
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!

If you're new to tabletop roleplaying games (*ttrpgs*), think of them as '*collective storytelling*' in which a group of players sets out on a semi-guided adventure. Unlike board games, the objectives, actions, and outcomes are as endless as your imagination.

Players create their own unique characters with different abilities, traits, and gear. Those characters will then embark on adventures as presented by a game master. Many things can happen along the way (*battles, intrigue, action, etc.*) and the players decide how they'll interact within those encounters. In some situations, dice may be rolled to determine outcomes based on a character's abilities and resources. The rules serve as general guidelines for an otherwise boundless, open-ended game.

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*).

Building your Character

Character creation in **Alloyed RPG** is as simple as it gets. You can play any kind of character you want to play regardless of setting. A swashbuckling human rogue? No problem! How about a sophisticated goblin with intelligence and a moral compass? Go for it! A halfling droid with a plasma blaster? A princess-turned-thief? A dachshund samurai? All good! The simplified stats in **Alloyed RPG** are designed to let players and DMs focus more on roleplaying and less on math. Your character choice is wide-open as long as you're committed to playing the role.

Step One: Choose/Name your Character. There are no races or classes in **Alloyed RPG** as far as any stats are concerned. Be whomever (or whatever) you want to be!

Step Two: Choose your Traits. Traits are simple, one or two-word descriptions of your character for easy reference. A barbarian might be '*strong*,' '*impulsive*,' and '*loud*,' whereas a thief might be '*stealthy*,' '*cunning*,' and '*agile*.' Traits can also be used for Gear. A sword, for example, might be '*sharp*,' '*long*,' and '*heavy*' or '*dull*,' '*short*,' and '*rusty*.'

Step Three: Choose your Abilities. New characters are given five (5) points to distribute in any whole number combination among the three core Abilities of **Body**, **Mind**, and **Spirit**. For example, you could put all five points on Body, leaving both Mind and Spirit with zero.

Or, you could put three points on Mind, one point on Spirit, and one point on Body, etc. Player Abilities may never exceed +5 or fall below -5 points during the game (unless by some types of Magic, but we'll get to that later in the 'Magic and Mages' section).

Body. This is your character's overall *physical* Ability. It includes everything from physical strength to dexterity to agility, etc. Physical tasks (*lifting, jumping, throwing, etc.*) involve Body. Your Traits will help define which aspects of Body are more or less developed in your character. To convert a traditional stat block from D&D, Pathfinder, etc., (Strength + Dexterity) divided by 7 (*rounded down*) = Body.



Mind. This is your character's overall *mental* Ability. It includes everything from intelligence to wisdom to street smarts, etc. Mental tasks (*puzzle solving, engineering, organization, etc.*) involve Mind. Your Traits will help define which aspects of Mind are more or less developed in your character. To convert a traditional stat block from D&D, Pathfinder, etc., (Intelligence + Wisdom) divided by 7 (*rounded down*) = Mind.

Spirit. This is your character's overall *unbreak*-Ability. It includes everything from constitution to charisma to tenacity, etc. Perseverance tasks (*enduring pain, resisting temptation, facing fears, etc.*) and casting Magic involve Spirit. Your Traits will help define which aspects of Spirit are more or less developed in your character. To convert a traditional stat block from D&D, Pathfinder, etc., (Constitution + Charisma) divided by 7 (*rounded down*) = Spirit.

Step Four: Choose your Gear. New characters start with a pack and up to ten (10) pieces of Gear that you can carry on your own person. The maximum amount of Gear you may carry at one time is ten (10) pieces. There are no 'bags of holding' or other such storage options in **Alloyed RPG**. If your hands are full (*you have 10 pieces of Gear already*) and you acquire something new along the way, another piece of Gear must be discarded. You may only carry a maximum of two (2) Weapons (*including Staff/Wand*) and two (2) pieces of Protective Gear. In Alloyed RPG, Magic is treated as Gear and takes up Gear slots (see 'Magic and Mages,' p.13)!

