

MicroFive Core

Mechanics

Roll d20 + modifiers \geq Difficulty Check number

Use other dice as directed by the GM to determine the effects of your roll.

Modifiers

Modifiers are determined by Stats, Proficiency, or class ability.

Stat modifiers are determined by $(\text{Stat} - 10) / 2$ rounding down.

The proficiency bonus is determined by $\text{Level} / 3$ rounding up.

Class ability modifiers vary, see class descriptions for details.

Types of Rolls

The GM may ask for a ability check, attack roll, skill roll, or saving throw. You may also have advantage or disadvantage on a roll.

On an ability check, the GM will name a stat for the roll. Success is determined as $\text{d20} + \text{stat modifier} \geq \text{the DC given by the GM}$. In general, success means that you have accomplished something.

A saving throw is the same as an ability check, but success means that you have avoided something negative.

On an skill roll, the GM will name a skill and a stat for the roll. If the character has proficiency in the named skill, the proficiency bonus will be used in the roll. Success is determined as $\text{d20} + \text{proficiency bonus (if applicable)} + \text{attribute modifier} \geq \text{DC given by the GM}$.

An attack roll is the same as a skill roll, but a weapon is named instead of a skill. If the character has proficiency for that weapon, the proficiency bonus will be used in the roll. Certain classes also provide an additional modifiers for specific rolls. Success is determined as $\text{d20} + \text{proficiency bonus (if applicable)} + \text{class modifier (if applicable)} + \text{attribute modifier} \geq \text{the DC given by the GM}$.

The GM may also say that the character has advantage or disadvantage on any kind of roll. For advantage, roll 2d20 and take the highest result. For disadvantage, roll 2d20 and take the lowest result. All modifiers stay the same.

Stats

There are 4 stats:

Body (BODY) measures physical power and endurance

Dexterity (DEX) measures agility

Mind (MIND) measures reasoning and memory

Soul (SOUL) measures perception, insight, and force of personality

To determine stats, roll 3d6 four times. Assign each result to a stat.

Skills

There are four skills:

* Communication pertains to any action that involves instructing, persuading, or communicating with others.

* Knowledge pertains to actions that involve recall of information or correct application of information.

- * Subterfuge pertains to actions that involve trickery, stealth, or deception.
- * Physical pertains to actions that involve using the physical body like leaping, climbing, or feats of strength.

Races

Choose a race for your character. Your choice of race will modify stats.

Dragonborn get +2 BODY +1 SOUL
 Dwarves get +2 BODY +1 SOUL
 Elves get +2 DEX and +1 MIND
 Gnomes get +2 MIND +1 BODY
 Halflings get +2 DEX +1 SOUL
 Humans gain +1 to all stats

Classes

Choose a class for your character. Your choice will provide three special abilities.

Cleric: Spellcasting, Turn Undead, Proficiency for all Communication skill rolls.
 Fighter: Fighting Style, Second Wind, Proficiency for all Physical skill rolls.
 Magi: Spellcasting, Arcane Recovery, Proficiency for all Knowledge skill rolls.
 Rogue: Sneak Attack, Thieves' Tools, Proficiency for all Subterfuge skill rolls.

Class Abilities

Arcane Recovery allows a spellcasting character to recover a number of mana points equal to their level after a short rest.

Fighting Style allows bonuses in combat, choose one of the styles below:

- +2 to all Missile Attack rolls
- +1 to Armor Class
- +2 damage for a one-handed weapon
- Re-roll 1s or 2s when rolling for damage from a two-handed weapon
- Deflect a blow aimed at an ally - the attacker rolls at a disadvantage

Second Wind allows the character to regain 1d6 + level hit points once a day.

Sneak Attack allows the character to add 1d6 damage to a successful attack after a successful subterfuge + DEX skill roll.

Spellcasting allows a character to manipulate magic. The spell save DC for the target of a Divine spell is 8 + proficiency bonus + SOUL modifier. The spell save DC for the target of an Arcane spell is 8 + proficiency bonus + MIND modifier.

Thieves' Tools allow a character to use their proficiency bonus to disarm traps or pick locks.

Turn Undead allows a character to turn or destroy undead creatures on a successful for each one that fails a SOUL saving throw. The DC for the saving throw is 8 + proficiency bonus + character level.

Magic

Magi may cast any Arcane spell whose spell level is character level / 2 or lower, rounding up. Clerics may any Divine spell whose spell level is character level / 2 or lower, rounding up.

Casting a spell costs hit points. The cost to cast a spell is (2 * Spell Level) + 1 hit points. This loss can only be recovered after a long rest and not by any form of healing. Only Magi can use Arcane recover mana points equal to their character level after a short rest.

Spellcaster can choose one spell to be a signature spell. Its cost is reduced by 1 hit point.

Actions

On a character's turn he or she can do one and only one thing; attack, move, cast a spell, use a class ability, use a skill, etc.

Combat

Hit points = BODY stat + 1d6 / level. If HP reach 0, the character is unconscious and near death. Any further damage directly reduces the BODY stat. If BODY reaches 0, the character is dead.

Initiative is determined by a Dexterity ability check. The character or opponent with the highest result goes first. The next highest goes second, and so on.

Melee attack rolls use d20 + proficiency bonus (if applicable) + class modifier (if applicable) + BODY modifier

Missile attack rolls use d20 + proficiency bonus (if applicable) + class modifier (if applicable) + DEX modifier

Arcane spell attack rolls use d20 + proficiency bonus (if applicable) + class modifier (if applicable) + MIND modifier

Divine spell attack rolls use d20 + proficiency bonus (if applicable) + class modifier (if applicable) + SOUL modifier

If the result is higher than the DC provided by the GM, the attack is successful and damage is determined.

If the proficiency bonus + stat modifier is six or more, the character can make a second attack with a -5 modifier to the attack roll. If the proficiency bonus + stat modifier is eleven or more, the character can also make a third attack with a -10 modifier to the attack roll. Note that any modifiers from class abilities are not included.

Level Advancement

Every trap, monster, or other challenge has a Challenge Rating set by the GM. The GM will add up the Challenge Ratings for all encounters. If the total is equal to or more than the character's level, that character advances one level. Alternately, the GM may choose to advance all characters up a level every other game session.

Each level adds 1d6 hit + BODY modifier hit points

The proficiency bonus is re-calculated based on the new character level.

If the character level is evenly divided by four, the character can increase one stat by +2 or two stats by +1. No stat can be improved higher than 20.

Example: The 1st level adventurers have completed a game session, overcoming five CR 1 monsters, a CR 2 trap, and a CR 3 monster. The total of all the Challenge Ratings is 10, so all adventurers advance to level 2. To advance to level 3, the adventurers will need to overcome a total of 20 Challenge Ratings in one or more game sessions.

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