

DUNGEONS & DRAGONS

Lite Characters

BY
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Dedicated to all the fantasy roleplayers who have enthusiastically played and expanded upon the DUNGEONS & DRAGONS FIFTH EDITION rules, with thanks and gratitude. Here is something better!



Illustrations By
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D&D LITE

This appendix describes alternate *Dungeons & Dragons* classes with a focus on simplicity. They have few abilities and a simple progression. Magic users and clerics do not need to prepare any spells but instead rely on DM rulings (comparable to the *wish* and *divine intervention* spells). These classes are designed to be on an equal footing with the default ones in terms of raw damage output and survivability.

I advise combining these with other “rulings over rules” options from the *Dungeon Master’s Guide*, such as “Background Proficiency” (in Chapter 9: “Dungeon Master’s Workshop”).

THE FIGHTER

Fighters share an unparalleled mastery with weapons and armor and a thorough knowledge of the skills of combat. They are well acquainted with death, both meting it out and staring it defiantly in the face.



Hit Die. d12

Leveling Up. When a Fighter gains a new level, in addition to adding another Hit Die, apply the next bonus in the following progression. When all bonuses have been gained, restart at the beginning.

Level-up	Level-up	Level-up	Level-up
Increase one stat by +1 (max 20).	Increase one stat by +1 (max 20).	Increase Proficiency by +1.	Gain an extra attack.

THE THIEF

Thieves devote as much effort to mastering the use of a variety of skills as they do to perfecting their combat abilities. Many focus on stealth and deception, while others refine the skills that help them in a dungeon environment. When it comes to combat, thieves prioritize cunning over brute strength.

Hit Die. d8

Sneak Attack. Once per round, when you hit an enemy that is not focussed on you (for instance



because you are hidden, or they are fighting one of your comrades) you may add 1d6 to your damage dealt.

Reaction. Once per round, you may use your Reaction. You may use it at any time,

even interrupting another creature’s actions. When you do, you may take a simple action such as stabbing, dodging, hiding, or using an item.

Leveling Up. When a Thief gains a new level, in addition to adding another Hit Die, apply the next bonus in the following progression. When all bonuses have been gained, restart at the beginning

Level-up	Level-up	Level-up	Level-up
Increase one stat by +1 (max 20).	Increase one stat by +1 (max 20).	Increase Proficiency by +1.	Gain an extra 2d6 to Sneak Attack.

THE CLERIC

Clerics are intermediaries between the mortal world and the gods. They strive to embody the handiwork of their deities. Clerics are conduits for divine magic, manifesting as miraculous effects. For those who will benefit most from a mace to the head, clerics depend on their combat training to let them wade into melee with the power of the gods on their side.

Hit Die: d8

Prayer. Succeed on a DC13 Wisdom (Religion) check to ask your god for aid. You may tell your god of your problems, but do not suggest solutions, as the gods do not take well to being ordered around. If you pray for healing, you can heal an ally for a number of hit points equal to 1d8 + your Wisdom bonus, and the



prayer automatically succeeds if the DC is less than 25.

The DM determines how this divine aid manifests. Examples:

- ▶ “Lord help me my enemies are unseen” (*a magical light pierces magical darkness*)
- ▶ “Foes surround me!” (*holy spirits strike at all nearby enemies*)
- ▶ “My comrades have fallen!” (*an ally is brought back to life!*)
- ▶ “Witness the power of my lord, ye abominations!” (*undead enemies flee in terror*)

After spending an action to pray, regardless of whether it was successful or not, the DC for the next prayer increases by 1.

Leveling Up. When a Cleric gains a new level, in addition to adding another Hit Die, apply the next bonus in the following progression. When all bonuses have been gained, restart at the beginning.

Level-up	Level-up	Level-up	Level-up
Increase one stat by +1 (max 20).	Increase one stat by +1 (max 20).	Increase Proficiency by +1.	Gain an extra 2d8 to your healing touch.

