies in one attack (helping with the action economy problems).

* Lingering injuries (DMG p. 272). Consider rolling on this table when your player gets to 0 HP. Instead of dying, he is knocked unconscious and taken prisoner or left for dead, but he wakes up 1d4 hours later with 1 HP and a lingering injury from the table.

* Morale (DMG p. 273). I haven't used this much, but it can be useful for letting you still have combat with multiple enemies but letting the player "win" by doing things other than killing every single enemy, such as targeting a group's leader or injuring the enemies enough to make them run away rather than fighting to the death.

Even with all the above, sidekicks don't hurt. My son was joined by Meepo when I ran the Sunless Citadel for him as a single PC (Meepo was sadly frozen to death by dragon breath PDQ), and then by a gnome priest he encountered, using the ~~Unearthed Arcana~~ Tasha's sidekick rules, which are pretty solid.