

# Nimble

*A fast, tactical TTRPG*

FREE PREVIEW

## WHAT IS NIMBLE 5E?



Your game nights are too precious to waste with slow or fiddly RPG rules. Slay the slog and empower your players and GM with more interesting choices, less waiting, and have more fun playing epic stories!

Nimble is a fast, tactical, 5e compatible TTRPG that eliminates the slog using some of the best elements from the greatest RPGs around. At a time where more and more RPGs are taking a more rules heavy, granular approach (Pathfinder, the upcoming D&D 2024 books, the new DC20 project) Nimble is going the opposite direction.

Less waiting, more freedom for creativity & teamwork, easier to run for the GM, easier to pick up for new players so we can grow this wonderful hobby of ours.

### NIMBLE FEATURES

- **Fast Attacks** – Know instantly if you hit and how much damage you do.
- **Exploding Critical Hits** – Retain the chaotic excitement of battle.
- **Teamwork & Tactics** – Be rewarded for smart positioning, and clever teamwork.
- **Actively engage in combat** – New reactions: Defend & Interpose.
- **Instant Initiative** – No more clumsily polling the party, get right into combat.
- **Respect the Story** – Keep role-playing through combat & new resting rules.
- **More Player Agency** – Flexible action economy, strategic weapon system, & more.
- **Deep Yet Focused** – Streamlined character sheets, easy to find what you need.
- **Overhauled Magic & Spell system** – Easier to pick up, more freedom, more flavorful.
- **5e compatible** – Keep using your favorite adventure modules, monsters books, & supplements.
- **New Classes & Subclasses** – Thematic mechanics, customizable, & super flavorful.
- **New Legendary Monster system** – Easy to run for the GM across different party sizes.
- **EASY to Learn & Teach New Players** – continue to grow the hobby by making it less intimidating to play and GM. A plethora of GM tips are included. Great for first time and even experienced GMs.

**SAMPLE PREVIEW.** This is only a brief preview, the full release includes nearly 200 pages of great content. Many more classes, all 20 levels, special additional special abilities, legendary monsters, and much more!

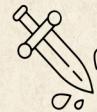
# COMBAT



## HEROIC ACTIONS

Heroes get 3 Actions to attack, move around the battlefield, cast spells, etc. on their turn. Generally doing any single thing in combat will cost 1 Action. Some abilities are “free” they do not cost take an Action to perform. Other very strong spells or special abilities may take more time and thus cost more Actions. All 3 Actions recharge at the END of your turn, so there’s no need to save them up. Spend them all on your turn and when you’re done, you get them all back! Use your Actions to:

### ATTACK



Roll the die listed on the weapon, ability, or spell and deal that much damage to a chosen target. Rolling a 1 means the attack misses, it deals no damage and has no other effect. For attacks with multiple dice, the die that lands the leftmost is called the Primary Die, it determines whether the attack is a hit, miss, or crit.

**Exploding Critical Hits.** Any time the highest number on a Primary Die is rolled, that is a critical hit (crit). When a hero lands a crit, that attack ignores the monster’s armor (see pg. XX). The Primary Die is also rolled again and added to the total. There is no limit to how many times this damage can stack, except your luck!

**Rushed Attacks.** A hero may attack more than once on their turn, but these additional attacks are rushed, imposing 1 stack of disadvantage for each additional attack after the first—increasing the chance to miss and lowering the average damage for subsequent attacks. Any spells that can harm an enemy counts toward Rushed Attacks.

### CAST SPELLS



Casting a spell as an Action requires a hero to have 1 hand free, the ability to speak, and may require Mana as well (a spell’s mana cost is equal to its spell tier, cantrips cost no mana). **Upcasting Spells.** Some spells have greater effect when additional Mana is spent on them. A hero can upcast a spell only up to the tier they have unlocked.



### ASSESS

A great way to include RP moments into combat. If you need more information, or an edge in combat, a hero can use an Action to make a skill check to uncover information, spot a weakness or damage vulnerability, intuit enemy tactics/plans, etc.



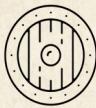
### MOVE

A character can use an Action to move up to their speed. This movement can be broken up with other actions if desired, and a hero can use multiple Actions to move multiple times in one turn. When in Difficult Terrain, movement speed is halved.

**Forced Movement.** Any time a character’s movement is forced, if that movement is halted by anything in the environment they take an additional  $1d6$  bludgeoning damage for each square the movement was cut short. If they hit another creature, both take this damage.

# HEROIC REACTIONS

Reactions are Actions performed when it is **not** your turn. A hero can perform each reaction no more than 1/round, and they will start their turn with that many fewer Actions. The Reactions are:



## DEFEND

Reduce damage from any single attack by your Armor whenever you use this reaction. At the GM's discretion, some damage may not be avoidable (i.e., psychic damage, or some areas of effect).



## INTERPOSE

If an ally within 10 ft. would be struck with an attack, you can push them out of the way and become the new target of the attack. You enter their square and move them to an adjacent square of your choice.

*Can I Interpose and Defend at the same time? Yes! As long as you have enough Actions to spend. You won't, however, be able to do so again until your next turn is over since each of those is limited to 1/round.*



## OPPORTUNITY ATTACK

A melee attack made *with disadvantage* when an adjacent enemy moves away. Common monsters do not make opportunity attacks, only heroes and legendary monsters (e.g., bosses) can use them.



## HELP

Grant an ally advantage on an attack, skill check, or saving throw if you can reasonably explain to the GM how you could help in a given situation (limit of one help reaction for each roll). The GM may call for a skill check or grant advantage automatically, depending on how good the idea is. A fantastic way to bring role-playing and creativity into a combat encounter!