Step Five: Add up your Attack and Defense. Attack and Defense are modifiers added to rolls involving physical (Body) attacks. Your character gains +1 Attack for each non-Magic Weapon carried (*max of 2*) and +1 Defense for every piece of Protective Gear carried (*max of 2*). Some types of Magic temporarily increase Attack and/or Defense beyond the +2 limit, but we'll get to that later in the Magic list.


Step Six: Roll for your Hit Points (HP). Hit Points represent your 'life force.' Your new character starts with $9 + 1d20/4$ HP (*rounded up*). Roll 1d20, divide by 4 (*rounded up*) and add 9 to it. That gives you a starting range of 10 to 14 Hit Points. There are various ways to recover and gain HP throughout the Campaign, but when your Hit Points go to zero, you're dead (see 'Death and Ghosts' in the DM's Guide section). To convert a traditional stat block from D&D, Pathfinder, etc., (Hit Points) divided by 3 (*rounded down*) = HP.





Anatomy of a Character Sheet

(A blank character sheet is on p.224 and at www.AlloyedRPG.com as a pdf download)


Credits: 'Sir Cumference of Pye' is based on the mini of Sir Quimp, which can be purchased from artist, Steve Conley.

Mastery is discussed on p.12. Mastery adds Ability, or HP, or allows Magic to become a Natural Ability. 

Aging is discussed on p.17. Characters decline after they reach 100 HP. 

Character Name and Traits go in this box. This is a good place to insert a picture of your character. Be as brief or as lengthy as space will allow. You can be anyone or anything you want to be as long as you commit to the role. No stats are affected by character type. 


Character: *Sir Cumference of Pye* **Traits:**



Fat, always hungry, noble, surprisingly agile, courageous, funny, boisterous. Rich.

Carries an ancient runesword named 'Bubba,' and wears a silver breastplate given to him by the queen herself.

On a quest to find the perfect dessert and will always help a stranger in need.

 **MASTERY**

☐ (-)HP Aging Out **90**

80 **70**

60 **50**

40 **30**

20

9 **8**

7 **6**


5 **4**

2


1 **HP 13**


CASTS

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Magic is treated as Gear and is discussed on p.13. New players are allowed (3) Magic. Casts are tracked by checks in the boxes. 

- Gear, Weapons & Magic**
- (Max 2 Weapons (including Staff/Wand), Max 2 Protective)
1. Staff Wand Big Fat Fist (2 rounds, 2 casts)
 2. Arcane Rocket (1 cast)
 3. Walk Walker (2 rounds, 3 casts)
 4. Breastplate
 5. Holooost Cloak
 6. Sword (ancient with runes/glow)
 7. Rope (50ft). 5ft was cut off (now 45ft)
 8. Lantern
 9. Grappling Hook
 10. Crowbar

Players are allowed to carry up to 10 pieces of Gear, including up to (2) weapons (Staff/Wand counts as (1)) and (2) protective Gear. 

+3 Mastery allows a player to convert (1) Magic into a Natural Ability. 


- Magic (Natural Ability)**
1. Disintegrate (small-to-medium objects, 3 casts)
 - 2.
 - 3.


Notes may include anything you want to remember: campaign details, clues, items found, arrows shot, etc. 


NOTES Trynia Featherbow (Sister of the Forest). Wants a small vial. Need to collect kaleberi fruit to bring back to Riverbend.

Found: small copper ring. Left boot has a hole.

Body 1 (Max +/-5) **Mind** 2 (Max +/-5) **Spirit** 2 (Max +/-5) **Attack** 1 (Max +/-2) **Defense** 2 (Max +/-2)

New players start with (5) Ability points to be distributed in whole numbers between Body, Mind, and Spirit. A player's Spirit Ability is used in casting Magic. Whenever +3 Mastery is reached, a player may add +1 to an Ability. Some Magic may temporarily + or - an Ability beyond the Max. 

