

Microlite5E: The Ranger

(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)

1d6+
STR or DEX

DEX
attacks

one-handed
melee
(STR or DEX attack)

1d8+
STR or DEX

two-handed
melee
(STR attack)

2d6+
STR

RACIAL FEATURE, FEATS, BACKGROUND FEATURE

dual wielding
melee
(STR or DEX attack)

2d6+
STR or DEX

ranged
(DEX attack)

1d10+
DEX

EQUIPMENT

MAXIMUM HP

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

ABILITIES

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

EQUIPMENT

2 weapons.

light or medium armour, your background's equipment, a pack of your choice

MAXIMUM HD

(1d10 * level)

SPELLS D.C.

8 + prof bonus + DEX/STR

SPELL ATTACKS

prof bonus + DEX/STR

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.

HUNTER (RANGER ARCHETYPE)

Hunter's Prey (I): Choose one:

* Colossus Slayer (1/turn). When you hit a creature below its HP max, do +1d8 damage.

* Giant Killer. When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack.

* Horde Breaker (1/turn). When you make a weapon attack, you can make another attack against a different creature adjacent to the original target.

Defensive Tactics (II): Choose one:

* Escape the Horde. Opportunity attacks against you are made with disadvantage.

* Multiattack Defense. When hit with an attack, you gain +4 AC against subsequent attacks made by that creature for the rest of the turn.

* Steel Will. You have advantage on saving throws against being frightened.

Multiattack (III): Choose one:

* Volley. You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range.

* Whirlwind Attack. You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

Superior Hunter's Defense (IV): Choose one:

* 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.

* Stand Against the Tide. When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

* Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage 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)

Favoured Enemy: Choose one: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Or choose two races of humanoid (such as gnolls and orcs). You have advantage on checks to track your favored enemies and to recall information about them. You also learn one language of your choice that they speak.

Natural Explorer: Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, or swamp. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

* Difficult terrain doesn't slow your group's travel.

* Your group can't become lost.

* Even when you are engaged in another activity, you remain alert to danger.

* If you are traveling alone, you can move stealthily at a normal pace.

* When you forage, you find twice as much food as you normally would.

* While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

[] LEVEL TWO - Spellcasting

Fighting Style: Pick one:

* +2 damage to all melee attacks

* +1 AC

* +2 on ranged attacks

[] LEVEL THREE - Ranger Archetype I

Primeval Awareness: Use your action and expend one ranger spell. For (spell slot level) minutes, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead.

[] 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 - One Extra Favoured Enemy, One Extra Natural Explorer

[] LEVEL SEVEN - Ranger Archetype II

[] LEVEL EIGHT - Ability Score Improvement

Land's Stride: 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.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement.

[] LEVEL NINE (Set Proficiency to +4)

[] LEVEL TEN - One Extra Natural Explorer

Hide in Plain Sight: You can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage.

Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to stealth checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

[] LEVEL ELEVEN - Ranger Archetype III

[] LEVEL TWELVE - Ability Score Improvement

[] LEVEL THIRTEEN (Set Proficiency to +5)

[] LEVEL FOURTEEN - One Extra Favoured Enemy

Vanish: You can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

[] LEVEL FIFTEEN - Ranger Archetype IV

[] LEVEL SIXTEEN - Ability Score Improvement

[] LEVEL SEVENTEEN (Set Proficiency to +6)

[] LEVEL EIGHTEEN

Feral Senses: When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it.

You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

[] LEVEL NINETEEN - Ability Score Improvement

[] LEVEL TWENTY

Foe Slayer: Once on each of your turns, you can add your WIS to the attack roll or the damage roll of an attack you make against one of your favored enemies. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

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 KNOWN

N/A at level 1, otherwise:
 $((0.5 * \text{level, rounded up}) + 1)$

Microlite5E: The Rogue

(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)

SNEAK ATTACK

d6

(level * 0.5)
- rounded up

ARMOUR

armour
class

armour: none or light (L)

shield: none

ATTACKS

STR
attacks

light
(STR or DEX attack)

1d6+

STR or DEX

DEX
attacks

one-handed
melee
(STR attack)

1d8+

STR

DEX
attacks

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

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

ABILITIES

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

EQUIPMENT

3 weapons, light armour, thieves' tools 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.

