

Microlite5E: The Barbarian

(character name)

(player name)

(background)

(race)

level

proficiency
bonus

maximum
HP

current
HP

maximum
HD

current
HD

spells
DC

spell
attacks

ABILITIES

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SAVES

advantage on saves related to your race
proficiency on the following saves:

prof bonus -2
(for saves your not prof in)

rages/day

rage bonus

ARMOUR

armour
class

armour: none, light (L) or
medium (M)

shield: none, yes (Y)

ATTACKS

STR
attacks

DEX
attacks

light
(STR or DEX attack)

1d8+
STR or DEX

one-handed
melee
(STR attack)

1d8+
STR

two-handed
melee
(STR attack)

2d6+
STR

dual wielding
melee
(STR or DEX attack)

2d6+
STR or DEX

ranged
(DEX attack)

1d8+
DEX

RACIAL FEATURE, FEATS, BACKGROUND FEATURE

EQUIPMENT

MAXIMUM HP

(7 * level) + (CON * level) +5

ABILITIES

+4 to STR, +3 to CON, then distribute +2, +1, +0 and -1 among INT, WIS and CHA

EQUIPMENT

3 weapons, your background's equipment, a pack of your choice

ATTACKS

prof bonus + STR (STR attacks)
prof bonus + DEX (DEX attacks)

ABILITY SCORE IMPROVEMENTS

No ability can go higher than +5.
Can always choose a feat instead of an ASI.

ARMOUR CLASS

none: 10 + DEX + CON (barbarian feature)
light: 12 + DEX
medium: 14 + DEX (max +2)
heavy: 18
In all cases, +2 if shield.

Must be prof in armour to wear it.
Must be prof in shield to wield it.

Must have STR +2 or more for heavy armour.
If heavy armour, disadvantage on stealth checks.

BERSERKER (PATH)

Frenzy (Path I):

You can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion

Mindless Rage (II): you can't be charmed or frightened while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.

Intimidating Presence (III): You can use your action to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you. If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

Retaliation (IV): When you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

MULTICLASSING

if you're old enough to multiclass, you're old enough to figure it out on your own

MAXIMUM HD

(1d12 * level)

SPELLS D.C.

8 + prof bonus + STR

SPELL ATTACKS

prof bonus + STR

LEVEL ONE (Set Proficiency to +2, Set Rages to 2/day, Set Rage Damage to +2)

Rage (bonus action, cannot wear heavy armour): Advantage on STR checks and STR saves. Add Rage Damage to melee damage. Resistance to bludgeoning, piercing and slashing damage. Cannot cast or concentrate on spells. Lasts for encounter or until you are knocked unconscious or until you end it as a bonus action or if your turn ends and since your last turn you haven't (a) taken damage or (b) attacked a hostile creature.

Unarmoured Defence: If wearing no armour, add your CON to your AC.

LEVEL TWO

Reckless Attack (1/turn, first attack of turn only): Gain advantage on melee attacks but attack rolls against you have advantage until the beginning of your next turn.
Danger Sense: Advantage on DEX saves against effects you can see.

LEVEL THREE (Set Rages to 3) - Primal Path I**LEVEL FOUR - Ability Score Improvement****LEVEL FIVE (Set Proficiency to +3)**

Extra Attack: You can attack twice, instead of once, whenever you take the Attack action on your turn
Fast Movement: Your speed increases by 10 feet (to 40 feet, normally) if you're not wearing heavy armour.

LEVEL SIX (Set Rages to 4) - Primal Path II**LEVEL SEVEN**

Feral Instinct: You get advantage on initiative rolls. If you are surprised at the beginning of combat but not incapacitated, you can act normally on your first turn provided the first thing you do is enter a rage.

LEVEL EIGHT - Ability Score Improvement**LEVEL NINE (Set Proficiency to +4, Set Rage Damage to +3)**

Brutal Critical (1 die): You can roll one additional weapon damage die when determining extra critical hit damage.

LEVEL TEN - Primal Path III**LEVEL ELEVEN**

Relentless Rage: If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 CON save. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. At the end of the encounter, the DC resets to 10.

LEVEL TWELVE (Set Rages to 5) - Ability Score Improvement**LEVEL THIRTEEN (Set Proficiency to +5)**

Brutal Critical (2 dice): Roll two additional weapon dice, not one.

LEVEL FOURTEEN - Primal Path IV**LEVEL FIFTEEN**

Persistent Rage: You can maintain the rage even if you haven't attacked or taken damage since your last turn.

LEVEL SIXTEEN (Set Rage Damage to +4) - ASI**LEVEL SEVENTEEN (Set Proficiency to +6, Set Rages to 6)**

Brutal Critical (3 dice): Roll three additional weapon dice.

LEVEL EIGHTEEN

Indomitable Might: If you make a STR check and roll under 10 + (2 * STR), use that value instead.

LEVEL NINETEEN - Ability Score Improvement**LEVEL TWENTY (Set Rages to Unlimited)**

Primal Champion: Your STR and CON increase by +2 each. Your max is now +7 for these two abilities.

