

Mini D2

Choose your race

Dragonborn	+2 STR, +1 CHA. Breathe fire or other element for 1d8 dmg, hitting up to two enemies standing close.
Dwarf	+2 CON. Advantage when assessing stonework.
Elf	+2 DEX. Advantage on perception; 4 hours of meditation = full rest.
Gnome	+2 INT. Advantage on saving throws vs magic.
Half-Elf	+2 CHA, plus 2 points on stat(s) of your choice.
Half-Orc	+2 STR, +1 CON. On crit, roll dmg dice <i>three</i> times.
Halfling	+2 DEX. Reroll (once) natural 1s on attack rolls, skill checks, and saving throws.
Human	+3 to stat(s) of your choice; choose 1 extra skill.
Tiefling	+2 CHA, +1 INT. Resistance (+1d4) to fire damage; can speak to demons.

Choose your class

Barbarian HD: 1d12	AC is 10 + CON + DEX while unarmored, + shield bonus if used. Rage (lvl/2 times per rest): +2 dmg to melee (+3 at lvl 9, +4 at lvl 16), adv on STR checks, lasts 1 min. Athletics, intimidation, survival, lg weaps.
Bard HD: 1d8	Bardic inspiration: CHA times per rest, as free action give 1 character in earshot 1d6 (1d8 at lvl 5, 1d10 at 10, 1d12 at 15) which they can add to a roll of their choice in the next 10 min. Add half your bonus to skills you aren't proficient in. Any three initial skills.
Cleric HD: 1d8	Can cast in medium armor & shields. +3 dmg against undead. When casting a spell that heals, heal an extra 1d6 per spell level and also heal yourself for WIS + spell level. History, religion, medicine.
Druid HD: 1d8	Can cast spells in med armor. Twice per rest, shift into animal form: lvl * 4 HP; 13 AC; +2, 1d8 + (lvl/3) attack; can't speak or use spells. Can breath underwater at lvl 4, fly at lvl 8. If you die, shift back to normal form with 1 HP. Animal handling, nature, survival.
Fighter HD: 1d10	Gets 2 attacks at lvl 5; 3 at lvl 11. +1 AC. Once per rest, regain 1d10 + lvl hitpoints as free action. Athletics, intimidation, perception, all weaps.
Monk HD: 1d8	Cannot wear armor or use shields. AC is 10 + WIS + DEX. 2 attacks at lvl 5. WIS times per rest, make unarmed attack as free action (DEX, 2d6 dmg, 2d8 at lvl 9, 2d12 at 16, add proficiency bonus to attack and dmg rolls). Acrobatics, athletics, insight, small weapons.
Paladin HD: 1d10	Can cast spells in all armor & shields. Smite: on hit, can trade 1 prepared spell for (SL + 1)d8 extra dmg. Athletics, religion, medicine, med and lg weaps.
Ranger HD: 1d10	Can cast spells in med armor. Choose a favored terrain (tundra, forest, etc); while there, get adv on survival, perception, nature, and stealth. +2 to hit with ranged weaps. Nature, survival, stealth, ranged weaps.
Rogue HD: 1d8	As a free action, dash (move 30 ft) or hide: stealth check; on success, get adv on next attack and do extra (lvl/2)d6 dmg (DEX weaps only); attacks against you have disadv. Unhide if you attack. Stealth, acrobatics, sleight of hand, small weapons.
Sorcerer HD: 1d6	Can only cast if unarmored. Instead of preparing spells in advance, can prep a spell as a free action immediately before casting. Arcana, insight, persuasion.
Warlock HD: 1d8	Can cast Eldritch Blast unlimited times: 1d10 + CHA dmg per beam; 1 beam at lvl 1, 2 at 5, 3 at 11, 4 at 17; one target; roll to hit. Arcana, deception, religion.
Wizard HD: 1d6	Can only cast if unarmored. Regain lvl/2 worth of spell slots after short rest. At lvl 7, choose one lvl 1 spell per rest; can cast that spell unlimited times for that day. Arcana, history, nature, medicine, insight.

Always round up. "Rest" always means long rest unless specified.

Choose your equipment

Any weapons, armor, and mundane items (rope, torches, etc.) that befit your character and that you can reasonably carry in battle.

Weapons

Ranged	1d8, DEX. Bow, crossbow, throwing knives.
Small	1d6, DEX. Dagger, hunting knife, cudgel.
Medium	1d10, STR. Need +1 STR or disadvantage on attacks. Sword, mace, other one-handed weapons.
Large	1d12, STR. Need +2 STR or disadvantage on attacks. 2-handed: can't use w/ a shield. Greataxe, warhammer.