THIEF (ARCHETYPE)

Fast Hands (I): You can use the bonus action granted by your Cunning Action for sleight of hand, to disarm a trap, to open a lock, or to Use an Object.

Second-Story Work (also I): Climbing no longer costs you extra movement. When you make a running jump, the distance you cover increases by a number of feet equal to your DEX.

Supreme Sneak (II): You have advantage on stealth checks if you move no more than half your speed on the same turn.

Use Magic Device (III): You ignore all class, race, and level requirements on the use of magic items.

Thief's Reflexes (IV): You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.

MULTICLASSING

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

MAXIMUM HD

(1d8 * level)

SPELLS D.C.

8 + prof bonus + DEX

SPELL ATTACKS

prof bonus + DEX

ATTACKS**LEVEL ONE (Set Proficiency to +2, Set Sneak Attack to 1d6)**

Expertise: When your background skill applies to a check, add double your Proficiency instead of just your Proficiency.

Sneak Attack (1/turn): If you hit a creature and (a) your attack had advantage or (b) another enemy of the target was within 5' of it AND you didn't have disadvantage on the attack, you do extra Sneak Attack damage.

Thieves' Cant: You can hide messages in seemingly normal conversation. In addition, you understand a set of secret signs and symbols used to convey short, simple messages.

LEVEL TWO

Cunning Action (bonus action): Take the Dash, Disengage, or Hide action.

LEVEL THREE (Set Sneak Attack to 2d6) - Roguish Archetype I

LEVEL FOUR - Ability Score Improvement

LEVEL FIVE (Set Proficiency to +3, Set Sneak Attack to 3d6)
Uncanny Dodge: When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

LEVEL SIX

Expertise: As above, but it's for your Rogue skill too.

LEVEL SEVEN (Set Sneak Attack to 4d6)

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.

LEVEL EIGHT - Ability Score Improvement

LEVEL NINE (Set Proficiency to +4, Set Sneak Attack to 5d6)
Roguish Archetype II

LEVEL TEN - Ability Score Improvement

LEVEL ELEVEN (Set Sneak Attack to 6d6)
Reliable Talent: Whenever you make an ability check that lets you add your Proficiency, you can treat a d20 roll of 9 or lower as a 10.

LEVEL TWELVE - Ability Score Improvement

LEVEL THIRTEEN (Set Proficiency to +5, Set Sneak Attack to 7d6)
Roguish Archetype III

LEVEL FOURTEEN
Blindsight: If you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

LEVEL FIFTEEN (Set Sneak Attack to 8d6)
Slippery Mind: You gain proficiency in Wisdom saving throws.

LEVEL SIXTEEN - Ability Score Improvement

LEVEL SEVENTEEN (Set Proficiency to +6, Set Sneak Attack to 9d6) - Roguish Archetype IV

LEVEL EIGHTEEN
Elusive: No attack roll has advantage against you while you aren't incapacitated.

LEVEL NINETEEN (Set Sneak Attack to 10d6)
Ability Score Improvement

LEVEL TWENTY
Stroke of Luck (1/day): If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20.

Microlite5E: The Sorcerer

(character name)	(player name)	(background)	(race)
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
level	proficiency bonus	maximum HP	current HP
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
		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)

SORCERY POINTS

N/A at level 1.
otherwise = level

ARMOUR

armour class

armour: none

shield: N

ATTACKS

STR attacks

DEX attacks

light
(STR or DEX attack)

one-handed
melee
(STR or DEX attack)

two-handed
melee
(STR attack)

dual wielding
melee
(STR or DEX attack)

ranged
(DEX attack)

1d4+
STR or DEX

1d6+
STR or DEX

1d8+
STR

1d8+
STR or DEX

1d6+
DEX

RACIAL FEATURE, FEATS, BACKGROUND FEATURE

EQUIPMENT

MAXIMUM HP

(4 * level) + (CON * level) +2

ABILITIES

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

EQUIPMENT

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

MAXIMUM HD

(1d6 * 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.

