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Welcome!

Alloyed RPG™ is easy to learn, easy to play, and easy to run. Character creation takes as little as 5-minutes, and all you need to play are a 20-sided die (*1d20*) and your imagination. Whether you're a total newbie or a seasoned veteran, we're glad you found us and we know you'll have a blast! Core Rules and other resources are available for FREE at www.AlloyedRPG.com

Alloyed RPG is our labor of love to the gaming community. Almost everything we publish is available for free on our website, so it really helps if you support us by liking, subscribing, and sharing the links. For questions and comments, email the DungeonMaster@AlloyedRPG.com. Thanks, and may your dice always roll with Advantage!



Credits

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CARDINAL RULE No.1. All rules can be modified. As with any game, the object is to have fun. Do whatever it takes to make that happen at your table.

CARDINAL RULE No.2. Imagination over calculation. Numbers and mechanics are here only to bring structure and balance to the adventure, nothing more.

CARDINAL RULE No.3. All rules and outcomes are ultimately decided by the Dungeon Master (DM). **Alloyed** DMs can pretty much do whatever they want, even if it 'breaks' the rules. So, be nice to your DMs and bring them snacks (*no one wants a hangry DM*).

'Fast Five' (ultra-simple gameplay)

Alloyed RPG is known for its streamlined mechanics, which is why so many describe it as, '*Dungeons and Dragons* without all the math.*' Nevertheless, some of us like to take simplicity even further. To play **Alloyed RPG** using 'Fast Five' rules, you'll have to rely on your creativity as a DM. Take no Abilities, Targets, Stats, or other modifiers into consideration for any Action (Body, Mind, or Spirit). Simply roll 1d20 for the following outcomes:

- 1-4.** Wildly unsuccessful
- 5-8.** Moderately unsuccessful
- 9-12.** Neutral. Neither successful nor unsuccessful
- 13-16.** Moderately successful
- 17-20.** Wildly successful

Natural 1 & 20 (also on p.12 of *Alloyed RPG Core Essentials 2.2*). Whenever you roll a Natural 20 on a Hard Action (including Magic), one (1) point is added to your Mastery track. But...whenever you roll a Natural 1 on a Hard Action (including Magic), you must roll 1d20/5 (rounded up) and consult the Natural 1 List below for additional consequences. This applies to Creatures and NPCs as well – no one is immune to the Natural 1!

Natural 1 List

- 1. Give me a break!** The Weapon or Gear you used is broken until repaired. If a Staff/Wand was used, you must discard the Magic used involved in the Action.
- 2. Butter fingers!** The Weapon or Gear you used is dropped and cannot be picked up by you until your next Turn (but it can be picked up and used by anyone else, including an enemy).
- 3. That's gonna leave a mark!** Half of the Damage you would have done with your Attack is now done to you (rounded up).
- 4. Take a seat!** You skip a Turn.



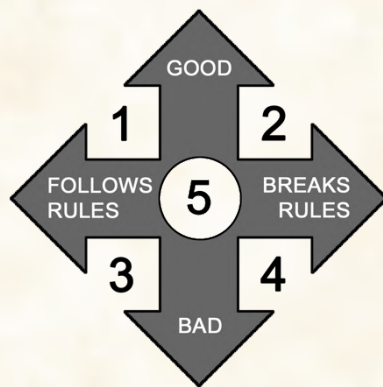
Alignment and Corruption (*complex gameplay*)

When we first released **Alloyed RPG**, we included an alignment system, and we absolutely love it! But, although it was popular with a lot of...shall we say, 'players of a certain era,' it wasn't always embraced by some of the newer generations, so we cut it out of 2.0 and later releases. As **Alloyed RPG** has gained traction within the gaming community, it was time to bring back Alignment for those who want to add some more depth to their roleplaying. Many DMs and players will still choose not to use Alignment, and that's totally fine – it won't affect most gameplay. There are no stats initially associated with Alignment. However, as in real life with real people, there are consequences that come from acting against your own conscience.

Using the **Advanced Character Sheet** at the end of this supplement, here's how it works:

Choose your Alignment. This is your character's 'moral compass.' Think of it as a roleplaying aide that generalizes how your character would behave in a given situation. The following diagram shows basic Alignments with examples. If you're new to roleplaying (*or not very confident at it*), we suggest

choosing 'neutral' (No.5) or an Alignment that's closest to your own actual personality. Still not sure? Perhaps this example will help:



What would you do with the 'Starving Man?'

1. Buy food from the store and give it to the man.
2. Steal food from the store and give it to the man.
3. Buy food from the store and eat it in front of the man.
4. Steal food from the store and eat it in front of the man.
5. Leave the man alone.

Accept Corruption. Here's where it gets fun. The Corruption mechanism is in place to encourage you to play in character according to your chosen Alignment. If a character acts against their moral compass ('*out of character*'), the DM can bestow, at their own discretion, up to three (3) Corruption points upon that character depending on the magnitude of the violation. For example, a Good Rule-following person (*Alignment No.1*) might steal money from the baker's till (*1 Corruption*), falsely testify against an innocent person (*2 Corruption*), or jealously murder a friend in cold blood (*3 Corruption*).

Violating your own conscience has lasting repercussions. When a character accrues three (3) Corruption points, a -3 is immediately applied to that character's Spirit Ability (*among other things, Spirit is used to cast Magic, so this really hurts*). The Corruption track is then set back to zero.

Seek Redemption. The gracious DM may offer a character the option of embarking on a 'penitent' side quest, allowing for the removal of Corruption points. However, Corruption that has already been applied to Spirit cannot be removed except by way of Mastery (*p.12 of Alloyed RPG Core Essentials 2.2*).

Character:

Traits

ALIGNMENT

GOOD

12

FOLLOWS RULES5BREAKS RULES

34

BAD

CORRUPTION

1

2

3

MASTERY

123

(-)HP

Aging Out

90

80

70

60

50

40

30

20

10

9

8

7

6

5

4

3

2

1

HP

Gear, Weapons & Magic

(Max 2 Weapons (including Staff/Wand), Max 2 Protective)

1. Staff/Wand

2.

3.

4.

5.

6.

7.

8.

9.

10.

CASTS

Magic (Natural Ability)

1.

2.

3.

NOTES

Body

(Max +/-5)

Mind

(Max +/-5)

Spirit

(Max +/-5)

Attack

(Max +/-2)

Defense

(Max +/-2)