Microlite5E: The Bard

(character name)

(player name)

(background)

(race)

level

proficiency
bonus

maximum
HP

current
HP

maximum
HD

current
HD

spells
DC

spell
attacks

ABILITIES

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SAVES

advantage on saves related to your race
proficiency on the following saves:

prof bonus -2
(for saves your not prof in)

ARMOUR

armour
class

armour: none or light (L)

shield: N

ATTACKS

STR
attacks

light
(STR or DEX attack)

1d6+

STR or DEX

DEX
attacks

one-handed
melee
(STR or DEX attack)

1d8+

STR or DEX

DEX
attacks

two-handed
melee
(STR attack)

1d10+

STR

RACIAL FEATURE, FEATS, BACKGROUND FEATURE

dual wielding
melee
(STR or DEX attack)

1d10+

STR or DEX

ranged
(DEX attack)

1d8+

DEX

EQUIPMENT

MAXIMUM HP

(5 * level) + (CON * level) +3

ABILITIES

+4 to CHA, +3 to DEX.
then distribute
+2, +1, +0 and -1 among
STR, INT, WIS and CHA

EQUIPMENT

2 weapons,
musical instrument,
light armour,
your background's equipment,
a pack of your choice

MAXIMUM HD

(1d8 * level)

SPELLS D.C.

8 + prof bonus + CHA

SPELL ATTACKS

prof bonus + CHA

ATTACKS

prof bonus + STR (STR attacks)
prof bonus + DEX (DEX attacks)

ABILITY SCORE IMPROVEMENTS

No ability can go higher than +5.
Can always choose a feat instead of an ASI.

ARMOUR CLASS

none: 10 + DEX
light: 12 + DEX
medium: 14 + DEX (max +2)
heavy: 18

In all cases, +2 if shield.

Must be prof in armour to wear it.

Must be prof in shield to wield it.

Must have STR +2 or more for heavy armour.

If heavy armour, disadvantage on stealth checks.

COLLEGE OF LORE (BARD COLLEGE)

Bonus Proficiencies (I): Describe a new skill. You are proficient in it.

Cutting Words (I also): When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the GM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

Additional Magical Secrets (II): You learn two extra spells of your choice of a level you can cast from any class. You can also choose cantrips. Either way, they don't count against your spells known.

Peerless Skill (III): When you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the GM tells you whether you succeed or fail.

MULTICLASSING

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[x] **LEVEL ONE (Set Proficiency to +2)**

Bardic Inspiration (d6) (CHA/day): You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

Spellcasting

[] **LEVEL TWO**

Jack of All Trades: Add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Song of Rest (d6): If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

[] **LEVEL THREE - Bard College I**

Expertise: Your background skill adds double your proficiency, not your proficiency.

[] **LEVEL FOUR - Ability Score Improvement**

[] **LEVEL FIVE (Set Proficiency to +3)**

Bardic Inspiration (d8)

Font of Inspiration: Bardic Inspiration is CHA/encounter, not CHA/day.

[] **LEVEL SIX - Bard College II**

Countercharm: As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

[] **LEVEL SEVEN**

[] **LEVEL EIGHT - Ability Score Improvement**

[] **LEVEL NINE (Set Proficiency to +4)**

Song of Rest (d8)

[] **LEVEL TEN**

Bardic Inspiration (d10)

Expertise: Your class skill adds double your proficiency.

Magical Secrets: You learn two spells of a level you can cast, from any spell list. These do count against your spells known.

[] **LEVEL ELEVEN**

[] **LEVEL TWELVE - Ability Score Improvement**

[] **LEVEL THIRTEEN (Set Proficiency to +5)**

Song of Rest (d10)

[] **LEVEL FOURTEEN - Bard College III**

Magical Secrets

[] **LEVEL FIFTEEN - Bardic Inspiration (d12)**

[] **LEVEL SIXTEEN - Ability Score Improvement**

[] **LEVEL SEVENTEEN (Set Proficiency to +6)**

Song of Rest (d12)

[] **LEVEL EIGHTEEN - Magical Secrets**

[] **LEVEL NINETEEN - Ability Score Improvement**

[] **LEVEL TWENTY**

Superior Inspiration: When you roll initiative and have no uses of Bardic Inspiration left, you regain one use.

CANTRIPS
use at will

cantrips known = 2 at level 1
3 at level 4,
4 at level 10

SPELL SLOTS

1st	2nd	3rd
<input type="text"/>	<input type="text"/>	<input type="text"/>
4th	5th	6th
<input type="text"/>	<input type="text"/>	<input type="text"/>
7th	8th	9th
<input type="text"/>	<input type="text"/>	<input type="text"/>

1st-level spell slots = 2 at level 1
3 at level 2,
4 at level 3

2nd-level spell slots = 2 at level 3,
3 at level 4,

3rd-level spell slots = 2 at level 5,
3 at level 6

4th-level spell slots = 1 at level 7,
2 at level 8,
3 at level 9

5th-level spell slots = 1 at level 9,
2 at level 10,
3 at level 18

6th-level spell slots = 1 at level 11,
2 at level 19

7th-level spell slots = 1 at level 13,
2 at level 20

8th-level spell slots = 1 at level 15

9th-level spell slots = 1 at level 17

SPELLS KNOWN

At level 1 you know 4 spells.
You learn one new one each level.

