

Basic Non-Combat Task Resolution/Ability Check

Whenever you want to take an action that has a chance of failure or has an element of risk, roll your 20-sided die, and add the attribute modifier for the corresponding attribute, such as Strength for tipping over a particularly heavy rock.

If the action is something that you would be good at, based on your background and/or class, add your Proficiency bonus to the result as well.

Alternatively, select two attributes. Every action you take that involves that attribute, also gets your Proficiency bonus.

If the total result is equal or higher than the target number set by the Dungeon Master (DM), you succeed. The quality or degree of your success or failure can vary based on the margin by which you beat or failed the target number. Target numbers are usually 10 for Easy tasks, 15 for Moderate tasks, and 20 for Hard tasks.

Combat Resolution

During your turn, you get Movement, 1 Normal Action, and 1 Bonus Action

A. Movement

Default speed is 30 feet / 6 squares. You can stagger your movement between actions as long as your total movement consumed has not yet reached your maximum allowed.

You can drop Prone at any time without consuming an action. Getting up from being Prone costs half your maximum movement (Speed). If you have already consumed more than half your total movement, you cannot get up this turn.

B. Normal actions

1. Attack
2. Cast a Spell
3. Dash: Move again
4. Disengage: Movement does not cause Opportunity Attacks
5. Dodge: Attack rolls against you have Disadvantage, you can make DEX saving throws with Advantage
6. Help: The next ability check or attack roll made by an adjacent ally, before your next turn, has Advantage
7. Hide: Make a DEX/Stealth ability check. On success, you become hidden

8. Ready: Name an action and a trigger for the action. If the trigger happens before your next turn, you perform the action you named. This consumes your 1 Reaction per turn
9. Grapple: Make a STR ability check. The target will make a STR or DEX ability check. If you roll equal or higher, the target is Grappled. Grappled targets can escape by taking an action on their turn to make a STR or DEX ability check, opposed by the grappler's STR ability check.
10. Shove: Make a STR ability check. The target will make a STR or DEX ability check. If you roll equal or higher, the target will either be knocked Prone or will have to move back 5 feet/1 square. You can take Disadvantage on your STR ability check in exchange for being able to move the target in a direction besides straight back (Shove Aside)
11. Disarm: Make a melee attack roll. The target will make a STR or DEX ability check. If you roll equal or higher, your target's weapon will drop to the floor. If the target's weapon is two-handed, the Disarm's attack roll has Disadvantage
12. Overrun: Make a STR ability check. The target will make a STR ability check. If you roll equal or higher, you can move through the space occupied by the target. You can replace the STR ability check with a DEX ability check, opposed by the target's DEX ability check (Tumble)

C. Bonus Actions

You get one Bonus Action. Many abilities are used via Bonus Action, such as a Barbarian activating his Rage or attacking with a dual-wielded second weapon. Since you only have one Bonus Action, you can only do one of these per turn, and you can only use Bonus Actions on abilities/spells that specifically say so.

D. Attacks

Select a weapon: Light weapons can be dual-wielded. Finesse weapons can use your DEX for attack and damage rolls. Versatile weapons can turn into two-handed weapons. Two-handed weapons require both hands. Describe your weapon.

Roll d20 + Proficiency bonus. Add STR, or you can choose to add DEX instead if it's a finesse/light/ranged weapon

If the result is equal to or higher than your target's AC, the attack hits.

If the attack hits, roll your damage dice. Add STR, or you can choose to add DEX instead if it's a finesse/light/ranged weapon

If you are dual-wielding two Light weapons, you can use a Bonus Action to attack with your second weapon, but you cannot add your STR/DEX to the damage.

If you make a ranged attack while you are within Reach of an active enemy, you will have Disadvantage on the attack roll

If an enemy moves out of your Reach, you can take an Opportunity Attack against them, which is a melee attack outside of your turn. The Opportunity Attack is resolved before the movement. This consumes your 1 Reaction/turn

Reach: Standard Reach is 5 feet/1 square. Two-handed melee weapons can be described as spears, or polearms, or other such long weapons, which increases your Reach to 10 feet/2 squares

E. Spells

If the spell calls for a spell attack, use your Spell Attack Roll. If the result is equal to or higher than your target's AC, the spell hits

If the spell calls for a ranged spell attack, you still have Disadvantage if you are within Reach of an active enemy

If the spell calls for a saving throw, the target must roll $d20 + \text{Attribute}$ as stated in the spell + Proficiency if applicable. If the saving throw is equal to or higher than the caster's Spell Save DC, the saving throw is successful

Inspiration

Whenever you complete a heroic act, or a stunt or maneuver that risked your life, the DM can award you Inspiration. At any time, you can spend Inspiration to gain Advantage to an attack roll, ability check, or saving throw.