DRACONIC BLOODLINE (SORCEROUS ORIGIN)

Dragon Ancestor (I): Choose a damage type: acid, lightning, fire, poison, cold.

You can speak, read, and write Draconic.

Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Draconic Resilience (I): Add your level to your HP maximum.

When you aren't wearing armor, your AC equals 13 + DEX.

Elemental Affinity (II): When you cast a spell that deals damage of the type associated with your draconic ancestry, you can add your Charisma modifier to one damage roll of that spell. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour.

Dragon Wings (III): You can sprout a pair of dragon wings from your back, gaining a flying speed equal to your current speed, as a bonus action. You can dismiss them as a bonus action.

Draconic Presence (IV): As an action, you can spend 5 sorcery points to draw on this power and exude an aura of awe or fear (your choice) to a distance of 60 feet. For 1 minute or until you lose your concentration (as if you were casting a concentration spell), each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours.

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)

Spellcasting
Sorcerous Origin I

[] LEVEL TWO

Font of Magic: Sorcery points recover at the end of the day.

* Creating Spell Slots: As a bonus action, convert sorcery points into a spell slot. 2 points for level 1, 3 points for level 2, 5 points for level 3, 6 for level 4 and 7 for level 5. Can store up bonus spell slots.

* Convert a Spell Slot to Sorcery Points: As a bonus action, expend one spell slot and gain its level in sorcery points.

[] LEVEL THREE

Metamagic: Choose two Metamagic options.

* Careful Spell (1 sorcery point): When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, choose CHA creatures. A chosen creature automatically succeeds on its saving throw against the spell.

* Distant Spell (1 sorcery point): When you cast a spell that has a range of 5 feet or greater, double the range of the spell. When you cast a spell that has a range of touch, make the range of the spell 30 feet.

* Empowered Spell (1 sorcery point): When you roll damage for a spell, reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls.

You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

* Extended Spell (1 sorcery point): When you cast a spell that has a duration of 1 minute or longer, double its duration, to a maximum duration of 24 hours.

* Heightened Spell (3 sorcery points): When you cast a spell that forces a creature to make a saving throw to resist its effects, give one target of the spell disadvantage on its first saving throw made against the spell.

* Quicken Spell (2 sorcery points): When you cast a spell that has a casting time of 1 action, change the casting time to 1 bonus action for this casting.

* Subtle Spell (1 sorcery point): When you cast a spell, cast it without any somatic or verbal components.

* Twinned Spell (spell level sorcery points): When you cast a spell that targets only one creature and doesn't have a range of self, target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).

To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level. For example, magic missile and scorching ray aren't eligible, but ray of frost and chromatic orb are.

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

Sorcerous Origin II

[] LEVEL SEVEN**[] LEVEL EIGHT - Ability Score Improvement****[] LEVEL NINE (Set Proficiency to +4)****[] LEVEL TEN**

Metamagic

[] LEVEL ELEVEN**[] LEVEL TWELVE - Ability Score Improvement****[] LEVEL THIRTEEN (Set Proficiency to +5)****[] LEVEL FOURTEEN**

Sorcerous Origin III

[] LEVEL FIFTEEN**[] LEVEL SIXTEEN - Ability Score Improvement****[] LEVEL SEVENTEEN (Set Proficiency to +6)**

Metamagic

[] LEVEL EIGHTEEN

Sorcerous Origin IV

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

Sorcerous Restoration: You regain 4 expended sorcery points whenever you finish a short rest.