SPELLS PREPARED

PREPARED SPELLS
per day

you can prepare (level + WIS) spells

Microlite5E: The Cleric

(character name)

(player name)

(background)

(race)

level

proficiency
bonus

maximum
HP

current
HP

maximum
HD

current
HD

spells
DC

spell
attacks

ABILITIES

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SAVES

advantage on saves related to your race
proficiency on the following saves:

prof bonus -2
(for saves your not prof in)

ARMOUR

armour
class

armour: none, light (L
or medium (M)

shield: Y/N

ATTACKS

STR
attacks

light
(STR or DEX attack)

1d4+
STR or DEX

DEX
attacks

one-handed
melee
(STR or DEX attack)

1d6+
STR or DEX

two-handed
melee
(STR attack)

1d10+
STR

RACIAL FEATURE, FEATS, BACKGROUND FEATURE

dual wielding
melee
(STR or DEX attack)

1d10+
STR or DEX

ranged
(DEX attack)

1d6+
DEX

EQUIPMENT

MAXIMUM HP

(5 * level) + (CON * level) +3

ABILITIES

+4 to WIS, +3 to STR or CON, then distribute +2, +1, +0 and -1 among DEX, INT and CHA

EQUIPMENT

2 weapons, holy symbol, shield/1 weapon, light or medium armour, your background's equipment, a pack of your choice

prof bonus + STR (STR attacks)

prof bonus + DEX (DEX attacks)

ABILITY SCORE IMPROVEMENTS

No ability can go higher than +5.

Can always choose a feat instead of an ASI.

ARMOUR CLASS

none: 10 + DEX

light: 12 + DEX

medium: 14 + DEX (max +2)

heavy: 18

In all cases, +2 if shield.

Must be prof in armour to wear it.

Must be prof in shield to wield it.

Must have STR +2 or more for heavy armour.

If heavy armour, disadvantage on stealth checks.

LIFE DOMAIN (DIVINE DOMAIN)

Spells (I): You add these spells to your spell list at these levels:

1st bless, cure wounds; 3rd lesser restoration, spiritual weapon; 5th beacon of hope, revivify; 7th death ward, guardian of faith; 9th mass cure wounds, raise dead

Armour (I also): Proficiency with heavy armor.

Disciple of Life (I also): Whenever you use a spell of 1st level or higher to restore hit points to a creature, heal an extra 2 + spell level.

Channel Divinity: Preserve Life (II): As an action, restore (5 * level) hit points divided between your choice of creatures within 30 feet of you. This feature can restore a creature to no more than half of its hit point maximum.

Blessed Healer (III): When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

Divine Strike (IV) (1/turn): When you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Supreme Healing (V): When you would normally roll one or more dice to restore hit points with a spell, you instead use the highest number possible for each die. For example, instead of restoring 2d6 hit points to a creature, you restore 12.

MULTICLASSING

if you're old enough to multiclass, you're old enough to figure it out on your own

[x] LEVEL ONE (Set Proficiency to +2)

Divine Domain I

Spellcasting

[] LEVEL TWO - Divine Domain II

Channel Divinity (1/encounter): You start with two options: Turn Undead and an effect determined by your domain.

When you use your Channel Divinity, you choose which effect to create.

* Channel Divinity: Turn Undead: As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

[] LEVEL THREE

[] LEVEL FOUR - Ability Score Improvement

[] LEVEL FIVE (Set Proficiency to +3)

Destroy Undead (CR 1/2): When an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below 1/2.

[] LEVEL SIX - Divine Domain III

Channel Divinity (2/encounter)

[] LEVEL SEVEN

[] LEVEL EIGHT - Ability Score Improvement

Destroy Undead (CR 1)

Divine Domain IV

[] LEVEL NINE (Set Proficiency to +4)

Divine Intervention (1/day): Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your cleric level, your deity intervenes. The GM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate. If your deity intervenes, you can't use this feature again for 7 days.

[] LEVEL TEN

Destroy Undead (CR 2)

[] LEVEL ELEVEN

[] LEVEL TWELVE - Ability Score Improvement

[] LEVEL THIRTEEN (Set Proficiency to +5)

[] LEVEL FOURTEEN

Destroy Undead (CR 3)

[] LEVEL FIFTEEN

[] LEVEL SIXTEEN - Ability Score Improvement

[] LEVEL SEVENTEEN (Set Proficiency to +6)

Destroy Undead (CR 4)

Divine Domain V

[] LEVEL EIGHTEEN

Channel Divinity (3/rest)

[] LEVEL NINETEEN - Ability Score Improvement

[] LEVEL TWENTY

Divine Intervention Improvement: Your call for intervention succeeds automatically, no roll required.