The DM may also award Inspiration to reward players for roleplaying: performing acts that are consistent with the character's background, personality, or identity.

(Mostly) Pre-Generated Characters

Barbarian

4 STR 3 CON

Assign 2, 1, 0, -1 to other attributes

HP: 12+CON

d12 hit dice

Proficiency Bonus: 2

Saving Throw Proficiency: STR, CON

Weapons

1d6 (light weapon)

1d8 (one-handed finesse or versatile melee, two-handed ranged, unarmed/improvised)

1d12 (two-handed melee)

Armor

No Armor: 10+DEX+CON AC

Light Armor: 12+DEX AC

Medium Armor: 14+DEX AC (max 2 DEX)

Shield: +2 AC

Abilities

Rage: Activate as a Bonus Action on your turn. You have Advantage on STR ability checks and STR saving throws. You gain +2 damage on all melee attacks that use STR. You have

Resistance to bludgeoning, slashing and piercing damage. This lasts for 1 minute/10 rounds.

Can be used once every Long Rest.

Unarmored Defense: your AC while wearing no armor is 10 + DEX + CON (plus a shield, if desired)

Bard

3 DEX 4 CHA

Assign 2, 1, 0, -1 to other attributes

HP: 8+CON

d8 hit dice

Proficiency Bonus: 2

Saving Throw Proficiency: DEX, CHA

Weapons

1d6 (light weapon, unarmed/improvised)

1d8 (one-handed finesse or versatile melee, two-handed melee, two-handed ranged)

Armor

No Armor: 10+DEX AC

Light Armor: 12+DEX AC

Spellcasting

Spell Save DC: 8+Proficiency+CHA

Spell Attack Roll: d20+Proficiency+CHA

Known Cantrip: Dancing Lights

Known Cantrip: Vicious Mockery

Known Level 1 spell: Charm Person

Known Level 1 spell: Detect Magic

Known Level 1 spell: Healing Word

Known Level 1 spell: Thunderwave

Abilities

Level 1 Spell Slot

Level 1 Spell Slot

Bardic Inspiration: Activate as a Bonus Action on your turn. Give a friendly ally a d6 Inspiration Die, which the ally can consume to add to the result of an ability check, attack roll, or saving throw. Only one Inspiration Die can be held by an ally at a time. Can be used 4 times (equal to CHA) every Long Rest.

Cleric

3 STR/CON 4 WIS

Assign 2, 1, 0, -1 to other attributes

HP: 8+CON

d8 hit dice

Proficiency Bonus: 2

Saving Throw Proficiency: WIS, CHA

Weapons

1d4 (light weapon, unarmed/improvised)

1d6 (one-handed finesse or versatile melee, two-handed ranged)

1d10 (two-handed melee)

Armor

No Armor: 10+DEX AC

Light Armor: 12+DEX AC

Medium Armor: 14+DEX AC (max 2 DEX)

Shield: +2 AC

Spellcasting

Spell Save DC: 8+Proficiency+WIS

Spell Attack Roll: d20+Proficiency+WIS

Known Cantrip: Guidance

Known Cantrip: Sacred Flame

Known Cantrip: Thaumaturgy

Can prepare any 5 level 1 spells (equal to WIS+level)

Domain Spell: Bless

Domain Spell: Cure Wounds

(Domain Spells are always prepared, and do not count against the 5 prepared spells maximum)

Abilities

(Pre-selected Domain: Life)

Level 1 Spell Slot

Level 1 Spell Slot

Heavy Armor Proficiency: you can wear Heavy Armor: 17 AC (needs 2 STR, Disadvantage for hiding/stealth)

Disciple of Life: whenever you heal a target with a level 1 spell or better, the target gains an additional [2 + spell] level HP

Druid

3 CON 4 WIS

Assign 2, 1, 0, -1 to other attributes

HP: 8+CON

d8 hit dice

Proficiency Bonus: 2

Saving Throw Proficiency: WIS, INT

Weapons

1d4 (light weapon, unarmed/improvised, two-handed ranged)

1d6 (one-handed finesse or versatile melee)

1d10 (two-handed melee)

Armor

No Armor: 10+DEX AC

Light Armor: 12+DEX AC

Medium Armor: 14+DEX AC (max 2 DEX)