Armor

Unarmored	AC: 9 + DEX. Robes, normal clothing.
Light	AC: 10 + DEX. Leather, padded armor.
Medium	AC: 12 + DEX (max 14). Disadvantage to stealth, can't cast spells. Hide, chainmail.
Heavy	AC 15. Disadvantage on all DEX skills and saves, can't cast spells. Disadvantage on attacks unless barbarian, fighter, or paladin. Plate and splint.
Shield	+2 AC, -1 to attack rolls. Can't cast spells.

Character advancement

At level 1 you start with hitpoints equal to your max hit die (HD) + CON (eg: 8 + CON with 1d8 HD). For each subsequent level, *roll* your HD and add the result + CON to your total.

The skills and weapons at the end of each class description are things those characters are "proficient" in. Get a +2 proficiency bonus to checks using those skills at lvl 1, +3 at lvl 5, +4 at 9, +5 at 13, and +6 at 17. At lvl 9, choose an additional skill. For proficient weapons, add the bonus to both the attack and damage rolls.

At levels 4, 8, 12, 16, and 19, increase one stat of your choice by 1.

Combat and recovery

At the start of combat, roll initiative (DEX) to determine turn order. On your turn you can take one free action, move (up to 30 ft), and attack (in any order). You can trade one attack for a second movement or non-free action (spellcasting, shapeshifting, using an item, etc.). To attack, roll 1d20 + STR or DEX to hit vs AC (need equal or greater), then your weap's damage die + same modifier for damage on hit. Ranged weapons reach ~60 ft and cannot be used if engaged by any opponent. One round lasts ~6 seconds.

A natural 1 on an attack roll always misses. A natural 20 always hits; *and* you roll all dmg dice twice before adding modifiers.

After a long rest (eight uninterrupted hours of sleep, max one per 24 hours), regain all hitpoints, prepare new spells, and reset abilities. After a short rest (one hour relaxing, max one per long rest), roll lvl/3 hit die + CON and restore that many hitpoints.

If you drop to 0 hitpoints or less, you die.

Skill checks and saving throws

For skill checks and saving throws, roll 1d20 + associated stat +/- any bonuses or penalties (from skills, class, race, equipment, etc.).

STR	Athletics, intimidation.
DEX	Acrobatics, sleight of hand, stealth, initiative.
INT	Arcana, history, investigation, nature, religion.
WIS	Animal handling, insight, medicine, perception, survival.
CHA	Deception, performance, persuasion, negotiation.

The check or save succeeds if it is equal or greater than a difficulty (DC) set by the DM. If you have advantage, roll twice and take the better result; for disadvantage, roll twice and take the worse.

Spellcasting

After a rest, you can prepare a number of spells based on your class and level. You can prepare up to three copies of a single spell each day. You can only cast spells you've prepared, and only up to the number of times you've prepared them.

Lvl	Bard, Dru, Cler, Sorc, Wiz				Paladin, Ranger, Warlock			
	I	III	V	VII	I	III	V	VII
1	2	-	-	-	1	-	-	-
3	6	-	-	-	3	-	-	-
5	7	2	-	-	6	-	-	-
7	7	4	-	-	7	-	-	-
9	7	6	1	-	7	2	-	-
11	7	6	3	-	7	3	-	-
13	7	6	4	-	7	4	-	-
15	7	6	4	1	7	5	-	-
17	7	6	4	2	7	6	1	-
19	7	6	6	2	7	6	2	-

Bards, Paladins, Sorcerers, and Warlocks use CHA as their casting MOD. Clerics, Druids, and Rangers use WIS. Wizards use INT.

Spells that damage one target are attacks: roll 1d20 + MOD vs AC to hit. If a spell calls for a save, the DC is 10 + caster's MOD. Ranged spells reach ~60 ft. "Touch" spells require a free hand (one not holding a weapon or shield). Misses and failures still use up the prepared spell. Caster can cancel their spells' effects at will.

Replace the "SL" in a spell's description with its level. You can prep these spells using a higher level slot for a stronger effect. Example: "SL+1d8" is 2d8 when cast as lvl I spell, 4d8 when lvl III.

Bard, Sorcerer, Wizard, and Warlock spells

Acid Arrow (I): 4d4 damage immediately, 2d4 dmg at end of target's next turn. On miss, do 2d4 dmg immediately.