CANTRIPS
use at will

cantrips known = 3 at level 1
4 at level 4,
5 at level 10

SPELL SLOTS

1st	2nd	3rd
4th	5th	6th
7th	8th	9th

SPELLS KNOWN

All cleric spells, and any domain spells

SPELLS PREPARED

PREPARED SPELLS
per day

you can prepare (level + WIS) spells

1st-level spell slots = 2 at level 1
3 at level 2,
4 at level 3

2nd-level spell slots = 2 at level 3,
3 at level 4,

3rd-level spell slots = 2 at level 5,
3 at level 6

4th-level spell slots = 1 at level 7,
2 at level 8,
3 at level 9

5th-level spell slots = 1 at level 9,
2 at level 10,
3 at level 18

6th-level spell slots = 1 at level 11,
2 at level 19

7th-level spell slots = 1 at level 13,
2 at level 20

8th-level spell slots = 1 at level 15

9th-level spell slots = 1 at level 17

Microlite5E: The Druid

(character name)

(player name)

(background)

(race)

level

proficiency
bonus

maximum
HP

current
HP

maximum
HD

current
HD

spells
DC

spell
attacks

ABILITIES

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SAVES

advantage on saves related to your race
proficiency on the following saves:

prof bonus -2
(for saves your not prof in)

ARMOUR

armour
class

armour: none, light (L
or medium (M)

shield: Y/N

ATTACKS

STR
attacks

light
(STR or DEX attack)

1d4+

STR or DEX

DEX
attacks

one-handed
melee
(STR or DEX attack)

1d6+

STR or DEX

two-handed
melee
(STR attack)

1d10+

STR

RACIAL FEATURE, FEATS, BACKGROUND FEATURE

dual wielding
melee
(STR or DEX attack)

1d10+

STR or DEX

ranged
(DEX attack)

1d4+

DEX

EQUIPMENT

MAXIMUM HP

(5 * level) + (CON * level) +3

ABILITIES

+4 to WIS, +3 to CON.
then distribute
+2, +1, +0 and -1 among
STR, DEX, INT and CHA

EQUIPMENT

1 weapon, druidic focus,
shield/1 weapon, light armour,
your background's equipment,
a pack of your choice

MAXIMUM HD

(1d8 * level)

SPELLS D.C.

8 + prof bonus + WIS

SPELL ATTACKS

prof bonus + WIS

ATTACKS

prof bonus + STR (STR attacks)

prof bonus + DEX (DEX attacks)

ABILITY SCORE IMPROVEMENTS

No ability can go higher than +5.

Can always choose a feat instead of an ASI.

ARMOUR CLASS

none: 10 + DEX

light: 12 + DEX

medium: 14 + DEX (max +2)

heavy: 18

In all cases, +2 if shield.

Must be prof in armour to wear it.

Must be prof in shield to wield it.

Must have STR +2 or more for heavy armour.

If heavy armour, disadvantage on stealth checks.

CIRCLE OF THE LAND (DRUID CIRCLE)

Bonus Cantrip (I): One additional druid cantrip.

Natural Recovery (I also) (1/day): During a short rest, you recover spell slots of a combined level that is equal to or less than half your druid level (rounded up) (none of the slots can be 6th level or higher).

Circle Spells (I also): You gain access to circle spells connected to the land where you became a druid. Choose that land—arctic, coast, desert, forest, grassland, mountain, or swamp—and consult the associated list of spells. These spells are always prepared and don't count against the number of spells you can prepare each day.

Land's Stride (II): Moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement.

Nature's Ward (III): You can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

Nature's Sanctuary (IV): When a beast or plant creature attacks you, that creature must make a WIS save. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.

MULTICLASSING

if you're old enough to multiclass,
you're old enough to figure it out on your own

[x] LEVEL ONE (Set Proficiency to +2)

Druidic: You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Spellcasting

[] LEVEL TWO - Druid Circle I

Wild Shape (2/day) (1 action): You can transform into any beast that you have seen before that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed for (0.5 * level) hours.

You can revert to your normal form earlier by using a bonus action on your turn. You also revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. No legendary or lair actions.

When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form.

You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell you've already cast.

You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses.

You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the GM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

[] LEVEL THREE

[] LEVEL FOUR - Ability Score Improvement

Wild Shape Improvement: You can transform into any beast that has a challenge rating of 1/2 or lower that doesn't have a flying speed.

[] LEVEL FIVE (Set Proficiency to +3)

[] LEVEL SIX - Druid Circle II

[] LEVEL SEVEN

[] LEVEL EIGHT - Ability Score Improvement

Wild Shape Improvement: You can transform into any beast that has a challenge rating of 1 or lower.

[] LEVEL NINE (Set Proficiency to +4)

[] LEVEL TEN - Druid Circle III

[] LEVEL ELEVEN

[] LEVEL TWELVE - Ability Score Improvement

[] LEVEL THIRTEEN (Set Proficiency to +5)

[] LEVEL FOURTEEN - Druid Circle IV

[] LEVEL FIFTEEN

[] LEVEL SIXTEEN - Ability Score Improvement

[] LEVEL SEVENTEEN (Set Proficiency to +6)

[] LEVEL EIGHTEEN

Timeless Body: For every 10 years that pass, your body ages only 1 year.