Each non-Magic weapon adds +1 Attack. Each piece of protective Gear adds +1 Defense. Some Magic may temporarily + or - Attack and/or Defense beyond the Max. 

New players start with 9 + 1d20/4 (rounded down) Hit Points. You can use coins, tokens, etc. to track HP during play. 

Playing the Game

Like most roleplaying games, **Alloyed RPG** is collaborative storytelling, using maps and rolling dice to drive the adventure. Some stories may be told in one session of gameplay (*3-4 hours*), while others may go on for years. Before we jump into the game itself, let's go over a few key terms.

The Party: This is the group of players who embark on adventures together. Typically, it's best to have four (4) to six (6) players in a Party, but that's up to the DM.

The Dungeon Master (DM): Yes, we're old-school and still call it a DM (*vs GM 'Game Master'*). Notice we put the DM *after* the Party. The DM is here to serve the Party, but the rules are here to serve the DM. It's the DM's job to create the world in which the adventure takes place. It's a big job, so if we make things easier on the DM, everyone has more fun. In matters of dispute, the Dungeon Master always has the final say!

The Non-Player Characters (NPCs): These include everything from monsters to merchants. NPCs are typically played by the DM or by a player whose character is deceased (*see 'Death and Ghosts' in the DM's Guide section*).

The Campaign: This is the adventure itself. The settings and reasons for the Campaign may be many and varied. **Alloyed RPG** is especially good for 'one-shot' Campaigns in which a whole mission or story arc is completed during a single session of gameplay (*3-4 hours*).

The Natural: Natural rolls are the pure numbers shown on the face of the dice without any modifications applied. A 'Natural 20' causes extra good stuff to happen. A 'Natural 1' causes extra bad stuff to happen. Natural roll consequences apply to all characters, including the bad guys.



Turns and Rounds: A Turn is the period of time in which an individual player Moves or takes Action. A Round consists of all of the Turns for all of the players at the table. As the Campaign unfolds, you will be faced with decisions to make and actions to take. When an encounter occurs, everyone at the table (*including the DM*) rolls 1d20. The player with the highest number starts first, then Turns follow clockwise, including the DM.