# STARTING COMBAT

A combat encounter begins when the GM tells the party to "Roll Initiative!" Each player will roll 1d20 and add their Initiative. If the result is a single digit, that character starts combat with 1 Action, if the result is 2 digits they start combat with 2, and a result of 20+ nets you all 3 Actions! Regardless of what a hero rolls on initiative, at the end of their turn they gain all 3 Actions back.

**Surprise.** Occasionally a party may maneuver themselves so adeptly that their enemy is completely caught off guard. In this case the GM may grant the party advantage on initiative or in extreme cases they may not need to roll initiative at all—the GM can allow each Hero will start their first turn with all 3 Actions.

Merely being hidden or punching first is *not* sufficient to gain surprise. If an enemy is on guard or at all aware of your presence they cannot be surprised. If the party is surprised, they may roll with disadvantage

or in extreme cases automatically start combat with only 1 Action.

**Turn Order.** When combat begins, by default, Heroes go first. Whichever player is ready first (or whichever makes the most sense story-wise) goes first, with play proceeding around the table clockwise. The GM can hold all of the monster's turns to the end of the round or interleave their turns between the hero's turns as the story demands. A monster (or monster group) should act at the same time each round.

**Encourage teamwork, be flexible.** If 2 players want to strategically switch their turns for one round to facilitate teamwork or execute a tactical plan, the GM can allow this at his/her discretion. This should be done only occasionally though to avoid slowing the game down or losing track of who has gone or not.

# HIT POINTS

Your Hit Points (HP) represent your ability to take damage and keep on going. Taking damage lowers your HP, when you drop to 0 HP, gain the Dying condition and 1 level of Exhaustion (see Conditions on pg. XX). Some abilities or effects may grant **Temporary HP** (Temp HP), these are reduced first when taking damage. Additional effects that grant Temp HP replace any existing Temp HP instead of adding to them. Temp HP expire on a Long Rest.

## EXHAUSTION

Exhaustion represents serious injuries you've taken, it is a long term gauge of how close you are to death. HP can generally be recovered quickly, but exhaustion may take many days of resting to fully recover from. You can recover 1 level of exhaustion per Long Rest.

## DEATH

A hero dies when they receive their last level of exhaustion (typically 6). There are some ways to revive a hero who has died, but they come at a cost. A soul can be coaxed back to the realm of the living only so many times before becoming untethered or worse...

# SMALL GROUPS

A GM and a single hero can play with the aid of a sidekick. Sidekicks are an NPC that the hero's player controls during combat and the GM controls outside of combat. Sidekicks get 2 Actions and are always 1 level below the hero character. If the main hero dies, the sidekick can be upgraded 1 level, and hire his own sidekick to keep the adventure going!

A GM can optionally allow one or two sidekicks with a Party of 2-3 heroes as well.

# LARGE GROUPS

Adventures are typically balanced for parties of 3-5 players. Playing with very large groups (6-10+ heroes) can be made far more manageable simply by limiting each hero's Actions to 2 instead of 3. No other rebalancing needs be done.



# CHARACTER CREATION

## MAKING A HERO

Your hero is how you will make your mark on the world. Grab a character sheet and fill it in as you go:

1. **Choose your class.** This will have the largest impact on the other choices and how you interact with the world.
2. **Choose your Race & Background.** Maybe start thinking of your story too. What made your hero want to start adventuring? How do you know the other heroes?
3. Mark your Hit Die size and HP.
4. Mark your Advantaged and Disadvantaged Saves, Size, Speed, Height, Weight, and any other special abilities you have.
5. Choose and allocate your stat array:
  - **Standard:** +2, +2, +1, +0, -1
  - **Balanced:** +2, +1, +1, +1, +0
  - **Min-Max:** +3, +1, +1, +0, -2
6. Fill in your stat bonuses for your skills and then allocate an extra 6 skill points (across at least 3 different skills).
7. Mark your initiative (usually equal to your WIS), languages (and optionally, inventory slots 10+STR).
8. Roll for your starting gold. (2d4x10 gp) spend this to buy your starting gear.



# BERSERKER

## *WRATH & RUIN.*

The Berserker is destruction. He knows not fatigue, nor caution—both surely driven away from him in a relentless fury. Those of barbaric nature are said to eat only the dust of war, and drink naught but the blood of those felled by their own hand.