Shield: +2 AC

Spellcasting

Spell Save DC: 8+Proficiency+WIS

Spell Attack Roll: d20+Proficiency+WIS

Known Cantrip: Shillelagh

Known Cantrip: Produce Flame

Can prepare 5 spells (equal to WIS+level), capped at level 1 spells

Abilities

Level 1 Spell Slot

Level 1 Spell Slot

Druidic: you can speak and write in a language that only fellow Druids can understand

Fighter

4 STR/DEX 3 CON

Assign 2, 1, 0, -1 to other attributes

HP: 10+CON

d10 hit dice

Proficiency Bonus: 2

Saving Throw Proficiency: STR, CON

Weapons

1d6 (light weapon)

1d8 (one-handed finesse or versatile melee, two-handed ranged, unarmed/improvised)

1d12 (two-handed melee)

Armor

No Armor: 10+DEX AC

Light Armor: 12+DEX AC

Medium Armor: 14+DEX AC (max 2 DEX)

Heavy Armor: 17 AC (needs 2 STR, Disadvantage for hiding/stealth)

Shield: +2 AC

Choose 1 Fighting Style

Archery: +2 to attack rolls with ranged weapons

Defense: +1 AC while wearing any armor

Dueling: +2 damage when wielding a one-handed melee weapon and a shield, or a one-handed melee weapon and a free off-hand

Great Weapon Fighting: reroll 1 and 2 damage die results when wielding a two-handed melee weapon

Protection: When an ally is attacked and the attacker is within your Reach and you are wielding a shield, you can cause the attacker to have Disadvantage on the attack roll. This consumes your 1 Reaction/turn

Two-Weapon Fighting: you can add your STR/DEX to the damage of both attacks of a dual-wield attack

Abilities

Second Wind: Activate as a Bonus Action on your turn. Gain [d10 + level] HP. Can be used once every Short Rest or Long Rest.

Monk

4 DEX 3 WIS

Assign 2, 1, 0, -1 to other attributes

HP: 8+CON

d8 hit dice

Proficiency Bonus: 2

Saving Throw Proficiency: STR, DEX

Weapons

1d6 (light weapon, two-handed ranged)

1d8 (one-handed finesse or versatile melee, unarmed/improvised, two-handed melee)

Armor

No Armor: 10+DEX+WIS AC

Abilities

Unarmored Defense: your AC while wearing no armor is 10 + DEX + WIS

Martial Arts: Your Unarmed attacks are considered finesse weapons

Unarmed Strike: Activate as a Bonus Action on your turn, after using the Attack action. You can make an Unarmed attack.

Paladin

4 STR 3 CHA

Assign 2, 1, 0, -1 to other attributes

HP: 10+CON

d10 hit dice

Proficiency Bonus: 2

Saving Throw Proficiency: WIS, CHA

Weapons

1d6 (light weapon, unarmed/improvised)

1d8 (one-handed finesse or versatile melee, two-handed ranged)

1d12 (two-handed melee)

Armor

No Armor: 10+DEX AC

Light Armor: 12+DEX AC

Medium Armor: 14+DEX AC (max 2 DEX)

Heavy Armor: 17 AC (needs 2 STR, Disadvantage for hiding/stealth)

Shield: +2 AC

Abilities

Divine Sense: Activate as a Bonus Action on your turn. Until the end of your next turn, you can sense the location of any celestials, fiends, or undead within 60 feet, as well as any places or objects that have been consecrated or desecrated. Can be used 5 times (equal to 1+CHA) every Long Rest.

Lay-on Hands: Activate as a Normal Action on your turn. You have Healing Points equal to [level * 5]. You can touch yourself or a target to heal them for up to however many Healing Points you want, where one Point restores one HP. You can also use 5 Points to remove a disease and/or a poison. You can remove multiple diseases and poisons in a single use, as long as you pay the total cost in Points. All Healing Points are restored every Long Rest.

Ranger

4 DEX 3 WIS

Assign 2, 1, 0, -1 to other attributes

HP: 10+CON

d10 hit dice

Proficiency Bonus: 2

Saving Throw Proficiency: STR, DEX

Weapons

1d6 (light weapon, unarmed/improvised)

1d8 (one-handed finesse or versatile melee, two-handed ranged)

1d12 (two-handed melee)

Armor

No Armor: 10+DEX AC

Light Armor: 12+DEX AC

Medium Armor: 14+DEX AC (max 2 DEX)

Shield: +2 AC

Abilities

Favored Enemy: Choose a type of creature from the list below. You have Advantage on WIS ability checks to track them and INT ability checks to learn/recall information about them. You can speak their language.

Natural Explorer: Choose a terrain type from the list below. When you make a WIS or INT ability check related to the terrain and your Proficiency applies, your Proficiency bonus is doubled.

