

## Druid

- **Primary Ability:** Wisdom
- **Spellcasting:** Use Cleric utility spells.
- **Friend to Animals (1st level).** You can talk with normal animals. If you make a request to one, you have advantage on the D20 Check that determines if they honor it.
- **Wild Shape (2nd level).** Turn into any non-monstrous, earthbound beast you've seen, including its natural abilities. You can't talk or use spells, but you keep your normal stats. Take 10 hit points of damage as a beast and you revert to normal, forgetting how to transform until a long rest. At 4th level, your beast form can swim—but not fly—and can endure up to 20 damage. At 8th level, your beast form can fly and endure up to 30 damage.

## Ranger

- **Primary Ability:** Dexterity or Wisdom
- **Spellcasting:** Use Cleric utility spells. Subtract 2 from your available number of utility spell uses. At 9th level, subtract 3 instead.
- **Natural Explorer (1st level).** You have advantage on D20 Checks for environment and travel while on your native terrain (forest, desert, or swamp, etc.).
- **Archery (2nd level).** Ranged attacks gain a +2 bonus to attack rolls.
- **Animal Companion (3rd level).** You befriend a beast (of GM's choice) which acts on its own, but helps you in and out of combat. You can communicate with it. It dies at 0 hit points. It takes you a full day's time and energy to befriend another.

## Paladin

- **Primary Ability:** Strength or Charisma
- **Spellcasting:** Use Cleric utility spells.
- **Lay on Hands (1st level).** As an action, you can heal a character 1d6 per level. You can do this a number of times equal to your proficiency bonus. When you finish a long rest, you regain your expended uses.
- **Divine Smite (2nd level).** Abstain from taking action on one turn in combat to deal 3d6 in damage on your next turn with a successful attack roll. With each increase in your proficiency bonus, this attack deals an extra 1d6. You deal 1d6 more damage against undead or fiends. You can do this a number of times equal to your proficiency bonus. When you finish a long rest, you regain your expended uses.

• "Additional Classes" and "Utility Spell Descriptions" are adapted from the System Reference Document 5.1 ("SRD 5.1") by Wizards of the Coast LLC, available [here](#). The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License (CC-BY-4.0) available [here](#).

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## Bard

- **Primary Ability:** Charisma
- **Spellcasting:** Use Wizard utility spells. Subtract 1 from your available number of utility spell uses.
- **Bardic Inspiration (1st level).** If a character of your choice is within earshot of your songs, you may use an action to roll a d6 and add the result to that character's next D20 Check. The die you roll becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level. You can do this a number of times equal to your Charisma ability bonus. You regain any expended uses after a long rest.
- **Jack of all Trades (2nd level).** Add half of your proficiency bonus—rounded down—to any D20 Checks that do not use your Charisma ability bonus.
- **Song of Rest (2nd level).** Soothe your fellow party members with song during a short rest. Those who hear you regain an additional 1d6 hit points (1d8 at 9th level, 1d10 at 13th level, and 1d12 at 17th level).

## Barbarian

- **Primary Ability:** Strength
- **Thicker Skin (1st level).** At character creation, your hit points are 10 + your Constitution bonus. With each level, you receive 2 hit points more than other classes.
- **Rage (1st level).** As an action, you can become enraged. While enraged, you have advantage on any D20 Checks or saving throws using Strength, and melee-range attacks gain a damage bonus equal to your proficiency bonus. Your rage lasts for up to ten turns as long as you exert Strength on each turn. You can become enraged a number of times equal to your proficiency bonus. You regain any expended uses with a long rest.

## Craftmancer

- **Primary Ability:** Intelligence
- **Spellcasting:** Use Wizard utility spells (via *Spell Injection*).
- **Spell Injection (1st level).** As an action, you may cast utility spells by infusing their effects into objects. Only a number of objects equal to your proficiency bonus may be active at once. You may disenchant them by touch as an action. As you gain levels, these spells increase in power and range.
- **Assistant Automaton (2nd level).** You can spend an entire day to make (or rebuild) a small, loyal, magical creature that takes its own turns in combat. It can deliver your spells by touch. It has 20 hit points with an Armor Class of 13. It dies when it reaches 0 hit points or if you do. A *Mending* spell can restore 7 of its hit points. Only one exists at a time.



## Alternate Rules for The Core Mechanic - The D20 Check

Under the fourth bullet point, instead use this rule:

- If there's an interesting chance of failure, the GM chooses a **difficulty class (DC)** from 5 (easy) to 20 (very hard), **defaulting to DC 10** (medium) in most cases.

### Utility Spell Descriptions (incomplete)

*[NOTE: Yes, L5e is meant for extreme portability and "experienced GMs," but this sort of thing helps bridge the gap between L5e and DnD 5e for me and to possibly help newer GMs, like myself, better know what potency to expect from spells at certain levels.]*

Several spells are described in the core rules of Lightning 5e. These are slightly more detailed descriptions that give guidance to newer GMs on each spell's reasonable scope and power level. The GM remains the final arbiter of how or whether a spell works in specific situations.

While a player has **focus** during a spell, they cannot cast another spell.