Beast Spells: You can cast many of your druid spells in any shape you assume using Wild Shape. You can perform the somatic and verbal components of a druid spell while in a beast shape, but you aren't able to provide material components.

[] LEVEL NINETEEN - Ability Score Improvement

[] LEVEL TWENTY

Archdruid: You can use your Wild Shape an unlimited number of times.

Additionally, you can ignore the verbal and somatic components of your druid spells, as well as any material components that lack a cost and aren't consumed by a spell. You gain this benefit in both your normal shape and your beast shape from Wild Shape.

CANTRIPS
use at will

cantrips known = 2 at level 1
3 at level 4,
4 at level 11

SPELL SLOTS

1st	2nd	3rd
<div style="border: 1px solid black; width: 40px; height: 40px;"></div>	<div style="border: 1px solid black; width: 40px; height: 40px;"></div>	<div style="border: 1px solid black; width: 40px; height: 40px;"></div>
4th	5th	6th
<div style="border: 1px solid black; width: 40px; height: 40px;"></div>	<div style="border: 1px solid black; width: 40px; height: 40px;"></div>	<div style="border: 1px solid black; width: 40px; height: 40px;"></div>
7th	8th	9th
<div style="border: 1px solid black; width: 40px; height: 40px;"></div>	<div style="border: 1px solid black; width: 40px; height: 40px;"></div>	<div style="border: 1px solid black; width: 40px; height: 40px;"></div>

1st-level spell slots = 2 at level 1
3 at level 2,
4 at level 3

2nd-level spell slots = 2 at level 3,
3 at level 4,

3rd-level spell slots = 2 at level 5,
3 at level 6

4th-level spell slots = 1 at level 7,
2 at level 8,
3 at level 9

5th-level spell slots = 1 at level 9,
2 at level 10,
3 at level 18

6th-level spell slots = 1 at level 11,
2 at level 19

7th-level spell slots = 1 at level 13,
2 at level 20

8th-level spell slots = 1 at level 15

9th-level spell slots = 1 at level 17

SPELLS KNOWN

You know all druid spells, plus any
extras you score.

SPELLS PREPARED

PREPARED SPELLS
per day

you can prepare (level + WIS) spells

Table: Arctic
Druid Level Circle Spells
3rd hold person, spike growth
5th sleet storm, slow
7th freedom of movement, ice storm
9th commune with nature, cone of cold

Table: Coast
Druid Level Circle Spells
3rd mirror image, misty step
5th water breathing, water walk
7th control water, freedom of movement
9th conjure elemental, scrying

Table: Desert
Druid Level Circle Spells
3rd blur, silence
5th create food and water,
protection from energy
7th blight, hallucinatory terrain
9th insect plague, wall of stone

Table: Forest
Druid Level Circle Spells
3rd barkskin, spider climb
5th call lightning, plant growth
7th divination, freedom of movement
9th commune with nature, tree stride

Table: Grassland
Druid Level Circle Spells
3rd invisibility, pass without trace
5th daylight, haste
7th divination, freedom of movement
9th dream, insect plague

Table: Mountain
Druid Level Circle Spells
3rd spider climb, spike growth
5th lightning bolt, meld into stone
7th stone shape, stonewall
9th passwall, wall of stone

Table: Swamp
Druid Level Circle Spells
3rd acid arrow, darkness
5th water walk, stinking cloud
7th freedom of movement, locate
creature
9th insect plague, scrying

Microlite5E: The Fighter

(character name)

(player name)

(background)

(race)

level

proficiency
bonus

maximum
HP

current
HP

maximum
HD

current
HD

spells
DC

spell
attacks

ABILITIES

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SAVES

advantage on saves related to your race
proficiency on the following saves:

prof bonus -2
(for saves your not prof in)

ARMOUR

armour
class

armour: none, light (L),
medium (M) or heavy (H)

shield: none, yes (Y)

ATTACK BONUSES

STR
attacks

DEX
attacks

ATTACK DAMAGE

light
(STR or DEX attack)

1d8+
STR or DEX

one-handed
melee
(STR attack)

1d10+
STR

two-handed
melee
(STR attack)

1d12+
STR

dual wielding
melee
(STR or DEX attack)

1d12+
STR or DEX

ranged
(DEX attack)

1d8+
DEX

RACIAL FEATURE, FEATS, BACKGROUND FEATURE

EQUIPMENT

MAXIMUM HP $(6 * \text{level}) + (\text{CON} * \text{level}) + 4$ **MAXIMUM HD** $(1d10 * \text{level})$ **ABILITIES**

+4 to STR or DEX, +3 to CON,
then distribute
+2, +1, +0 and -1
among DEX or STR,
INT, WIS and CHA

EQUIPMENT

3 weapons, 1 shield/1 weapon,
light or medium armour,
your background's equipment,
a pack of your choice

ATTACKS

prof bonus + STR (STR attacks)
prof bonus + DEX (DEX attacks)

SPELLS D.C. $8 + \text{prof bonus} + \text{STR}/\text{DEX}$ **SPELL ATTACKS**

prof bonus + STR/DEX

ABILITY SCORE IMPROVEMENTS

No ability can go higher than +5.
Can always choose a feat instead of an ASI.