THE MAGIC-USER

Drawing on the subtle weave of magic that permeates the cosmos, magic-users cast spells of explosive fire, arcing lightning, subtle deception, and brute-force mind control. Their magic conjures monsters from other planes of existence, glimpses the future, or turns slain foes into zombies. Their mightiest spells change one substance into another, call meteors down from the sky, or open portals to other worlds.



Hit Die. d6

Magic. You have the ability to alter the very fabric of reality through spellcasting. Initially, your powers are limited to spells that fall under the First Circle of Magic. You can cast a number of these per long rest equal to your level plus your Intelligence modifier.

A spell functions similar to the *wish* spell in that any effect that the magic-user can imagine can be cast as a spell. After describing the spell to the DM, the DM selects the Circle of Magic. If this Circle is within your ability you may roll an Intelligence (Arcana) check to attempt the spell.

Leveling Up. When a Magic-User gains a new level, in addition to adding another Hit Die, apply the next bonus in the following progression. When all bonuses have been gained, restart at the beginning.

Level-up	Level-up	Level-up	Level-up
Increase one stat by +1 (max 20).	Increase one stat by +1 (max 20).	Increase Proficiency by +1.	Ability to access the next Circle of Magic.

THE CIRCLES OF MAGIC

Circle	DC	Effect
0	5	Cantrip. Can be achieved by a commoner
1	10	Can be achieved by a skilled person using specialized (but mundane and fairly common) equipment
2	15	Superhuman ability or rare equipment required but still possible conceptually
3	20	Physically impossible, localized effect
4	25	Physically impossible, global effect
5	30	Epic miracle (limit once a day)

Cantrip

Anything a commoner without skills or equipment can do, you can mimic. Stab someone with a knife, whisper in someone’s ear, start a small fire.

Skilled

Anything a professional with the right equipment can do, you can magically make happen. Slash someone with a magical greatsword, climb a steep wall, hold your breath for 10 minutes, translate a document, pick a lock.

Superhuman

Lift a 3000-pound lead coffin, kill a man in a single blow, push someone 100 feet, read a whole book in seconds, send a message across continents, see in the dark. A good rule of thumb is to consider if the task would be possible using modern equipment.

Physically Impossible (Local)

Stuff that can't be done. Turn invisible, raise the dead (as zombies, only Clerics have power over the soul), fly, shrink/grow, survive without the need for food or air, clone someone (although again: as a soulless abomination). Note that these effects must be localized, so create a zombie from a nearby corpse and only one zombie.

Physically Impossible (Global)