### Casting Spells at Various Spell Degrees

- If a player casts a spell **below** or **matching** their player level: it just works and expends one utility spell use.
- Player attempts to cast a spell at the next degree above theirs: player rolls a simple D20 Check without applying bonuses. Their target DC is 15. If they roll it, the spell is successful and a utility spell use is spent.
- If a player attempts to cast a spell two degrees higher, their target becomes DC 20.
- Casting a spell three degrees higher requires a successful roll of 20 on a basic D20 Check, and that player cannot cast any more spells until after two long rests.
- Successfully casting a spell four degrees above or more is impossible, unless the GM decrees otherwise.

*[NOTE: Spell descriptions are adapted from the 5e SRD to work more like their 1981 DnD equivalents. The goal was still ultra-simplicity but with just a bit more detail, like distance &/or time. It's not complete in any sense.]*

#### 1<sup>st</sup> DEGREE SPELLS (Player Level 1)

**(C) Light** - Create a small, bright light source for 1 hour.

**(W) Mending** - Perform simple repairs on an object.

**(C) Choice Blessing** - Touch a creature to give a +2 bonus to its next saving throw, attack roll, or D20 Check.

**(W) Audial Illusion** - For 1 minute, make the sound of your choice nearby, quiet or loud.

**(W) Object Illusion** - For 1 minute, a human-sized (or smaller) object of your choice appears nearby.

**(C) Purify Food and Drink** - Any normal food and drink that's been poisoned or diseased within a 10-foot-wide area nearby is now safe to consume.

**(C) Detect Evil and Good** - Know where creatures with either evil or good intentions are nearby for up to 10 minutes.

**(W) Detect Magic** - For up to 10 minutes, all nearby magical items or creatures lightly glow.

**(C) Protection from Evil and Good** - When you touch a creature and focus for up to 10 minutes, any attack rolls on that creature from either evil or good creatures roll at disadvantage for that time.

**(W) Floating Disk** - Create a floating disk of solid energy that stays with you and can hold up to 500 lbs of weight for up to 1 hour.

**(W) Hold Opening** - Holds a door or other covered opening closed for combat turns equal to the caster's level.

**(W) Identify / Read Magic** - You can fully understand magical writing for 10 minutes.

**(W) Shield** - All attacks on your person roll at disadvantage for two combat turns.

#### 2<sup>nd</sup> DEGREE SPELLS (Player Level 3) (\*needs more Cleric Spells)

**(C) Calm Emotions** - Nearby creatures' fears are calmed for up to 10 combat turns.

**(C) Continual Flame** - A bright flame burns for 24 hours, or fewer if you will it to stop.

**(W) See Invisibility** - You can see invisible creatures and objects for up to 1 hour.

**(W) Detect Thoughts** - You can understand the thoughts of a nearby creature you can clearly see for up to 1 hour.

**(W) Invisibility** - A creature or object in your view becomes invisible. If the creature attacks or casts spells, it becomes visible.

**(W) Knock** - Nearby doors, chests, and so on which are locked or stuck become unlocked. Also works on secret doors if the caster knows they are there.

**(W) Levitate** - Focus for up to 10 minutes to levitate a nearby object or creature 20 feet into the air.

**(W) Locate Object** - You can vaguely sense the general direction of an object—either a type of object or a specific object—nearby for up to 10 minutes.

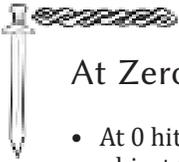
**(W) Mirror Image** - Three illusions that resemble you appear and copy your movements. If you roll a 6 or better on a d20, attackers target an illusion instead.

**(W) Major Image** - You focus to create an illusion of your choosing up to a 20-foot cube in size, within 120 feet, for up to 1 minute. If it is touched or attacked, the illusion vanishes.

**(W) Web** - Creatures next to you are restrained in sticky webbing for up to 5 minutes.

**(W) Arcane Lock** - A nearby opening with a lock magically becomes locked, except for you or anyone casting Knock.

**(C) Enhance Ability** - When you touch a creature, it has advantage on all D20 Checks that use one Ability of your choice besides Charisma for up to 1 hour.



## At Zero (0) Hit Points

- At 0 hit points, monsters die, are seized, or are subject to player spell effects.
- If a player character drops to 0 hit points, they are dying and incapacitated. Another player character can **stabilize** them (by touch), giving them 1 hit point. A healing spell (within 30 ft) cast by another player will also stabilize them.
- If the dying player spends **4 turns** at 0 hit points, they are dead, captured by monsters, or subject to monster spells.

## Healing with Utility Spells

- **Roll 1d6 per Cleric level** to determine total HP restored. If healing more than one character, choose how many hit points will go to each player. (For example, if the cleric is healing three players and gets a total roll of 9, each player can be healed by 3 HP, or instead, one can be healed by 5 HP, and the other two by 2 HP each.)
- The cleric must be physically near to each of the characters they intend to heal. The cleric cannot divide hit points into amounts smaller than 1.
- Wizards—or any spellcasting classes who use the Wizard spell list—cannot heal using spells.



## Gaining Experience Points

Characters gain **experience points (XP)** in three situations.

- +1 XP:** That player shows up for the game session.
- +2 XP:** The players overcome a difficult challenge.
- +3 XP:** The players overcome a challenge beyond their expected ability

### Level Progress Chart

<b>XP</b>	2	6	12	20	30	42	56	72	90	110
<b>Level</b>	2	3	4	5	6	7	8	9	10	11
<b>XP</b>	132	156	182	210	240	272	306	342	380	
<b>Level</b>	12	13	14	15	16	17	18	19	20	