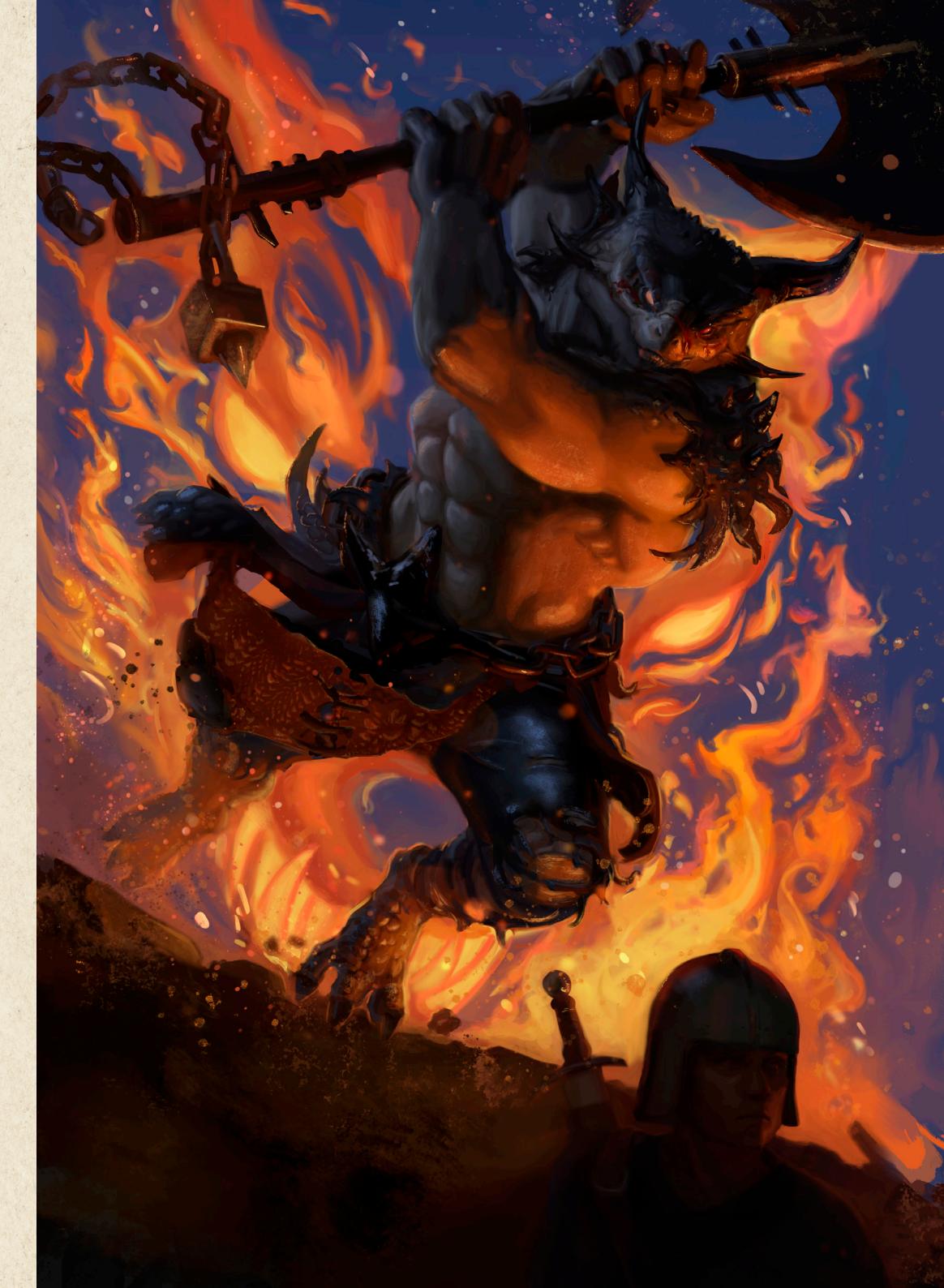
Death is no stranger, for it is said that even death fears to take a Berserker before his battle rage is sated. Once a berserker has begun to fight, he only grows stronger, fueled by battle-lust and an unending rage, the deadliest among them is not the well-rested, but those who are pushed to the brink through combat.

Be it axe or sword, it matters not what a berserker takes up, flesh will be hewn from bone, and heads

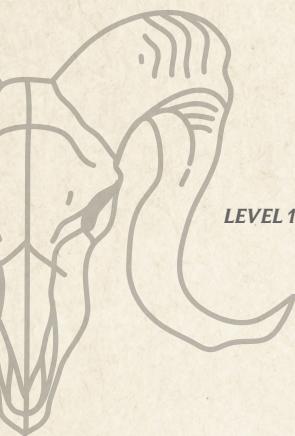
from their shoulders. Many have caved under the berserker's primal might—sword and spell are but straw in the wake of unbridled rage.

### **As a Berserker you can:**

- Become a raging, damaging dealing, machine. You greet death as an old friend and can continue to fight!
- Increase your damage to unbelievable levels: the longer a fight goes on, your rage intensifies, dealing out more incredible amounts of brutality.
- Use your Savage Arsenal and choose abilities to crush your foes and laugh in the face of death!



**CLASS PREVIEW.** This is only a class preview, the full release includes many more classes, all 20 levels, additional abilities, and other features!



## BERSERKER

**Key Stats:** STR, DEX    **Hit Die:** 1d12 (starting HP 20)  
**Saves:** STR+, WILL-    **Armor:** None    **Weapons:** STR

LEVEL 1

**Rage.** Action: Enter a rage. Gain Temp HP equal your STR+DEX and set your Armor to that amount. These effects end when your rage ends. Your rage is satiated and ends if you score a critical hit; when you drop to 0 HP; or if you go 1 round without dealing damage or entering your rage.

*Yes! You can enter your rage even if you are already raging.*

LEVEL 2

**Intensifying Fury.** At the end of each of your turns, if you are raging, roll 1d6 and set it aside; this is your Fury Die, add it to every attack you make. There is no limit to the number of Fury Dice you can accumulate this way. If your Rage ends, your Fury Dice are lost.

LEVEL 3

**Subclass.** Choose an animalistic Berserker subclass.

LEVEL 4

**Enduring Rage.** While Dying you enter your Rage automatically at the beginning of your turn, you also have a maximum of 2 Actions instead of 1, and ignore the STR save requirement to make attacks.

**Savage Arsenal.** Learn 1 ability from the Savage Arsenal.

**Key Stat Increase.** +1 STR or DEX.

LEVEL 5

**Intensifying Fury (2).** Your Fury Die is now a d8. Roll your Fury Die when you enter your rage for the first time during combat as well as at the end of your subsequent turns.