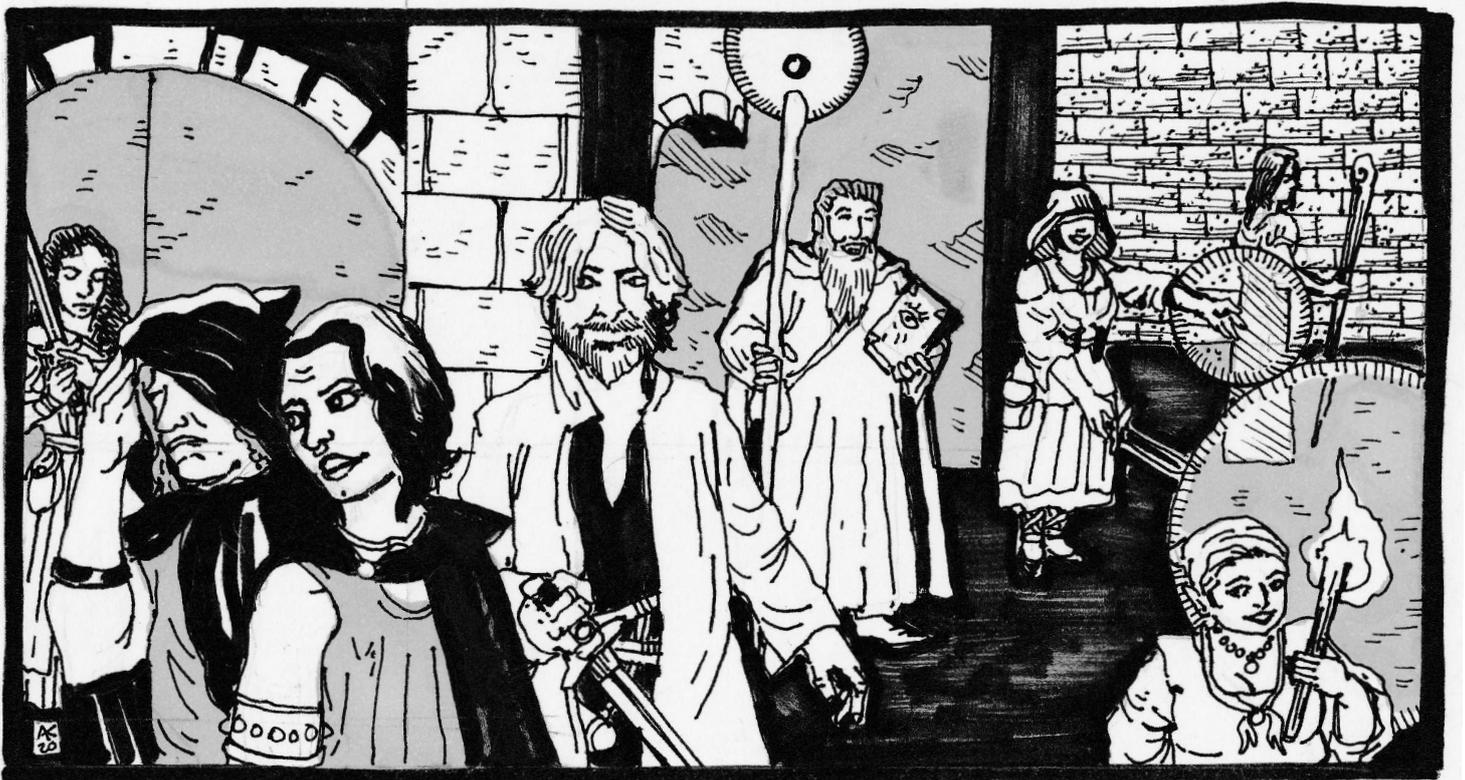
As before but across time and space. Teleportation, scrying, changing the weather, that sort of stuff.

Epic

Pretty much anything else. This is so taxing that you can only do it once a day and not during downtime, *and* you instantly gain a level of exhaustion.