ARMOUR CLASS

none: $10 + \text{DEX} + 2$ if shield
light: $12 + \text{DEX} + 2$ if shield
medium: $14 + \text{DEX} (\text{max} + 2) + 2$ if shield
heavy: $18 + 2$ if shield

Must be prof in armour to wear it.

Must be prof in shield to wield it.

Must have STR +2 or more for heavy armour.
If heavy armour, disadvantage on stealth checks.

CHAMPION (MARTIAL ARCHETYPE)

Improved Critical (Martial Archetype I):
Your weapon attacks score a critical hit
on a roll of 19 or 20.

Remarkable Athlete (II): Add half your proficiency
bonus (round up) to any Strength, Dexterity, or
Constitution check you make that
doesn't already use your proficiency bonus.
In addition, when you make a running
long jump, the distance you can cover
increases by a number of feet equal
to your STR.

Additional Fighting Style (III)

Superior Critical (IV): Your weapon attacks score
a critical hit on a roll of 18, 19 or 20.

Survivor (V): At the start of each of your turns,
you regain hit points equal to $5 + \text{CON}$ if you
have no more than half of your hit points left.
You don't gain this benefit if you have 0 hit points.

MULTICLASSING

if you're old enough to multiclass,
you're old enough to figure it out on your own

LEVEL ONE (Set Proficiency to +2)

Fighting Style: Pick one:

* +2 damage to all melee attacks

* +1 AC

* +2 on ranged attacks

* When a creature you can see attacks a target other than you
that is within 5 feet of you, you can use your reaction to impose
disadvantage on the attack roll.

Second Wind (1/encounter): On your turn, you can use a bonus
action to regain hit points equal to $1d10 + \text{your fighter level}$.

LEVEL TWO

Action Surge (1/encounter): On your turn, you can take one
additional action on top of your regular action and a
possible bonus action.

LEVEL THREE

Martial Archetype I

LEVEL FOUR

Ability Score Improvement

LEVEL FIVE (Set Proficiency to +3)

Extra Attack: You can attack twice, instead of once, whenever
you take the Attack action on your turn.

LEVEL SIX

Ability Score Improvement

LEVEL SEVEN

Martial Archetype II

LEVEL EIGHT

Ability Score Improvement

LEVEL NINE (Set Proficiency to +4)

Indomitable (1/day): You can reroll a saving throw that you fail.
If you do so, you must use the new roll.

LEVEL TEN

Martial Archetype III

LEVEL ELEVEN

Extra Attack (2): Attack three times, instead of twice.

LEVEL TWELVE

Ability Score Improvement

LEVEL THIRTEEN (Set Proficiency to +5)

Indomitable (2/day)

LEVEL FOURTEEN

Ability Score Improvement

LEVEL FIFTEEN

Martial Archetype IV

LEVEL SIXTEEN

Ability Score Improvement

LEVEL SEVENTEEN (Set Proficiency to +6)

Action Surge (2/encounter): Max 1/turn.
Indomitable (3/day)

LEVEL EIGHTEEN

Martial Archetype V

LEVEL NINETEEN

Ability Score Improvement

LEVEL TWENTY

Extra Attack (3): Attack four times, instead of three.

Microlite5E: The Monk

(character name)

(player name)

(background)

(race)

level

proficiency
bonus

maximum
HP

current
HP

maximum
HD

current
HD

spells
DC

spell
attacks

ABILITIES

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SAVES

advantage on saves related to your race
proficiency on the following saves:

prof bonus -2
(for saves your not prof in)

KI POINTS

ki points at level 1 = N/A,
otherwise ki points = level
ki recovers at the end of every encounter

ARMOUR

armour
class

armour: none

shield: none

ATTACKS

STR
attacks

DEX
attacks

light
(STR or DEX attack)

1d6+
STR or DEX

one-handed
melee
(STR or DEX attack)

1d8+
STR or DEX

two-handed
melee
(STR attack)

1d12+
STR

dual wielding
melee
(STR or DEX attack)

1d12+
STR or DEX

ranged
(DEX attack)

1d6+
DEX

RACIAL FEATURE, FEATS, BACKGROUND FEATURE

EQUIPMENT

MAXIMUM HP

(5 * level) + (CON * level) +3

ABILITIES

+4 to DEX, +3 to WIS.
then distribute
+2, +1, +0 and -1 among
STR, CON, INT and CHA

EQUIPMENT

2 weapons,
your background's equipment,
a pack of your choice

MAXIMUM HD

(1d8 * level)

SPELLS D.C.

8 + prof bonus + WIS

SPELL ATTACKS

prof bonus + WIS

ATTACKS

prof bonus + STR (STR attacks)
prof bonus + DEX (DEX attacks)

ABILITY SCORE IMPROVEMENTS

No ability can go higher than +5.
Can always choose a feat instead of an ASI.

ARMOUR CLASS

none: 10 + DEX + WIS (monk feature)
light: 12 + DEX
medium: 14 + DEX (max +2)
heavy: 18

In all cases, +2 if shield (but lose WIS).

Must be prof in armour to wear it.