**Secondary Stat Increase.** +1 INT, WIS, or CHA.



### Remember!

*During a Long Rest  
if you can destroy  
something BIG  
you can exchange  
1 Savage Arsenal  
ability you know for  
a different one.*

## SAVAGE ARSENAL

**Into the Fray.** Action: Leap up to your speed toward an enemy. If you land in a square adjacent to at least 2 enemies, make an attack against one of them for free.

**Death Blow.** When your rage ends on a crit, apply your Fury Dice damage to the attack again.

**Mighty Endurance.** You can now survive an additional 4 levels of exhaustion before death.

**MORE BLOOD!** When you score a critical hit you may continue to rage.2/Long Rest.

**You're Next!** Action: While raging, you can make a skill check to demoralize an enemy within 60 ft. Rolling higher than their remaining HP will cause it to immediately flee the battle.

**Whirlwind.** 2 Actions: Damage ALL targets within your melee weapon's reach.

## SUBCLASSES

### SPIRIT OF THE BEAR

**Thick Hide.** When you enter your rage gain Temp HP equal to Armor + your Berserker Level instead.

**Hibernate.** If you sleep for 24 consecutive hours, you to recover all levels of exhaustion (it must still be a safe place the GM designates).

### SPIRIT OF THE WOLF

**Feeding Frenzy.** While raging, the first time on your turn you cause an enemy to drop to 0 HP you may make an additional attack for free (with 1 more stack of disadvantage).

**Keen Nose.** Advantage on perception checks to notice or track down scents.





# THE CHEAT

CLOAK AND DAGGER... AND DAGGER.

The common cheat doesn't call herself a cheat of course – rather, a rogue, survivalist, streetwise, or liberator of unused goods. They are masters of stealth, pickpocketing, and smooth-talking. Some of the more vicious ilk are masters of death dealing as well.

Cheats can be found in every city and byway under countless different names, but they all believe something similar: it's a cruel, merciless world, and those who aim to survive don't have time for silly things like "morals" or "honor." Those are luxuries of the rich and powerful.

Honor gets you killed... simply take what you want.

**As the Cheat you can:**

Break the rules! You can change the dice you roll to whatever numbers suit you best!

Sneak in and backstab enemies with devastating critical hits, taking down even huge, heavily armored foes with a single blow!

Fight dirty, with pocket sand, low blows, vicious blades, and (when things get out of hand) you can disappear into the night and live to cheat another day!





**CLASS PREVIEW.** This is only a class preview, the full release includes many more classes, all 20 levels, additional abilities, and other features!

## THE CHEAT

**Key Stats:** DEX, CHA   **Hit Die:** 1d6 (Starting HP 10)  
**Saves:** DEX+, STR-   **Armor:** Leather   **Weapons:** DEX

- LEVEL 1** **Vicious Opportunist.** 1/round. When you hit a distracted target, you may change the Primary Die roll to whatever you like (changing a die to the maximum value counts as a critical hit). *Any target that cannot see you, is taunted by or adjacent to an ally is distracted.*
- Sneak Attack.** The first critical hit you make each turn deals an additional 1d6 damage.
- LEVEL 2** **Cheat.** You're a well-rounded cheater. Gain the following abilities:
- Each round you may Move or Hide for free.
  - If you roll less than 10 on initiative, you may change it to 10 instead.
  - If you roll less than 10 on a skill check you may change it to 10. 1/day.
  - You may choose to have advantage on skill checks while playing any games, competitions, or placing wagers. If you're caught though...
- LEVEL 3** **Subclass.** Choose a Cheat subclass.
- Sneak Attack (2).** Your sneak attack becomes 2d6.
- Thieves' Cant.** You learn the secret language of rogues and scoundrels.
- LEVEL 4** **Cheat Sheet.** Choose an underhanded ability. If you spend a night talking shop with other roguish types you can exchange one ability for another.
- Key Stat Increase.** +1 DEX or CHA.
- LEVEL 5** **Sneak Attack (3).** Your sneak attack becomes 3d6.
- Quick Read.** Gain advantage on your first Assess check every encounter. Gain advantage on the first Insight check you make with NPCs.
- Secondary Stat Increase.** +1 INT, WIS or STR.



## UNDERHANDED ABILITIES

- **Pocket Sand.** When you Defend against a melee attack, force the attacker to reroll the attack and impose disadvantage on all their attacks this round. 1/encounter (you've got to collect more sand!).
- **I'm Outta Here!** When an ally within 15 ft is critically hit, you may move up to half your speed and turn invisible until the end of your next turn.
- **Feinting Attack.** If you would miss for the second time in a single round, you may change the die roll to its maximum instead.
- **Twist the Blade.** When you land a sneak attack, you may force the target to make a STR save (DC 10+CHA). On a failure, instead of rolling your sneak attack dice, they deal the maximum amount of damage. 1/encounter.
- **Shadow Strike.** 2 Actions: Teleport up to 20 ft. away to a place you can see and make a melee attack. If you crit, you may teleport again.

## SUBCLASSES

At level 3, choose one Cheat subclass:

### ASSASSIN

- LEVEL 3** **Silent Takedown.** If a creature dies from your sneak attack, you may turn invisible until you attack again or the end of your next turn.
- Leave No Trace.** Advantage on stealth checks when you are at full health.

### SCOUNDREL

- LEVEL 3** **Low Blow.** When you sneak attack, you may spend 2 Actions to Incapacitate your target for their next turn on a failed STR save (DC 10+DEX). Save or fail, they are taunted by you for the remainder of the encounter.
- Sweet Talk.** You may gain advantage on all Influence checks with characters you've just met. This lasts until you fail an influence check with them or until you meet a 2nd time. Disadvantage on Influence checks with them after you use this ability.