CANTRIPS

use at will

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

SPELL SLOTS

1st	2nd	3rd
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4th	5th	6th
<div style="border: 1px solid black; width: 60px; height: 60px;"></div>	<div style="border: 1px solid black; width: 60px; height: 60px;"></div>	<div style="border: 1px solid black; width: 60px; height: 60px;"></div>
7th	8th	9th
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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

(level +1) at levels 1 to 11,
12 at level 12, +1 for every odd
level after 12 until you get to the
max of 15 at 17th level

Microlite5E: The Warlock

(character name)	(player name)	(background)	(race)
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
level	proficiency bonus	maximum HP	current HP
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
		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: none

ATTACKS

STR attacks

DEX attacks

light
(STR or DEX attack)

1d4+
STR or DEX

one-handed
melee
(STR attack)

1d6+
STR

two-handed
melee
(STR attack)

1d10+
STR

dual wielding
melee
(STR or DEX attack)

1d10+
STR or DEX

ranged
(DEX attack)

1d6+
DEX

RACIAL FEATURE, FEATS, BACKGROUND FEATURE

EQUIPMENT

MAXIMUM HP

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

ABILITIES

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

EQUIPMENT

3 weapons, arcane focus/component pouch, 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.

FIEND (OTHERWORLDLY PATRON)

Bonus Spells (I): 1st-level, burning hands, command

2nd-level, blindness/deafness, scorching ray

3rd-level, fireball, stinking cloud

4th-level, fire shield, wall of fire

5th-level, flame strike, hallow

(Added to the spells you can choose to know;

you don't know them automatically!)

Dark One's Blessing (I also): When you reduce a hostile creature to 0 hit points, you gain temporary HP equal to your CHA + your level.

Dark One's Own Luck (II) (1/day): When you make an ability check or a saving throw, you can use this feature to add a d10 to your roll. You can do so after seeing the initial roll but before any of the roll's effects occur.

Fiendish Resilience (III) (1/encounter): Choose one damage type. You gain resistance to that damage type. Damage from magical weapons or silver weapons ignores this resistance.

Hurl Through Hell (IV) (1/day): When you hit a creature with an attack, the creature disappears. At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. It takes 10d10 psychic damage.

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) - Otherworldly Patron I
Pact Magic: At each new level, you can swap out one spell for a new one that you meet the prerequisites for.

**LEVEL TWO**

Eldritch Invocations: Choose two. Choose more as specified. At each new level, you can swap out one invocation for a new one that you meet the prerequisites for.

LEVEL THREE

Pact Boon: Choose one:

* Pact of the Chain: You can cast find familiar as a ritual. Choose a normal form or an imp, pseudodragon, quasit or sprite. When you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own with its reaction.

* Pact of the Blade: You can use your action to create a pact weapon in your empty hand. It takes the form of any melee weapon. It is magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.



It disappears if it is separated from you for a minute, if you dismiss it (no action) or if you create a new pact weapon.

You can nominate one magic weapon as your pact weapon via a 1-hour ritual. It is the one created or dismissed from now on.

Or with a 1-hour ritual you can break the bond or set it on a new magic weapon.

* Pact of the Book: You get a Book of Shadows with any three cantrips of your choice (from any lists) written into it. While the book is on your person, you can cast those cantrips at will.



LEVEL FOUR - Ability Score Improvement



LEVEL FIVE (Set Proficiency to +3)

**LEVEL SIX**

Otherworldly Patron II

**LEVEL SEVEN**

LEVEL EIGHT - Ability Score Improvement



LEVEL NINE (Set Proficiency to +4)



LEVEL TEN - Otherworldly Patron III

**LEVEL ELEVEN**

Mystic Arcanum (6th level): Choose a 6th-level warlock spell. You can cast it 1/day from now on.



LEVEL TWELVE - Ability Score Improvement



LEVEL THIRTEEN (Set Proficiency to +5)

Mystic Arcanum (7th level): Choose a 7th-level warlock spell. You can cast it 1/day from now on.

**LEVEL FOURTEEN**

Otherworldly Patron IV

**LEVEL FIFTEEN**

Mystic Arcanum (8th level): Choose an 8th-level warlock spell. You can cast it 1/day from now on.



LEVEL SIXTEEN - Ability Score Improvement



LEVEL SEVENTEEN (Set Proficiency to +6)

Mystic Arcanum (9th level): Choose a 9th-level warlock spell. You can cast it 1/day from now on.



LEVEL EIGHTEEN - Nothing



LEVEL NINETEEN - Ability Score Improvement

**LEVEL TWENTY**

Eldritch Master (1/day, takes 1 minute): Regain all your expended spell slots.