Must be prof in shield to wield it.

Must have STR +2 or more for heavy armour.

If heavy armour, disadvantage on stealth checks.

WAY OF THE OPEN HAND (MONASTIC TRAINING)

Open Hand Technique (I): Whenever you hit a creature with one of the attacks granted by a flurry of blows, you can impose one of the following effects on that target:

* It must succeed on a DEX save or be knocked prone.

* It must make a STR save. If it fails, you can push it up to 15 feet away from you.

* It can't take reactions until the end of your next turn.

Wholeness of Body (II) (1/day): As an action, you can regain hit points equal to (level * 3).

Tranquility (III): At the end of a long rest, you gain the effect of a sanctuary spell that lasts until the start of your next long rest (the spell can end early as normal).

Quivering Palm (IV): When you hit a creature with an unarmed strike, you can spend 3 ki points to start these imperceptible vibrations, which last for a number of days equal to your monk level. The vibrations are harmless unless you use your action to end them. To do so, you and the target must be on the same plane of existence. When you use this action, the creature must make a CON save. If it fails, it is reduced to 0 hit points. If it succeeds, it takes 10d10 necrotic damage.

You can have only one creature under the effect of this feature at a time. You can choose to end the vibrations harmlessly without using an action.

MULTICLASSING

if you're old enough to multiclass,
you're old enough to figure it out on your own

LEVEL ONE (Set Proficiency to +2)

Unarmoured Defense: Unarmoured, shieldless AC equals 10 + DEX + WIS.

Martial Arts: You can use DEX for one-handed melee attacks and damage.

LEVEL TWO

Ki: You can spend ki points to fuel various ki features. You start knowing three such features: Sublime Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class.

* Sublime Flurry of Blows (1 ki): As you use flurry of blows, you make two extra attacks with your bonus action. The original and both bonus attacks do half the damage that a single attack would do.

* Patient Defense (1 ki): You take the Dodge action as a bonus action on your turn.

* Step of the Wind (1 ki): You take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Unarmoured Movement (+10 ft): Your speed increases by 10 feet.

LEVEL THREE - Monastic Tradition (I)

Deflect Missiles: You can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + DEX + level.

If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. The attack has a normal range of 20 feet and a long range of 60 feet.

LEVEL FOUR - Ability Score Improvement**LEVEL FIVE (Set Proficiency to +3)**

Extra Attack: You can attack twice, instead of once, whenever you take the Attack action on your turn.

Stunning Strike (1 ki): When you hit another creature with a melee weapon attack, you can attempt a stunning strike. The target must succeed on a CON save or be stunned until the end of your next turn.

LEVEL SIX - Monastic Tradition (II)

Ki-Empowered Strikes: Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical damage.

Unarmoured Movement (+15 ft): +15 ft in total, not on top of the original +10 ft.

LEVEL SEVEN

Evasion: When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Stillness of Mind: You can use your action to end one effect on yourself that is causing you to be charmed or frightened.

LEVEL EIGHT - Ability Score Improvement**LEVEL NINE (Set Proficiency to +4)**

Unarmoured Movement Improvement: You can move along vertical surfaces and across liquids on your turn without falling during the move.

LEVEL TEN - Unarmoured Movement (+20 ft)

Purity of Body: You are immune to disease and poison.

LEVEL ELEVEN - Monastic Tradition (III)**LEVEL TWELVE - Ability Score Improvement****LEVEL THIRTEEN (Set Proficiency to +5)**

Tongue of the Sun and Moon: You understand all spoken languages. Moreover, any creature that can understand a language can understand what you say.

LEVEL FOURTEEN - Unarmoured Movement (+25 ft)

Diamond Soul: You are proficient in all saving throws. Additionally, whenever you make a saving throw and fail, you can spend 1 ki point to reroll it and take the second result.

LEVEL FIFTEEN

Timeless Body: You can't be aged magically. You don't need food or water.

LEVEL SIXTEEN - Ability Score Improvement**LEVEL SEVENTEEN (Set Proficiency to +6) - Monastic Tradition (IV)****LEVEL EIGHTEEN - Unarmoured Movement (+30 ft)**

Empty Body: You can become invisible for 1 minute (an action, 4 ki points). During that time, you also have resistance to all damage but force damage. You can astral projection (8 ki), without material components. You can't take any other creatures with you.

LEVEL NINETEEN - Ability Score Improvement**LEVEL TWENTY**

Perfect Self: When you roll for initiative and have 0 ki, you regain 4 ki points.