# MAGE

*"ELEMENTAL POWER FLOWS THROUGH ALL THINGS, FIND IT, STUDY IT, AND HARNESS IT."*

A mage is bestowed their first strand of the Tapestry at birth; however, true mastery eludes those who idly rest upon this innate endowment. Instead, they diligently refine their natural gifts through scholarly pursuit.

With tomes and parchments as their companions, alongside the sage counsel of a seasoned mentor or three! Yes, this is the chosen path of those who would wield authority over the elements.

Comprehending the Tapestry of mana is no trivial endeavor—it will yield its arcane secrets only to the earnest seeker of knowledge—Yet, once the adept learns to discern the subtleties of its intricate patterns, as it unfurls and meanders into the ethereal expanse, it is in that moment the

apprentice truly ascends to the mantle of mage.

#### **What makes a Mage:**

**Spellshaper.** Customize the spells you cast: stretch time, gain extra-dimensional vision, or echo cast multiple spells!

**Elemental Mastery:** Harness the power of the elements, whether raining down fire from the heavens, freezing enemies in their tracks, or striking with thunderous bolts of lightning.

**Chaos or Control:** Will you snatch control of the frayed tapestry of mana or lean into the forces of chaos. What awaits you... Diamondskin? Elemental Entanglement? Liquefy Legs?





**CLASS PREVIEW.** This is only a class preview, the full release includes many more classes, all 20 levels, additional abilities, and other features!

## MAGE

**Key Stats:** INT, WIS

**Hit Die:** 1d6 (Starting HP 10)

**Saves:** WILL+, STR-

**Armor:** Robes   **Weapons:** Daggers, Staves, Wands

LEVEL 1

**Elemental Spellcasting.** You know Fire, Ice, and Lightning cantrips.

LEVEL 2

**Unlock Tier 1 Spells.** You unlock Tier 1 Fire, Ice, & Lightning spells and gain a Mana pool equal to  $2+INT$ . Your Mana pool increases by 2 each time you gain a Mage level and by 1 whenever your INT increases.

**Talented Researcher.** Gain advantage on Arcana or Lore checks when you have access to a large amount of books and at least 12 hours to study.

LEVEL 3

**Mage Subclass.** Choose a Mage subclass.

**Spell Shaper.** You gain the ability to empower your spells with powerful effects by spending additional mana. You may use 1 Spell Shaper ability per turn. Choose 2 abilities.

**Tier 2 Spells.** You may now cast tier 2 spells and upcast spells at tier 2.

LEVEL 4

**Key Stat Increase.** +1 INT or WIS.

LEVEL 5

**Elemental Surge.** A surge of adrenaline and your affinity with the elements grants you additional power as combat begins. When you roll initiative, roll 1d4 and regain that much mana (this expires at the end of combat if unused).

**Secondary Stat Increase.** +1 STR, DEX, or CHA by 1.

**Upgraded Cantrips.** Your cantrips grow stronger.



## SPELLSHAPER

- **Extra-Dimensional Vision.** (2 Mana) You may ignore the line of sight requirement of a spell. Your spell will phase though barriers and obstacles to reach a target you know of within range.
- **Stretch Time.** (2 Mana) Reduce the Action cost by 1.
- **Echo Casting.** (2x Mana). When you cast a tiered, single target spell, you may cast a copy of that spell on a 2nd target for free.
- **Elemental Morph.** (+1 Mana) Change the damage type of the spell.
- **Slow Casting.** (+1 Action) Reduce the Mana cost of a spell by 2.

## SUBCLASSES

### MAGE OF CONTROL

**Demand Control.** Whenever you cast a Tiered spell, you may spend 1 additional Mana to Demand Control: choose 1 option from the Control Table. If the spell misses, Demand Control for free.

**Control Table.** Choose an option that has not been chosen yet. Resets when you roll initiative.

**I INSIST.** Cast a Cantrip for free.

**BURN.** A creature of your choice within 60 ft. gains the burning condition.

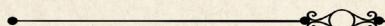
**NO.** An enemy of your choice cannot harm you during its next turn.

**LOSE CONTROL.** An enemy immediately gains control of you until the end of your next turn (it can't spend your mana, you get an additional turn after that).

### MAGE OF CHAOS

**Invoke Chaos.** Whenever you cast a Tiered spell, you may spend 1 additional Mana to Invoke Chaos: roll on the Chaos Table. If the spell is a critical hit, Invoke Chaos for free.

**Where is the Chaos Table?** If you're sure you want to spoil it, you can find it on page XX in the GM's Guide. Suffice it to say, rolling a 1 is really bad but rolling a 20 is AWESOME. Let chaos reign!





# OATHSWORN

*"I WILL PROTECT MY COMPANIONS AND VANQUISH EVIL AT ALL COSTS."*

Various orders of these zealous, holy warriors, have attained great physical and radiant strength through absolute devotion to a higher power in the form of oaths.

Nothing can sway them from their hunger for justice and passionate hatred of evil. Their strength, both physical and radiant, is matched only by their fervent hatred of evil.

The mark of a true Oathsworn, however, is their willingness to lay down their life for their friends.

**As an Oathsworn you can:**

**Defend with Devotion:** Shield your allies from harm and channel righteous judgment. The more you face evil, the more potent your strikes become.

**Divinely Protect:** Stand as a bastion of defense, safeguarding allies even from afar. Your presence brings justice to every corner of the realm.

**Beacon of Virtue:** Mend wounds, discern truth from ill-intent and inspire others to embrace your noble cause with unwavering conviction.





