One-Sheet 5e

One-sheet 5e is a simplified version of 5e intended for experienced 5e Game Masters (GMs) and new or experienced 5e players. One-sheet 5e uses the same vocabulary and concepts of 5e to help new players grow into 5e.

Core Mechanic – D20 Check

One-sheet 5e focuses on 5e's core mechanic – the D20 check. A typical interaction looks like this:

- The GM describes the in-world situation.
- The player describes their character's action.
- If the GM determines that the action isn't challenging, the character automatically succeeds.
- If there's an interesting chance of failure, the GM chooses a **difficulty class** (**DC**) from 10 (easy) to 25 (very hard).
- The player and GM determine the applicable **ability** for the activity. If the character is likely proficient at this type of activity based on their **species**, **background**, or **class**, they add their **proficiency bonus** to the check.
- The player makes a **D20 check** by rolling a twenty-sided die (d20), adding their **ability bonus,** and potentially adding their **proficiency bonus.**
- If the result is equal to or greater than the DC, the activity succeeds. Otherwise, it fails.
- The GM describes what happens in-world.

Character Creation

Character creation requires the following steps:

- Choose a species (ex. human, elf, dwarf, halfling).
- Choose a background (ex. sage, soldier, singer).
- Choose a class (ex. fighter, wizard, rogue, cleric).
- Assign bonuses to abilities.
- Note your proficiency bonus (+2).
- Calculate AC and attack bonuses.
- Choose a name.

Species, Background, Class

In this simplified 5e, species, backgrounds, and classes are used to determine if a character can use their proficiency bonus on a D20 check. All characters have a **+2 proficiency bonus.**

A player might say "because I'm a rogue, I'm good at picking locks so I'm going to add my proficiency to my dexterity bonus to pick this lock" or "because I'm an entertainer, I'm going to use my charms while talking to this city official, adding my proficiency to charisma to convince her to let us go".

A player can choose any 5e species, class, or background, or make up their own.

Ability Bonuses

Characters have six abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. During character creation, players assign the following bonuses to these abilities:

+3, +2, +2, +1, +1, +0

The following list describes each ability and their typical uses.

Strength. Physical might, feats of strength, heavy weapons, heavy armor. Often used by fighters.

Dexterity. Nimbleness, acrobatics, stealth, subtlety, light weapons, light armor. Often used by rogues.

Constitution. Physical fortitude, endurance. Increases hit points.

Intelligence. Knowledge, a keen mind, understanding magic, intellect. Often used by wizards.

Wisdom. Perception, worldly experience, healing. Often used by clerics and druids.

Charisma. Charm, leadership, deception, persuasion. Often used by bards, sorcerers, and warlocks.

Players typically assign the +3 bonus to the ability best suited to the the character's class such as Strength for a fighter or Intelligence for a wizard.

AC and Attack Bonus

A character's **Armor Class** (**AC**) represents armor and speed when defending against physical attacks. A character's AC equals 10 plus the higher of either Strength or Dexterity plus their proficiency bonus.

A character's attack bonus equals their most applicable ability for their weapon – Strength for heavy and thrown weapons; Dexterity for light weapons or bows; Intelligence, Wisdom, or Charisma for spells – plus their proficiency bonus.

Hit Points and Healing

Each character begins with 10 hit points plus their Constitution bonus. A character becomes unconscious when they reach zero hit points.

Once each day a character may take a 1-hour **short rest** and recover five hit points plus their Constitution bonus. A character may use an action to heal another character, restoring hit points equal to the healing character's Wisdom bonus. A character can only receive this healing once per day. The day resets and all hit points are restored when characters take an 8-hour **long rest.**

Equipment

Characters in One-Sheet 5e possess weapons and armor suitable for their class and story along with standard equipment needed for adventure.

Spells and Spellcasting

When creating a spellcasting character, players choose their **spellcasting ability** from either Intelligence, Wisdom, or Charisma.

When a spellcaster casts a spell, the player describes the spell and the effect they want in the situation. The GM determines the DC based on this description and the player makes a D20 check using their chosen spellcasting ability and proficiency bonus. On a success, the spell succeeds. On a failure, the spell fizzles.

Advantage and Disadvantage

Under certain circumstances, the GM may determine a character has **advantage** or **disadvantage** on a D20 check. If the character has advantage, they roll 2d20 and take the *greater* result. If they have disadvantage, they roll 2d20 and take the *lesser* result.

Characters begin each session with **inspiration**. After any D20 check, the player can spend their inspiration to gain advantage to the check, rolling another d20 and choosing the higher result.

A character regains inspiration if they roll a 1 on any D20 check or if they fail two checks in a row. A character can only have one inspiration at a time.

One character may **help** another character, granting them advantage on the check. In combat, a character can use their action to help another.

Monsters

GMs create monsters by choosing a **challenge rating** (**CR**) between 1 and 20 based on the monster's story and fiction. A CR 1 might be a skeleton, a giant rat, or a bandit. A CR 10 might be a powerful giant or young dragon. A CR 20 might be an ancient dragon or a lich.

The monster's **initiative**, **AC**, and **DC** equal 10 plus the monster's CR. The monster's **hit points**, **attack bonus**, and **damage** equal the monster's CR.

A monster with a CR of 3 is roughly equivalent to a single character. Three CR 1s are roughly equivalent to a single character. A CR 6 is roughly equivalent to two characters. A CR 8 is equivalent to four characters. Monsters above CR 8 are very difficult to defeat. Note: these CR ranges don't line up with those found in standard 5e.

Combat

During combat, each character **rolls initiative** by making a D20 check and adding their dexterity bonus. Monsters have a initiative result of 10 plus their CR. Characters and monsters act in order of the results from highest to lowest.

On their turn, a character or monster can **move** and take an **action**. The GM determines the layout and positioning of combatants. Characters and monsters can move 30 feet on their turn. Ranged attacks have a maximum range of 60 feet. A character or monster can use their action to **dash**, moving an additional 30 feet on their turn. There are no opportunity attacks in one-sheet 5e.

Players describe their attacks however they wish, from swinging a greatsword to casting a lighting bolt. On any attack, the player rolls an **attack roll** by making a D20 check using their most applicable ability bonus based on their type of attack and adding their proficiency bonus. If the check succeeds, they inflict one point of **damage** to the monster. If they roll a 20 on this attack roll, they score a **critical hit**, inflicting one extra point of damage. A monster dies or is incapacitated (player's choice) when it takes damage equal to its CR.

When monsters attack, the GM rolls an attack roll with a bonus equal to the monster's CR against the character's AC. On a hit the monster inflicts damage equal to their CR to the character. Monsters can make multiple attacks based on their in-world fiction, splitting their damage among the attacks.

Some monsters may have special attacks based on their fiction. When a monster makes a special attack, the GM determines which ability the attack targets. The attacked character must make a **saving throw** by rolling a D20 check using the ability bonus of the targeted ability. All effects from a special attack translate to damage equal to the monster's CR.

Magic Items

Throughout their adventures, characters may recover magic items. A +1 sword or wand, for example, provides a +1 bonus to attack rolls and damage. A suit of magical armor offers a +1 bonus to AC. A potion of healing recovers three hit points to the character who drinks it. The GM determines what abilities other magic items might possess.

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