Alarm (I): 20 ft cube. For 8 hrs, any creatures (besides ones you designate) entering the cube trigger a mental or audible alarm.

Blur (I): Attacks against you have disadvantage for SL+1 rounds.

Grease (I): Cover 10 sq ft in grease. Lasts lvl rounds. Each round, anyone in the grease must pass a DEX save or lose their turn.

Knock (I): Unlock a simple physical lock. Makes a loud sound.

Magical Hand (I): Spectral hand. Lasts 1 min. Can't attack, but can perform simple tasks (eg: moving ~10 lbs) as your action.

Magic Missile (I): Fire SL+2 missiles which always hit and do 1d4+1 dmg each. Missiles can hit the same or different targets.

Minor Illusion (I): Illusory sound / med-sized image; lasts 1 min.

Misty Step (I): Teleport up to 30 ft to a spot you can see.

Sleep (I): (SL*2)+3d8 HP worth of creatures enter a natural sleep.

Web (I): Create 20ft^3 of web, lasts 1hr. Creatures in web make DEX save or are trapped until they make STR save to break free.

Blight (III): SL+5d8 damage; always hits; CON save for half.

Clairvoyance (III): Project sight and hearing to a loc you know.

Fireball (III): Hits all in 20 ft radius, 8d6 dmg, DEX save for half.

Haste (III): Target gets an extra move and attack for SL rounds.

Stoneshape (III): Reshape stone wall or object up to 5 ft cube.

Spell Name (III): This is a description of the spell effect.

Passwall (V): Make passageway in wall up to 20ft deep; lasts 1hr.

Spell Name (V): This is a description of the spell effect.

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Spell Name (VII): This is a description of the spell effect.

Power Word: Kill (VII) On hit, target with 100 HP or less dies.

Spell Name (VII): This is a description of the spell effect.

Cleric and Paladin spells

Cure Wounds (I): Touch a target and heal SLd8 + MOD HP.

Enhance Ability (I): Touch. Grant adv on rolls with 1 stat for 1hr.

Guiding Bolt (I): SL+3d4 dmg; if hits, next attck against has adv.

Inflict Wounds (I): Touch. Deal SL+2d10 necrotic damage on hit.

Shield of Faith (I): Grant +2 AC for 10min or until you take dmg.

Thaumaturgy (I): Create a minor miraculous effect, lasts 1 min.

Spell Name (I): This is a description of the spell effect.

Spell Name (III): This is a description of the spell effect.

Revivify (III) Sacrifice 300gp (or equivalent) to your deity. Touch: if your target died within the last minute, revive them to 1 HP.

Spirit Guardians (III): 15ft around you. Enemies entering area or starting turn in it take SLd8 dmg. 10min or until you take dmg.

Spell Name (III): This is a description of the spell effect.

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Commune (V): Ask your deity a yes/no question; it is answered.

Flame Strike (V): Hit 10ft radius, SL+3d6 dmg, DEX save for hlf.

Heal (V): Heal SL * 10 + 10 HP and remove any negative effects.

Spell Name (V): This is a description of the spell effect.

Resurrection (VII): Sacrifice 1,000gp. Return target who died within the last century to life w/ full HP. Until they rest they get disadvantage on all rolls. Until you do, you can't cast spells.

Mass Heal (VII): Heal 700 HP to any num of targets within 30ft.

Spell Name (VII): This is a description of the spell effect.

Druid and Ranger spells

Barkskin (I): Touch a target. Their AC is 16 for 1 hour.

Cure Light Wounds (I): Touch a target and heal SLd6+MOD HP.

Druidcraft (I): Create a small, harmless, nature-based effect.

Guidance (I): Touch. Target has 1 min to add 1d4 to any roll.

Moonbeam (I): SL+1d10 dmg to all in 5ft radius. Lasts 1 min or until you take dmg. As your action, you can reposition the beam.

Speak W/ Animals (I): Lasts 10 min. Cast on yourself or other.

Shillelagh (I): For 1 min, your wooden weap becomes magical:

use your casting MOD instead of STR or DEX for hit and dmg.

Daylight (III): Object or point radiates sunlight 60 feet for 1hr.

Spell Name (III): This is a description of the spell effect.

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Plant Growth (III): Make plants overgrow, slowing movemnt 4x.

Water Walk (III): Up to 10 targets can walk on any liquid for 1hr.

Spell Name (V): This is a description of the spell effect.

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