# OATHSWORN

**Key Stats:** STR, CHA   **Hit Die:** 1d10 (starting HP 17)  
**Saves:** STR+, DEX-   **Armor:** ALL   **Weapons:** STR

## LEVEL 1

**Judgment Dice.** Whenever an enemy attacks you, gain a d8 Judgment Die. When you make a melee attack, expend all of your Judgment Dice. If the attack hits, deal additional radiant damage equal to the sum rolled. *The maximum number of Judgment Dice you can have is equal to your CHA.*

**Lay on Hands.** Gain a magical pool of healing power equal to 5x your Oathsworn level. Action: Touch a target and restore HP equal to the healing power spent. Recharges on a Long Rest.

## LEVEL 2

**Radiant Spellcasting.** You unlock Tier 1 Radiant spells and cantrips. You have a Mana Pool equal to your Oathsworn level + CHA.

**Condemning Strike.** When you expend your Judgment Dice, you can spend Mana to roll an additional Judgment Dice for each Mana spent (up to the tier of spells you have unlocked). This can increase your Judgment Dice beyond your natural maximum.

**Paragon of Virtue.** Advantage on Influence checks to convince someone when you are forthrightly telling the truth; disadvantage when misleading.

## LEVEL 3

**Subclass.** Commit yourself to an oath and gain its benefits.

**Sacred Decree.** Learn 1 Sacred Decree. Whenever you perform a selfless act for another during a Long Rest, you may exchange one you know for a different one.

## LEVEL 4

**My Life, for My Friends.** You can Interpose for free.

**Key Attribute Increase.** +1 STR or CHA.

**Tier 2 Spells.** You may now cast tier 2 spells and upcast spells at tier 2.

## LEVEL 5

**Judgment Die (2).** Whenever you are attacked, gain 2 Judgment Dice instead of 1.

**Secondary Attribute Increase.** +1 DEX, INT or WIS.

**Upgraded Cantrips.** Your cantrips grow stronger.

**CLASS PREVIEW.** This is only a class preview, the full release includes many more classes, all 20 levels, additional abilities, and other features!

# SACRED DECREES

*Think selflessly!  
Remember, whenever  
you perform a selfless  
act for another during  
a Long Rest, you may  
exchange one Sacred  
Decree for another one.*

**Explosive Judgment.** 3 Actions: Expend all of your Judgment Dice, deal that much radiant damage to all enemies within your aura. 1/ Encounter.

**Improved Aura.** Your aura increases to a 30 ft. radius.

**Radiant Aura.** Action: End any single harmful condition or effect on yourself or another willing creature within your aura. You can use this feature CHA times/Long Rest.

**Unstoppable Protector.** Gain +5 ft. speed. You may Interpose even if you are restrained, stunned or otherwise incapacitated. If you Interpose for a noncombatant NPC you may Interpose again this round.

**Well Armored.** Whenever you Interpose, gain temp HP equal to your STR.

# SUBCLASSES

At level 3, choose one Oathsworn subclass:

## OATH OF VENGEANCE

**Aura of Zeal.** Double the maximum number of Judgment Dice you can have. You gain an aura with a radius of 20 ft. When you or an ally within your aura receives a critical hit gain 2 Judgment Die.

## OATH OF REFUGE

**Aura of Refuge.** You gain +2 Armor while wearing a shield. You gain an aura with a radius of 20 ft., and can Interpose for an ally anywhere within your aura.



# FIRE SPELLS

## FLAME DART

CANTRIP  
1 ACTION

Deal **1d10** fire damage to any target within 60 ft. Inflicts the burning condition on a critical hit.

**High Levels:** +5 damage every 5th spellcaster level (5, 10, 15, & 20)

CANTRIP  
1 ACTION

## ENCHANT WEAPON

A weapon you hold is enchanted with magical flame for 1 minute. The weapon's damage becomes a **1d10 + your level** and inflicts the burning condition on a critical hit.

TIER 1  
2 ACTIONS

## CONSUME FLAME

Deal **4d10** fire damage to a burning target within 60 ft. **Upcasting:** +2d10 damage for each additional mana spent.

TIER 2  
1 ACTION

## HEART'S FIRE

Give an ally within 60 ft. an extra Action. **Upcasting:** Add 20 ft. range for each additional mana spent.

# ICE SPELLS

## ICE LANCE

CANTRIP  
1 ACTION

Deal **1d6** Cold damage to a target within 90 ft. Advantage against creatures that are slowed (*any creature with actions or movement hampered is slowed; e.g., Dazed, Grappled, Prone, Difficult Terrain*). **High Levels:** +3 cold damage every 5th spellcaster level (5, 10, 15, & 20).

TIER 1  
2 ACTIONS

## BITING FOG

(*Concentration, up to 1 minute.*) Create a 10 ft. opaque cube of icy fog adjacent to you. Creatures in it take **1d6** cold damage when you create it and at the end of their turn. **High Levels:** +3 damage every 5th spellcaster level (5, 10, 15, & 20).

TIER 2  
1 ACTION

## GLACIAL SHARD

Deal **3d6** cold damage to a target within 90 ft. On a critical hit a medium or smaller target is knocked prone. Advantage against slowed creatures.

**Upcasting:** Increase the size by 1 and +1d6 for each additional mana spent.

## FROST SHIELD

(*Reaction, when you would defend*) Increase your Armor by one of your Key attributes for this round, then Defend for free. **Upcasting:** +Key Armor for each additional mana spent.

# LIGHTNING SPELLS

## ZAP

CANTRIP  
1 ACTION

## ELECTRICAL DISCHARGE

(*This can only be cast if you have taken lightning damage since last casting this encounter.*) Deal **2d8** lightning damage to all other creatures within 10 ft. of you. This attack does not miss. **High Levels:** +4 damage every 5th spellcaster level (5, 10, 15, & 20).