When traveling through the terrain, your party is not slowed by difficult terrain, your party cannot get lost, you are always alert to danger, you can forage twice as much food, and you gain more detail when tracking creatures. You personally can move stealthily through the terrain at a normal pace.

Possible Favored Enemies: Aberrations, Beasts, Celestials, Constructs, Dragons, Elementals, Fey, Fiends, Giants, Monstrosities, Oozes, Plants, or Undead. Alternatively, two races of humanoids, such as Gnolls and Orcs.

Possible Favored Terrains: Arctic, Coast, Desert, Forest, Grassland, Mountain, Swamp, the Underdark

Rogue

4 DEX 3 INT/CHA

Assign 2, 1, 0, -1 to other attributes

HP: 8+CON

d8 hit dice

Proficiency Bonus: 2

Saving Throw Proficiency: DEX, INT

Weapons

1d6 (light weapon),

1d8 (one-handed finesse or versatile melee, two-handed ranged, unarmed/improvised, two-handed melee)

Armor

No Armor: 10+DEX AC

Light Armor: 12+DEX AC

Abilities

Expertise: your Proficiency is doubled on ability checks relating to 2 specific skills of your choice

Sneak Attack: If you hit an enemy while you had Advantage on the attack roll, you deal an additional 1d6 damage. This also applies if an active friendly is within 5 feet of your target, and you do not have Disadvantage on the attack roll.

Thieves' Cant: You speak a coded language that only other thieves can understand.

Sorcerer

3 CON 4 CHA

Assign 2, 1, 0, -1 to other attributes

HP: 6+CON

d6 hit dice

Proficiency Bonus: 2

Saving Throw Proficiency: CON, CHA

Weapons

1d4 (light weapon, unarmed/improvised),

1d6 (one-handed finesse or versatile melee, two-handed ranged, two-handed melee)

Armor

No Armor: 10+DEX AC

Spellcasting

Spell Save DC: 8+Proficiency+CHA

Spell Attack Roll: d20+Proficiency+CHA

Known Cantrip: Light

Known Cantrip: Prestidigitation

Known Cantrip: Ray of Frost

Known Cantrip: Shocking Grasp

Known Level 1 spell: Shield

Known Level 1 spell: Magic Missile

Abilities

(Pre-selected Sorcerous Origin: Wild Magic)

Level 1 Spell Slot

Level 1 Spell Slot

Wild Magic: whenever you cast a non-Cantrip spell, roll a d20. On a 1, a Wild Magic Surge happens, causing a random effect (as in the Wild Magic Surge table)

Tides of Chaos: Activate this at any time to gain Advantage on a single attack roll, ability check, or saving throw. Can be used once every Long Rest. If you have already used Tides of Chaos, the DM may choose to make you have a Wild Magic Surge after you cast a non-Cantrip spell, which will then allow Tides of Chaos to be used again.

Warlock

3 CON 4 CHA

Assign 2, 1, 0, -1 to other attributes

HP: 8+CON

d8 hit dice

Proficiency Bonus: 2

Saving Throw Proficiency: WIS, CHA

Weapons

1d4 (light weapon, unarmed/improvised),

1d6 (one-handed finesse or versatile melee, two-handed ranged),

1d8 (two-handed melee)

Armor

No Armor: 10+DEX AC

Light Armor: 12+DEX AC

Spellcasting

Spell Save DC: 8+Proficiency+CHA

Spell Attack Roll: d20+Proficiency+CHA

Known Cantrip: Eldritch Blast

Known Cantrip: Chill Touch

Known Level 1 spell: Ray of Sickness

Known Level 1 spell: Witch Bolt

Known Level 1 spell: Burning Hands

Known Level 1 spell: Command

Abilities

(Pre-selected Otherworldly Patron: The Fiend)

1 Spell Slot (Warlock spell slots are restored every Short Rest or Long Rest)

Dark One's Blessing: Whenever you reduce a target to 0 HP, you gain Temporary HP equal to [CHA + level]

Wizard

3 DEX/CON 4 INT

Assign 2, 1, 0, -1 to other attributes

HP: 6+CON

d6 hit dice

Proficiency Bonus: 2

Saving Throw Proficiency: INT, WIS

Weapons

1d4 (light weapon, unarmed/improvised)

1d6 (one-handed finesse or versatile melee, two-handed ranged, two-handed melee)