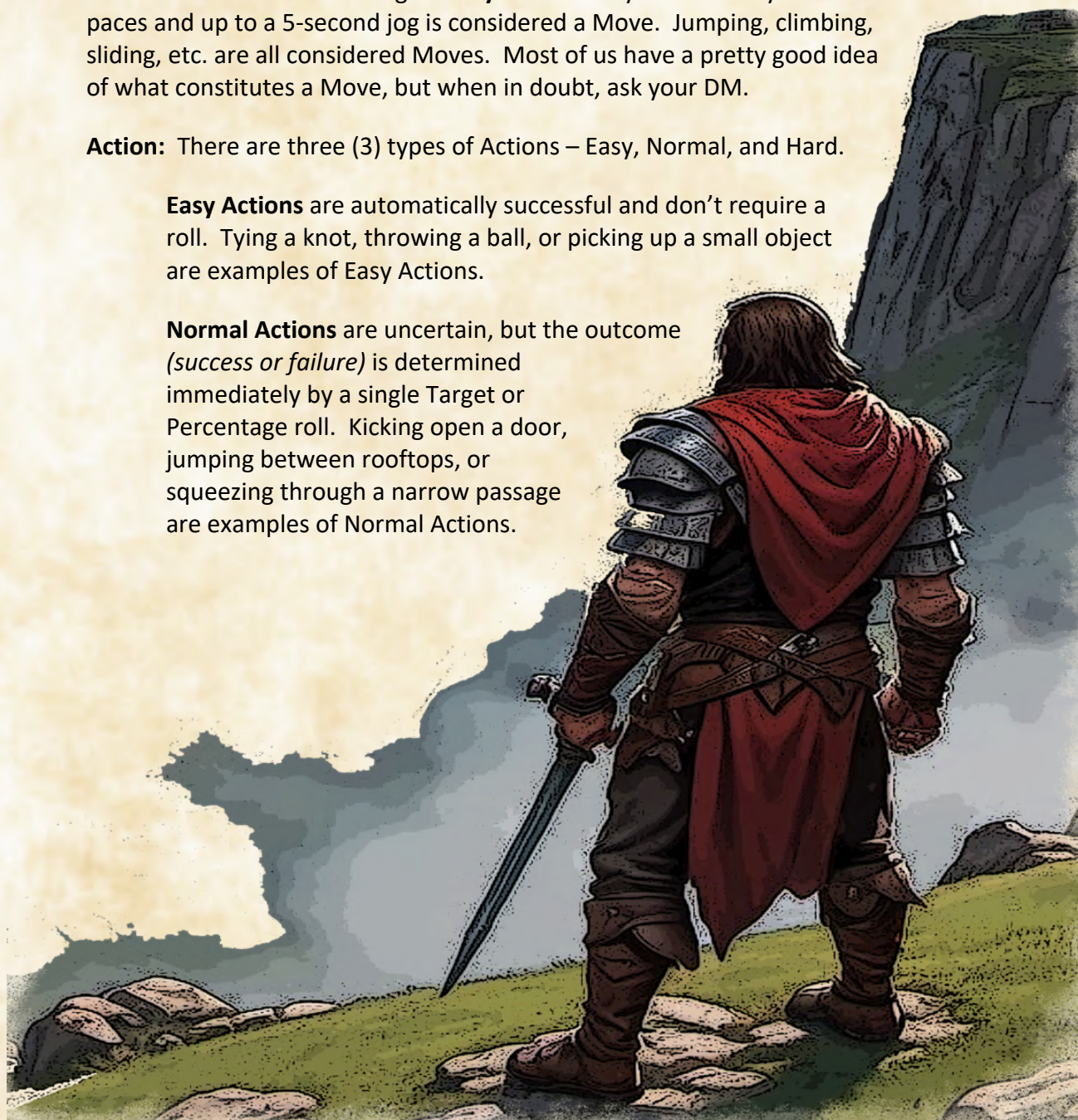
During a Turn, you may do one (1) of two things: Move, or take Action. Reasonable combinations of simultaneous movement and action are allowed at the DM's discretion (*for example, moving out from behind a wall to shoot an arrow, etc.*).

Move: There is no measuring in **Alloyed RPG**. Any distance beyond a few short paces and up to a 5-second jog is considered a Move. Jumping, climbing, sliding, etc. are all considered Moves. Most of us have a pretty good idea of what constitutes a Move, but when in doubt, ask your DM.

Action: There are three (3) types of Actions – Easy, Normal, and Hard.

Easy Actions are automatically successful and don't require a roll. Tying a knot, throwing a ball, or picking up a small object are examples of Easy Actions.

Normal Actions are uncertain, but the outcome (*success or failure*) is determined immediately by a single Target or Percentage roll. Kicking open a door, jumping between rooftops, or squeezing through a narrow passage are examples of Normal Actions.



Hard Actions are the big ones and require a Target or Percentage roll for outcome (*success or failure*), followed by an additional roll for Damage if successful. Attacking with a sword, deactivating a timebomb, or casting Magic are examples of Hard Actions. Whenever you roll a Natural 1 while attempting a Hard Action (*including casting Magic*), you must consult the 'Natural 1 List' for consequences (*not good*).

Targets, Percentages, and Hit Points: As the Campaign unfolds, the DM creates various encounters and challenges along the way. These may include creatures to fight, obstacles to overcome, or puzzles to solve. Think of challenges like this: How hard is something to hit or connect with? That's the *Target*. How hard is something to kill or complete? That's the *Hit Points*. Challenges (*or parts of challenges*) are given a base Target by the DM. The Target is the number that you must match or beat in order to be successful. The base Target may never exceed 20. Abilities (Body, Mind, Spirit) and/or Attack and/or Defense may be added to or subtracted from the Target depending on the challenge, object, or creature associated with the Target.