TIER 1  
2 ACTIONS

## ARC LIGHTNING

Deal **3d8** lightning damage to a target within 120 ft. The bolt also strikes the next closest creature to your target. If this attack misses, the lightning fails to find ground and strikes you instead. **Upcasting:** +1d8. for each additional mana spent.

TIER 2  
FREE

## ALACRITY

Once, before your initiative roll, add one of your KEY stats to your roll. **Upcasting:** +1 to your initiative per additional mana spent.

CANTRIP  
1 ACTION

# RADIANT SPELLS

## REBUKE

Deal **1d6** damage to a target within 20 ft., ignoring armor. Double damage against undead or the cowardly (those behind cover). **High Levels:** +1d6 damage every 5th spellcaster level (5, 10, 15, & 20).

CANTRIP  
1 ACTION

## TRUE STRIKE

Give yourself or an ally within 10 ft. advantage on the next attack they make until the end of their next turn. **High Levels:** +5 ft. range every 5th spellcaster level.

TIER 1  
1 ACTION

## HEAL

Touch a creature and heal it **1d6+KEY** HP. Upcast: For each additional mana spent choose one: +1 Target, +30 ft. range, +1d6 healing. If 5+ mana is spent, you may also heal 1 negative condition (e.g., blind, deaf, petrified, etc.).

TIER 2  
2 ACTIONS

## WARDING BOND

Designate a willing creature as your ward for 1 hour. They take half damage from all attacks, you are attacked for the other half. **Upcast:** +1 hour duration for each additional mana spent.

**SPELL PREVIEW.** The full books will contain far more spells and many more spell schools, with spells like: Creeping Death, Cataclysm, Boistrous Gale, Seething Storm, and DRAGONFORM!

# EQUIPMENT



## MELEE WEAPONS

ITEM	DAMAGE	PROPERTIES	COST
Dagger	1d4+DEX Piercing	Light, Reach 5 ft., Thrown 20 ft.	3 gp
Whip	1d4+DEX Slashing	Light, Reach 10-15 ft., Vicious	5 gp
Hand Scythe	1d4+DEX Slashing	Reach 5 ft., Vicious	10 gp
Mace	1d6+STR Bludgeoning	Reach 5 ft.	2 gp
Hand Axe	1d6+STR Slashing	Light, Reach 5 ft., Thrown 20 ft.	6 gp
Short Sword	1d6+STR Slashing or 1d6+DEX piercing	Light, Reach 5 ft.	8 gp
Staff	1d8+DEX Bludgeoning	2-handed, Reach 5 ft.	8 gp
Rapier	2d4+DEX Piercing	Reach 5 ft.	30 gp
Longsword	1d8+STR Slashing	Reach 5 ft.	40 gp
Glaive	1d10+STR Slashing	2-handed, Reach 5-10 ft.	40 gp
Pike	1d10+STR Piercing	2-handed, Reach 5-10 ft.	40 gp
Lucerne Hammer	1d10+STR Bludgeoning	2-handed, Reach 5-10 ft.	40 gp
Greatmaul	1d12+STR Bludgeoning	2-handed, Reach 5 ft.	80 gp
Greataxe	1d12+STR Slashing	2-handed, Reach 5 ft.	80 gp
Greatsword	1d12+STR Slashing/Piercing	2-handed, Reach 5 ft.	80 gp

## ARMOR

ITEM	ARMOR	COST	ITEM	ARMOR	COST
<b>ROBES</b>			<b>PLATE</b>		
Common Clothing	DEX	5 sp	Rusty Plate (Req 2 STR)	10	10 gp
Adventurer's Clothing	2+DEX	5 gp	Half Plate (Req 3 STR)	14	200 gp
<b>LEATHER</b>			<b>SHIELDS</b>		
Cheap Hides	3+DEX	1 gp	Leather Buckler	1	2 gp
Ox Hide	4+DEX	20 gp	Iron Shield (Req 2 STR)	2	30 gp

A detailed illustration of a woman with long, flowing dark hair. She has a serious, intense expression. A single, vibrant purple rose is nestled in her hair, partially hidden. The background is a soft, glowing purple wash.

# RACE & BACKGROUND

## COMMON RACES

Your race, lineage, or ancestry – this is how your character was born and how others see you at first glance. You may be a dwarf, raised in the mines under the mountain with countless other dwarves, or you may be an elf raised by goblins! It's up to you to choose how your character began.

Choose 1 race and add its bonus to your character sheet.

### HUMAN (MEDIUM)

Found in every terrain and environment, their curiosity and ambition drive them to explore and adapt. Their curiosity and ambition drive them to every corner of the world, making them a ubiquitous and versatile race.

**Adaptable.** +1 to all skills. +1 to Initiative.

### ELF (MEDIUM)

Elves epitomize swiftness & grace, their tall slender forms belie their innate speed, grace, and wit. Formidable in both diplomacy and combat. Elves strike swiftly, often preventing the worst by acting first.

**Swiftness & grace.** +3 to Initiative.

**Flavor is free.** Want to play a Stout Halfling instead of a Lucky one? A cute Human instead of Adaptable? As long as the GM is on board, go for it! The full release has many more exotic races to choose from!

### DWARF (MEDIUM)

Dwarf, in the old language means *stone*. You are resilient, solid, stout. Even when driven to exhaustion, you will not falter. Forgoing speed, you are gifted with physical vitality, and a belly that can handle the finest and worst consumables this world has to offer.