Microlite5E: The Paladin

(character name)

(player name)

(background)

(race)

level

proficiency
bonus

maximum
HP

current
HP

maximum
HD

current
HD

spells
DC

spell
attacks

ABILITIES

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SAVES

advantage on saves related to your race
proficiency on the following saves:

prof bonus -2
(for saves your not prof in)

ARMOUR

armour
class

armour: none, light (L)
medium (M) or heavy (H)

shield: Y/N

ATTACKS

STR
attacks

light
(STR or DEX attack)

1d6+
STR or DEX

one-handed
melee
(STR or DEX attack)

1d8+
STR or DEX

two-handed
melee
(STR attack)

1d12+
STR

dual wielding
melee
(STR or DEX attack)

1d12+
STR or DEX

ranged
(DEX attack)

1d8+
DEX

RACIAL FEATURE, FEATS, BACKGROUND FEATURE

EQUIPMENT

MAXIMUM HP

(6 * level) + (CON * level) +4

ABILITIES

+4 to STR, +3 to CHA, then distribute +2, +1, +0 and -1 among DEX, CON, INT and WIS

EQUIPMENT

2 weapons.

light or medium armour, holy symbol, shield/1 weapon, your background's equipment, a pack of your choice

prof bonus + STR (STR attacks)

prof bonus + DEX (DEX attacks)

ABILITY SCORE IMPROVEMENTS

No ability can go higher than +5.

Can always choose a feat instead of an ASI.

ARMOUR CLASS

none: 10 + DEX

light: 12 + DEX

medium: 14 + DEX (max +2)

heavy: 18

In all cases, +2 if shield.

Must be prof in armour to wear it.

Must be prof in shield to wield it.

Must have STR +2 or more for heavy armour.

If heavy armour, disadvantage on stealth checks.

OATH OF DEVOTION (SACRED OATH)

Oath Spells (I): Oath spells don't count against the number of spells you can prepare each day. At level 3, protection from evil and good, sanctuary

At level 5, lesser restoration, zone of truth

At level 9, beacon of hope, dispel magic

At level 13, freedom of movement, guardian of faith

At level 17, commune, flame strike

Channel Divinity (I also) (1/day): You know both.

* Sacred Weapon. As an action, for 1 minute, you add your CHA to attack rolls made with one weapon. The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration.

* Turn the Unholy. As an action, each fiend or undead that can see or hear you within 30 feet of you must make a WIS save. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Aura of Devotion (II): You and friendly creatures within 10 feet of you can't be charmed while you are conscious. At 18th level, the range of this aura increases to 30 feet.

Purity of Spirit (III): You are always under the effects of a protection from evil and good spell.

Holy Nimbus (IV) (1/day): As an action, for 1 minute, bright light shines from you in a 30-foot radius, and dim light shines 30 feet beyond that.

Whenever an enemy creature starts its turn in the bright light, the creature takes 10 radiant damage.

In addition, for the duration, you have advantage on saving throws against spells cast by fiends or undead.

MULTICLASSING

if you're old enough to multiclass, you're old enough to figure it out on your own

MAXIMUM HD

(1d10 * level)

SPELLS D.C.

8 + prof bonus + CHA

SPELL ATTACKS

prof bonus + CHA

ATTACKS

prof bonus + STR (STR attacks)

prof bonus + DEX (DEX attacks)

[x] LEVEL ONE (Set Proficiency to +2)

Divine Sense (CHA+1/day): As an action, until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell.

Lay on Hands: You can restore a total number of hit points/day equal to your paladin level * 5.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.

[] LEVEL TWO - Spellcasting

Fighting Style: Pick one:

* +2 damage to all melee attacks

* +1 AC

* When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll.

Divine Smite: When you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

[] LEVEL THREE

Divine Health: You are immune to disease.

Sacred Oath I

[] LEVEL FOUR - Ability Score Improvement

[] LEVEL FIVE (Set Proficiency to +3)

Extra Attack: You can attack twice, instead of once, when you take the Attack action on your turn.

[] LEVEL SIX

Aura of Protection (10 ft): Whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your CHA. You must be conscious to grant this bonus.

[] LEVEL SEVEN - Sacred Oath II

[] LEVEL EIGHT - Ability Score Improvement

[] LEVEL NINE (Set Proficiency to +4)

[] LEVEL TEN

Aura of Courage

[] LEVEL ELEVEN

Improved Divine Smite: Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 radiant damage.

[] LEVEL TWELVE - Ability Score Improvement

[] LEVEL THIRTEEN (Set Proficiency to +5)

[] LEVEL FOURTEEN

Cleansing Touch (CHA/day): You can use your action to end one spell on yourself or on one willing creature that you touch.

[] LEVEL FIFTEEN - Sacred Oath III

[] LEVEL SIXTEEN - Ability Score Improvement

[] LEVEL SEVENTEEN (Set Proficiency to +6)

[] LEVEL EIGHTEEN

Aura of Courage (30 ft)

[] LEVEL NINETEEN - Ability Score Improvement

[] LEVEL TWENTY

Sacred Oath IV

SPELL SLOTS

1st	2nd	3rd
<input type="text"/>	<input type="text"/>	<input type="text"/>
4th	5th	
<input type="text"/>	<input type="text"/>	

1st-level spell slots = 2 at level 2,
3 at level 3,
4 at level 5

2nd-level spell slots = 2 at level 5,
3 at level 7,

3rd-level spell slots = 2 at level 9,
3 at level 11

4th-level spell slots = 1 at level 13,
2 at level 15,
3 at level 17

5th-level spell slots = 1 at level 17,
2 at level 19

SPELLS PREPARED

$(0.5 \times \text{level, rounded down}) + \text{CHA}$