When a Target doesn't adequately apply to a challenge, the DM may assign a percentage to beat instead. Percentages are particularly helpful when players come up with unusual actions on the fly. If you've never used percentages, they might work a little differently than what you'd expect. Meeting or beating the percentage counts as a success. If something is given a 25% chance of success, that means you'd have to roll a 25% or LESS to succeed (*otherwise, you'd have a 75%*

chance of success). The percentage roll is done with 1d20 multiplied by 5 (*For example, a roll of 8 would be 40%*).

NPCs and Magic always roll against a base Target of 10 or against a percentage. To convert a traditional stat block from D&D, Pathfinder, etc., (Armor Class) minus 5 = Target.

Damage: In **Alloyed RPG**, Damage is the amount of work, energy, or effort that goes into a successful attempt at something. That something can be anything from striking an enemy with a sword to cracking a code. All Damage rolls are done with 1d20. The amount of Damage is subtracted from that something's Hit Points.



When HP goes to zero, that something is finished (*the enemy dies, the code is cracked, etc.*). Some actions will not be effective even if the Target is met (*Example: slashing with a sword against a creature made of water, etc.*). Players are encouraged to use their common sense and creativity, and as always, the DM has the final say. There are four (4) levels of Damage: Light, Medium, Heavy, and Supreme.

Light Damage is dealt when only using your natural brawn or brains without the help of any Gear. Roll 1d20/10 (*rounded up*) for Light Damage.

Medium Damage is dealt when using basic Gear (*in trained hands, anything can be used as a weapon*). This includes an empty or depleted Staff/Wand. Roll 1d20/5 (*rounded up*) for Medium Damage.

Heavy Damage is dealt when using non-Magic Weapons. Roll 1d20/2 (*rounded up*) for Heavy Damage.

Supreme Damage is dealt whenever a Natural 20 is rolled on any non-Magic Hard Action Target roll. Roll 2d20/2 (*each separately rounded up*) for Supreme Damage.

Putting it All Together – An Example Encounter: The Party is in a cave and discovers a secret passage that ends at a locked iron door. The door has a Target of 5. The thief (*Mind 1*) attempts to pick the lock (*Normal Action, Mind*). She rolls 1d20, resulting in a 3 + 1 Mind = 4 (*unsuccessful*). The barbarian (*Body 3*) attempts to kick down the door (*Normal Action, Body*). He rolls 1d20, resulting in a 2 + 3 Body = 5 (*successful - barely*). The door is kicked open weakly and the Party enters the room. Three startled goblins (*Target 10, HP 7, Spirit 0*) and a bugbear (*Target 10, HP 17*) are playing cards. Everyone rolls 1d20 for Turn order. The wizard (*Spirit 4*) has the highest roll and goes first with an attempt at casting 'Taze' at one of the goblins (*Spirit 0*). He rolls 1d20, resulting in a 9 + 4 Spirit = 13 (*successful - Magic always rolls against a base Target of 10 + the target's Spirit*). The wizard then rolls Heavy Damage (*according to 'Taze' description*), resulting in an 8. The goblin only has 7 HP and therefore dies. Next up (*clockwise at the table*) is the DM, playing for the NPCs. One of the remaining goblins flees down the hall (*Move*). The other goblin grabs a knife and lunges (*Hard Action, Body*) at the thief (*wearing a protective vest, Body 0*). The goblin rolls 1d20, resulting in a 9 + 1 Attack (*for using the knife*) = 10. This would normally be successful (*NPCs always roll against a base Target of 10 + the target's Ability, in this case, Body*), but the thief has a + 1 Defense (*for wearing the protective vest*), thus raising the thief's Target from 10 to 11 (*unsuccessful*). The goblin misses and stumbles past the thief. The bugbear jumps up from the chair and runs across the room to grab a battleax from the wall (*Move*). Next up is the cleric who, for some strange reason, decides to do a backflip into the room to try to grab the battleax off the wall before the bugbear gets to it. The DM gives that Move a 20% chance of success. The cleric rolls a 7 (35%, *unsuccessful*) and crashes into the table, pulling a muscle on the way down...