**Stout.** +2 max Hit Dice, +1 max Exhaustion, -5ft. Speed.

### HALFLING (SMALL)

Kind of like a human, but smaller (except for the feet). Where does our luck come from? Well...you know what they say about rabbits? We've got feet for *days* compared to them. Imagine the amount of luck you could fit into these bad boys!

**Lucky.** Whenever you would fail a save, you can choose to succeed instead. 1/ Long Rest.



# MONSTERS

## RUNNING MONSTERS

The GM controls the monsters during combat. Monsters do not use Heroic Actions/Reactions, they can move, use the actions listed on their stat block and their turn ends. Monsters die when they reach 0 HP.

**Monster Armor.** While most monsters are unarmored, some creatures are tougher to take down.

- **Medium Armor (just the dice).** Monsters with Medium Armor ignore all damage modifiers from stats and other effects, taking damage from the sum of the dice only.
- **Heavy Armor (Half the dice).** Monsters with Heavy Armor ignore damage modifiers and take half damage from dice (rounding up).

Heroes' critical hits, save spells, and damage type vulnerabilities **ignore monster armor** altogether.

**Default Monster Stats.** Unless otherwise noted, assume that monsters are unarmored, have a speed of 30 ft. (can replace one of their attacks with an extra movement), and roll saves with an unmodified 1d20 roll, though some monsters may have Advantaged/Disadvantaged saves when it suits the story.

### READING A MONSTER STAT BLOCK

This statblock for a goblin serves as an example. No Speed or Armor is listed so we use the defaults. If it ever takes a total of 15 or more damage it'll die. On the goblin's turn, the GM could move him up to 30 ft., make two Scimitar attacks, and then use his Shifty ability. Or do those actions in any other order.

**GOBLIN** HP: 15  
**Scimitar (2x)**: 1d6+2 Slashing  
**Shifty**. Can move 15 ft. after attacking.

### SAMPLE ENCOUNTERS

**Normal Level 1 Encounter** (1 Flunkie/hero)

**GOBLIN FLUNKIE** HP: 12

**Scimitar (2x)**: 1d6+2 Slashing (cannot crit)

**Shifty**. Can move 15 ft. after attacking.

**Challenging Level 1** (1 Goblin/hero)

**GOBLIN** HP: 15

**Scimitar (2x)**: 1d6+2 Slashing

**Shifty**. Can move 15 ft. after attacking.

**Normal Level 2** (1.5 flunkies/hero)

**GOBLIN FLUNKIE** HP: 12

**Scimitar (2x)**: 1d6+2 Slashing (cannot crit)

**Shifty**. Can move 15 ft. after attacking.

**Challenging Level 2** (1.5 Goblins/hero)

**GOBLIN** HP: 15

**Scimitar (2x)**: 1d6+2 Slashing

**Shifty**. Can move 15 ft. after attacking.

**Normal Level 3** (2 flunkies/hero)

**GOBLIN FLUNKIE** HP: 12

**Scimitar (2x)**: 1d6+2 Slashing (cannot crit)

**Shifty**. Can move 15 ft. after attacking.

**Challenging Level 3** (2 Goblins/hero)

**GOBLIN** HP: 15

**Scimitar (2x)**: 1d6+2 Slashing

**Shifty**. Can move 15 ft. after attacking.



**Nimble**  
*A fast, tactical TTRPG*

**FAST  
TACTICAL  
5e COMPATIBLE**

**BACK IT TODAY!**

"Nimble 5e manages to reimagine D&D 5e rules with legitimately **faster and more interesting combat**, while also sideloading a bunch of modern encounter design and gameplay principles that will make any dungeon master a whole lot better at running the game."

-Dave Thaumavore, Dave Thaumavore RPG Reviews

**"DID MY FIRST FIGHT WITH THE NIMBLE COMBAT MECHANICS - \*&^#&^@!, IT HAS NEVER BEEN SMOOTHER, GENUINELY SO MUCH MORE FUN."**



CHARACTER NAME	CLASS & LEVEL	MAX HP	HP	HIT DICE	RACE	WEIGHT	HEIGHT	HIT DIE										
					<b>ARMOR</b>													
STR	DEX	INT	WIS	CHA	SPEED	INITIATIVE	EXHAUSTION											
<b>SKILLS</b> <table border="1"> <tr> <td> <b>ARCANA</b> INT</td> <td> <b>EXAMINATION</b> INT</td> <td> <b>INFLUENCE</b> CHA</td> <td> <b>INSIGHT</b> CHA</td> <td> <b>LORE</b> INT</td> <td> <b>MIGHT</b> STR</td> <td> <b>NATURECRAFT</b> WIS</td> <td> <b>PERCEPTION</b> WIS</td> <td> <b>SLGHT OF H.</b> DEX</td> <td> <b>STEALTH</b> DEX</td> </tr> </table>									<b>ARCANA</b> INT	<b>EXAMINATION</b> INT	<b>INFLUENCE</b> CHA	<b>INSIGHT</b> CHA	<b>LORE</b> INT	<b>MIGHT</b> STR	<b>NATURECRAFT</b> WIS	<b>PERCEPTION</b> WIS	<b>SLGHT OF H.</b> DEX	<b>STEALTH</b> DEX
<b>ARCANA</b> INT	<b>EXAMINATION</b> INT	<b>INFLUENCE</b> CHA	<b>INSIGHT</b> CHA	<b>LORE</b> INT	<b>MIGHT</b> STR	<b>NATURECRAFT</b> WIS	<b>PERCEPTION</b> WIS	<b>SLGHT OF H.</b> DEX	<b>STEALTH</b> DEX									