Armor

No Armor: 10+DEX AC

Spellcasting

Spell Save DC: 8+Proficiency+INT

Spell Attack Roll: d20+Proficiency+INT

Known Cantrip: Mage Hand

Known Cantrip: Light

Known Cantrip: Ray of Frost

Known Level 1 spell: Burning Hands

Known Level 1 spell: Charm Person

Known Level 1 spell: Feather Fall

Known Level 1 spell: Mage Armor

Known Level 1 spell: Magic Missile

Known Level 1 spell: Sleep

Abilities

Level 1 Spell Slot

Level 1 Spell Slot

Arcane Recovery: You recover spell slots equal to half your Wizard level or less, every Short Rest

Definition of Terms

Advantage/Disadvantage: If you have Advantage, roll 2d20 and take the higher result. If you have Disadvantage, roll 2d20 and take the lower result. If you have both Advantage and Disadvantage, they cancel out, regardless of the number of sources of either.

Concentration: the caster must Concentrate for the listed duration of the spell. If the caster takes damage, they must make a CON saving throw. DC is 10 or half the damage taken, whichever is higher. If the caster fails the saving throw, the effect of the spell is lost. A caster can only maintain Concentration on one spell at a time, but can otherwise move, take actions, or cast other non-Concentration spells normally.

Critical Hits: On a natural 20 attack roll, all damage dice are rolled twice, but flat modifiers, such as STR/DEX, are not

Grappled: The grappled target's movement is reduced to 0. The grappler's movement is halved, but the grappled target moves wherever the grappler moves. The grappler can release the grapple at any time.

Long Rest: Lasts 8 hours. Most abilities are restored, characters are restored to full HP, and up to half of all Hit Dice are recovered

Prone: Characters can drop to Prone at any time. Getting up from being Prone costs half your maximum movement (Speed). If you have already consumed more than half your total movement, you cannot get up this turn. Movement while Prone (Crawling) costs 3 times as much movement. A Prone character has Disadvantage on attack rolls. Attack rolls against a Prone target have Advantage if the target is within 5 feet, otherwise attack rolls have Disadvantage

Resistance: damage taken is reduced by half

Round: One round lasts 6 seconds

Short Rest: Lasts 1 hour. Certain abilities are restored, and characters can spend/roll their Hit Dice to restore HP

Temporary HP: Whenever you gain Temp HP while you already have some, you have to choose whether to take the new ones granted and discard the Temp HP that you already have, or vice-versa. Temp HP lasts until they are consumed (by damage) or until after a Long Rest.

House / Variant Rules and other notes

2014/12/11

Credit to Bill Browne's Microlite5E as the basis for this

Races/racial bonuses have not yet been included

Attributes have been condensed to just their modifier, and an array equivalent to [18, 16, 14, 12, 10, 8] is used. In the event that this is played to higher levels, Attribute Score Increases increase the attribute by 2, or 1 whole modifier, so there is little effective difference.

Weapons have been condensed to single damage dice types based on broad categories. It's intended for the players to make up an appropriate narrative for whatever weapons they want to use. Only significant weapon-specific ability would be a Reach weapon.

Armor has been condensed to the equivalent of Studded Leather, Breastplate, Splint Mail. It's possible to dial it back down to Padded Leather for Light, Hide for Medium and Ring Mail for Heavy Armor if more progression is desired.

Most abilities have been rephrased/paraphrased/reworded for clarity, brevity, or both.

Cleric's Cantrips selection is my own, since none are offered in the Quick Build suggestion. Domain selection is also my own, using the sample Domain in the Basic Rules as a basis.

Druid's Cantrips selection is my own, since none are offered in the Quick Build suggestion.

Sorcerer's Sorcerous Origin selection is my own, since none are offered in the Quick Build suggestion.

Warlock's Otherworldly Patron selection is my own, since none are offered in the Quick Build suggestion.

Ability Check Proficiency or Background Proficiency variant rules are in effect, as per the DMG

Movement speed has been standardized. In the event that this is played to higher levels, effects increasing or reducing speed (such as a Monk's Unarmored Movement) should still apply normally.

Shove Aside, Disarm, Overrun, and Tumble actions are included, as per the DMG

2014/12/12

Reach has been added as a defined term

Clarified that Opportunity Attacks are resolved before the action that triggered them

Changed the simplified weapon rules to reflect the difference between light, versatile, finesse and two-handed weapons. Credit to AlphaDog for the idea

Changed description of Monk Martial Arts to fit the simplified weapon rules

Added Prone to the movement section to reflect that it can be done proactively and that it does cost a Normal Action to do

Corrected definition of Prone: costs half of movement, not a flat 15 feet/3 squares.

Added a short section to explain Bonus Actions

Added a short additional reason to award Inspiration for roleplaying