If that all made sense to you, Congrats!
Grab your dice –
You're ready to play **Alloyed RPG!**



Mastery, Naturals, and Advantage

Mastery: Practice makes perfect (*unless you really stink at it*)! The more you play the game, the more you learn and gain proficiency. To reflect this growth, your character has a Mastery track. Whenever you roll a Natural 20 on a Hard Action (*including Magic*), one (1) point is added to your Mastery track.

When your Mastery track reaches plus three (+3), you may do one (1) of the following: Add +1 to any Ability (*not to exceed 5*), add +5 to your base HP, *or* convert any Magic you currently carry into a Natural Ability. As a Natural Ability, that Magic no longer takes up a Gear slot and no longer requires a Staff/Wand for it to be used. You may only have a maximum of three (3) Natural Magic Abilities. Your Mastery track is then reset to zero.

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 the consequence corresponding to the number rolled. 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 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.



Advantage: From time to time, an encounter might become slightly imbalanced to where the scales may tip a little one way or another. Perhaps smoke or fog drifts in, obscuring vision; or maybe you've been hanging onto a rope for a really long time and begin to fatigue, etc. In such cases, the DM can call for a roll with Advantage or Disadvantage. When rolling with Advantage, you roll 2d20s and keep the best one. When rolling with Disadvantage, you keep the worst one. A tie requires a reroll.

Magic and Mages

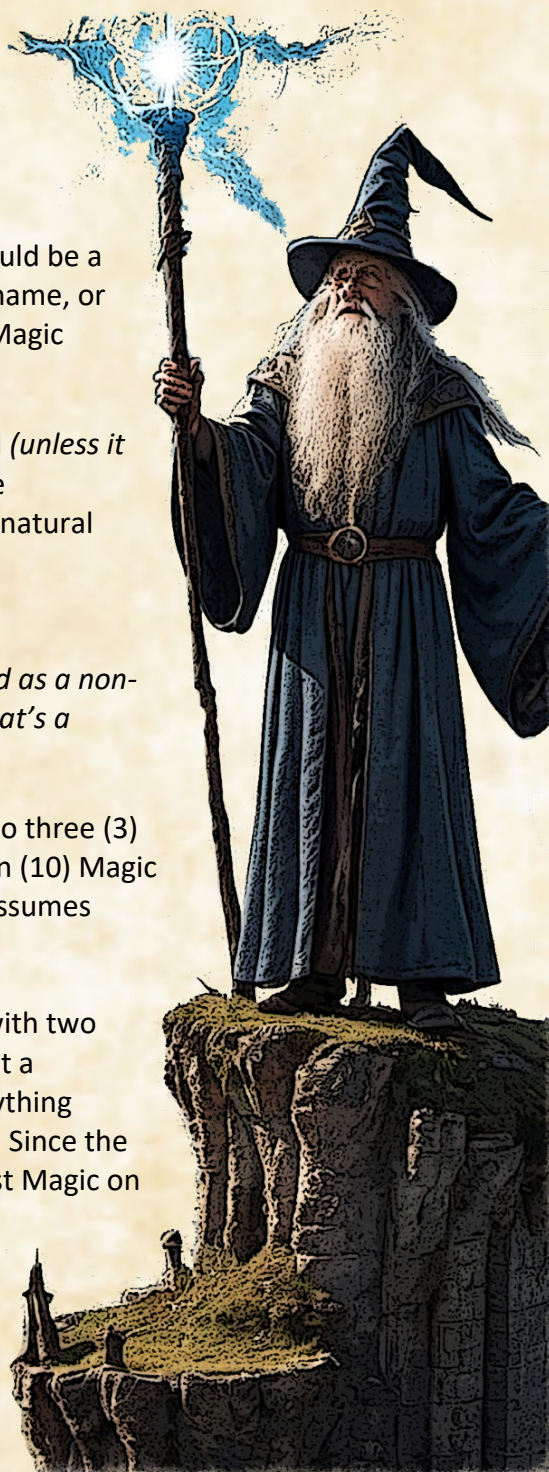
Magic in **Alloyed RPG** is simple, fun, and balanced. You can do lots of cool stuff with Magic that you can't do with traditional Weapons or Gear. That said, a newbie Mage shouldn't be any more powerful than a newbie fighter or thief. Let's start with some key concepts.