CANTRIPS

use at will

SPELLS KNOWN

You know two spells at level 1
 You learn one spell at each level
 from 2 to 9, then one spell at every
 odd level after.
 They must be of the same level
 or lower that your spell slots are at

SLOT LEVEL
 (level * 0.5),
 rounded up,
 max 5th

SPELL SLOTS
 per encounter

spell slots = 1 at level 1
 2 at levels 2 to 10
 3 at levels 11 to 16
 and 4 at levels 17 to 20

INVOCATIONS KNOWN

invocations = 2 at level 2
 3 at level 5, 4 at level 7, 5 at level 9,
 6 at level 12, 7 at level 15, 8 at level 18

ARCANUMS

per day

Microlite5E: The Wizard

(character name)

(player name)

(background)

(race)

level

proficiency
bonus

maximum
HP

current
HP

maximum
HD

current
HD

spells
DC

spell
attacks

ABILITIES

SAVES

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

ARMOUR

STRENGTH

armour
class

armour: none

DEXTERITY

ATTACKS

CONSTITUTION

STR
attacks

light
(STR or DEX attack)

1d4+
STR or DEX

INTELLIGENCE

DEX
attacks

one-handed
melee
(STR attack)

1d6+
STR

WISDOM

two-handed
melee
(STR attack)

1d8+
STR

CHARISMA

dual wielding
melee
(STR or DEX attack)

1d8+
STR or DEX

ranged
(DEX attack)

1d6+
DEX

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

RACIAL FEATURE, FEATS, BACKGROUND FEATURE

EQUIPMENT

MAXIMUM HP

(4 * level) + (CON * level) +2

ABILITIES

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

EQUIPMENT

1 weapon, arcane focus/component pouch, spellbook, 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
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.

EVOCATION (SCHOOL)

Evocation Savant (I): The gold and time you must spend to copy an evocation spell into your spellbook is halved.

Sculpt Spells (I also): When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saves against the spell, and they take no damage if they would normally take half damage on a successful save.

Potent Cantrip (II): When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Empowered Evocation (III): You can add your Intelligence modifier to one damage roll of any wizard evocation spell you cast.

Overchannel (IV): When you cast a wizard spell of 1st through 5th level that deals damage, you can deal maximum damage with that spell. 1/day, you suffer no adverse effect. If you use this feature multiple times in a day, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again in a day, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity.

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)**Spellcasting**

Arcane Recovery (1/day, after a short rest): You can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.

LEVEL TWO
Arcane Tradition I

LEVEL THREE

LEVEL FOUR
Ability Score Improvement

LEVEL FIVE (Set Proficiency to +3)

LEVEL SIX
Arcane Tradition II

LEVEL SEVEN

LEVEL EIGHT
Ability Score Improvement

LEVEL NINE (Set Proficiency to +4)

LEVEL TEN
Arcane Tradition III

LEVEL ELEVEN

LEVEL TWELVE
Ability Score Improvement

LEVEL THIRTEEN (Set Proficiency to +5)

LEVEL FOURTEEN
Arcane Tradition IV

LEVEL FIFTEEN

LEVEL SIXTEEN
Ability Score Improvement

LEVEL SEVENTEEN (Set Proficiency to +6)

LEVEL EIGHTEEN

Spell Mastery: Choose a 1st-level wizard spell and a 2nd-level wizard spell that are in your spellbook. You can cast those spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a higher level, you must expend a spell slot as normal. By spending 8 hours in study, you can exchange one or both of the spells you chose for different spells of the same levels.

LEVEL NINETEEN
Ability Score Improvement

LEVEL TWENTY

Signature Spell: Choose two 3rd-level wizard spells in your spellbook as your signature spells. You always have these spells prepared, they don't count against the number of spells you have prepared, and you can cast each of them 1/encounter at 3rd level without expending a spell slot. If you want to cast either spell at a higher level, you must expend a spell slot as normal.

CANTRIPS
use at will

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

You know six spells at level 1
You learn two spells at each level
They must be of the same level
or lower than your highest level
spell slot

SPELLS PREPARED

PREPARED SPELLS
per day

you can prepare (level + INT) spells