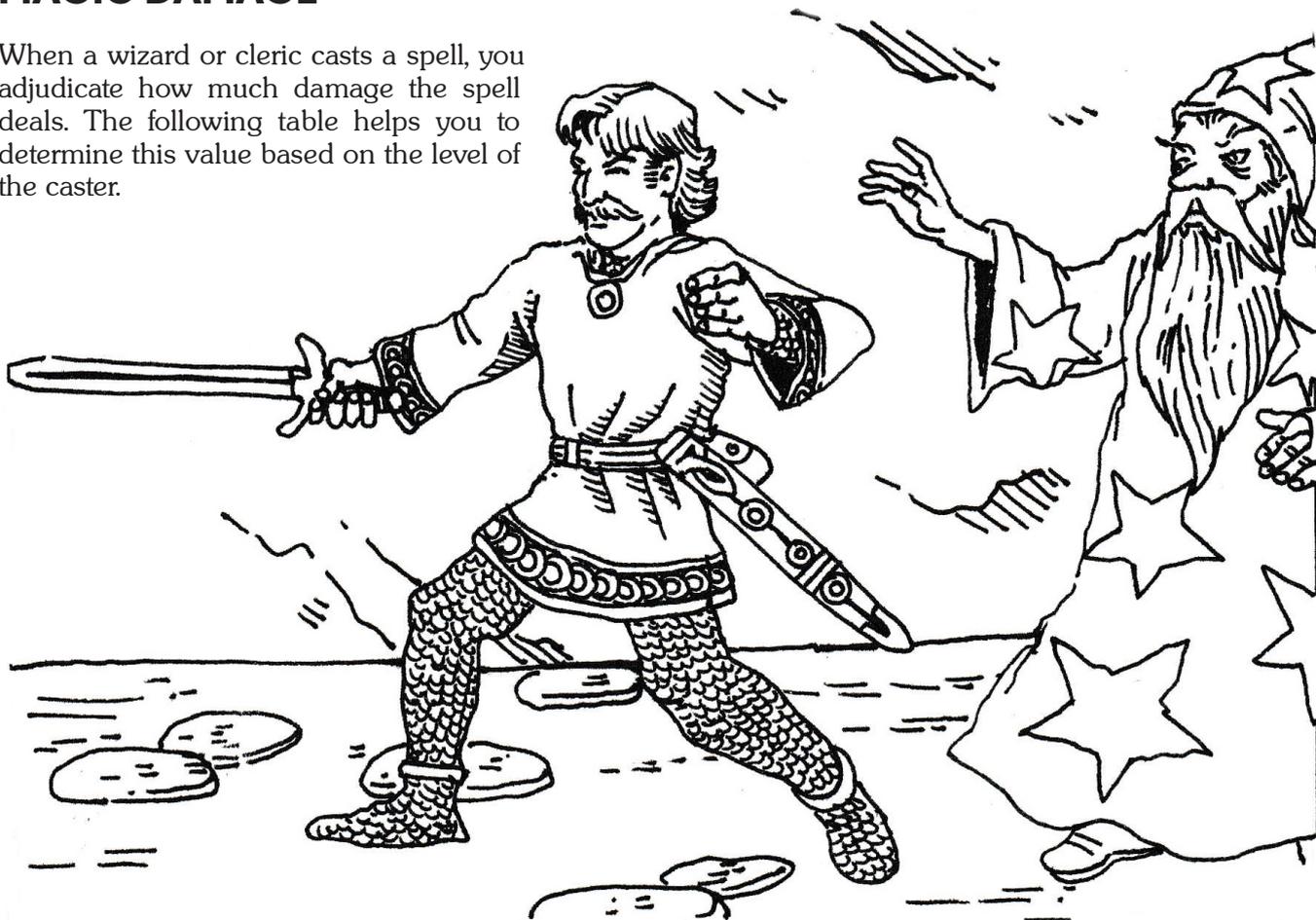
ONGOING SPELLS

Any spell with a duration longer than instantaneous requires concentration (as per the *Player's Handbook*) and should be reduced in potency at the GM's discretion. A default duration of one hour allows the overloaded encounter die to determine when the spell ends.



FOR THE DM: ADJUDICATING MAGIC DAMAGE

When a wizard or cleric casts a spell, you adjudicate how much damage the spell deals. The following table helps you to determine this value based on the level of the caster.



Circle	Lvl 14	Lvl 5-8	Lvl 9-12	Lvl 13-16	Lvl 17-20
0 (DC5)	5	10	15	25	30
1 (DC10)	10	20	30	45	60
2 (DC15)	-	25	45	55	70
3 (DC20)	-	-	65	80	100
4 (DC25)	-	-	-	150	170
Cleric (DC17)	15	30	50	65	80
0 AoE (DC5)	2	4	8	10	15
1 AoE (DC10)	4	8	15	20	25
2 AoE (DC15)	-	12	18	25	30
3 AoE (DC20)	-	-	30	35	45
4 AoE (DC25)	-	-	-	65	75
Cleric AoE (DC17)	5	10	15	20	25

1. We assume an average DC of 17 for cleric spells.

2. Area-of-effect (AoE) spells assume that monsters get to attempt some relevant saving throw to reduce the damage by half.

3. Cleric AoE spells differ from Magic-User ones in that they do not hit friendly targets.