

Nimble 5e Summary Page

Combat Changes

- **No attack-to-hit rolls** — Roll damage die only; a roll of **1 = miss**, max on the Primary Die = **exploding critical** (roll that die again and add).
- **Exploding Criticals ignore monster armor** for hero attacks.
- **Minions simplified** — single die each, no modifiers, any damage kills; roll them together for speed.
- **Initiative affects first-round actions** — higher roll grants more Actions on round 1; everyone regains full Actions at end of their turn.

Actions and Pace

- **Three Actions per hero** each turn; Actions refresh at the end of your turn.
- **1 Action** can be spent to attack, move, cast a cantrip, use an item, or perform special options; most leveled spells cost **2 Actions**.
- **Rushed Attacks** for extra attacks: each additional attack adds one die of disadvantage (roll extra dice and take lowest).
- **Special abilities that normally use Bonus Actions** can be used once per round for free (e.g., Cunning Action, Step of the Wind).

Reactions and Defensive Options

- **Heroic Reactions** are powerful but cost Actions on your next turn (you start your turn with fewer Actions if you used reactions).
- Notable reactions: **Defend** (reduce one attack by your AC modifier), **Interpose** (take a hit for an ally within 10 ft), **Opportunity Attack** (heroes only), **Help**, and **Assess** (DC 12 skill check for tactical benefits).

Monsters, Armor, and Damage Resolution

- **Monsters attack like heroes** (miss/crit rules apply).
- **Monster Armor categories:**
 - **Unarmored** (normal).
 - **Medium Armor** (AC 14–17): ignore modifiers; sum dice only.
 - **Heavy Armor** (AC 18+): ignore modifiers; take half the sum of dice (round up).
- **Hero crits and saving-throw spells ignore monster armor.** Vulnerability/armor interactions handled case-by-case (either/or).

Dying, Exhaustion, and Resting

- **Dropping to 0 HP** gives the **Dying** condition and 1 level of Exhaustion instead of unconsciousness; you keep limited agency (1 Action) but risk further Exhaustion from actions or incoming damage.
- **Exhaustion** is now a long-term death gauge: 6 levels = death; recover 1 level per Long Rest.
- **Long Rests** require safe 8 hours; recover full HP, resources, and 1 Exhaustion. **Short Rests** are ~15 minutes; expend Hit Dice as usual.

Magic and Resources

- **Mana replaces spell slots bookkeeping:** spells cost Mana equal to their level; Mana pools scale by class type (full, half, quarter casters).
- **Arcane Recovery** and Sorcery Point conversion convert to Mana in specified ratios.
- High-level spell costing and Mana rules simplify casting choices and reduce hoarding.

Character Creation, Skills, and Abilities

- Optional consolidation of ability scores (reduce 6 to 5 or 4 stats) to streamline sheets (e.g., combine CON+STR; WIS+CHA → WIL).
- **Skills** are simplified and consolidated; skills are no longer tied to proficiency. Start with base ability modifiers + 4 skill points at level 1, then +1 point per level.
- Many feats and class features remain usable with small Nimble-specific tweaks (check Nimble notes for specifics like Action costs and 1/round limits).