Magic: Generally, refers to anything supernatural.

Mage: Generally, refers to any Magic user. Your Mage can be as generic or as specific as you want (*wizard, shaman, druid, etc.*), and you don't have to be a pure Mage, either. Because **Magic is treated as Gear**, this allows for almost any combination of Magic user. You could be a knight with a bunch of Gear and only one Magic to your name, or you could be a full-blown sorcerer wielding nothing but Magic and a smile!

Staff or Wand: All Magic is stored within a Staff or Wand (*unless it becomes a Natural Ability through Mastery*). Think of the Staff/Wand as a gun that you load with a variety of supernatural bullets (*Magic*) that do lots of cool stuff. Staffs/Wands are counted as Weapons, but they don't add to your Attack and they don't inflict Damage other than what the actual Magic dictates (*unless you use your Staff/Wand as a non-Magical whacking stick to inflict Medium Damage, but that's a pretty desperate thing to do*).

Starting players are allowed one (1) Staff/Wand with up to three (3) Magic per Staff/Wand, increasing up to a maximum of ten (10) Magic per Staff/Wand as your character advances. But Magic assumes devotion from its users, and such devotion has its cost. Each Magic takes up one Gear slot, just like any other piece of Gear. For example, a shaman carrying a Wand with two (2) Magic can carry eight (8) additional pieces of Gear, but a wizard carrying a Staff with ten (10) Magic can't carry anything more and must rely on others in the Party for their Gear. Since the actual Staff/Wand already takes up one Gear slot, the first Magic on your Staff/Wand is included. You're welcome :). As already mentioned, you can whack someone with a Staff or stab someone with a Wand and it will inflict the same Medium Damage as using any other non-Magic/non-weapon piece of Gear. But remember, as with any other piece of Gear, Staffs and Wands can be damaged, lost, stolen and/or used against you.



All Magic is cast by rolling (1d20 + your Spirit) against a Target of (10 + the target's Spirit). A failed cast still counts as a cast. When all of a Magic's casts have been used up, that particular Magic remains on the Staff/Wand in a 'discharged' state and cannot be used again unless/until it's recharged. Discharged Magic continues to take up a Gear slot unless/until you choose to permanently discard it from your Staff/Wand, which you may do at any time. Once discarded, that Magic is gone from your Staff/Wand and no longer takes up a Gear slot. Once (1x) per session, you may trade two (2) *un-cast* Magic for one (1) new Magic of your choice. As a bonus, such 'two-for-one trading' also frees up a Gear slot that can be used to carry other items. Two-for-one trading can be done at any time, and does not count as an Action. At the end of each session (*when you return home*), all Magic remaining on your Staff/Wand is recharged. At the beginning of each session, you may load up to three (3) additional Magic to your Staff/Wand if you have open Gear slots for it.



DM's Guide to Mechanics and Modifications

Roleplaying games are very different from other games because the possibilities are endless. There's simply no way to account for every scenario that might occur at your table. This chapter addresses some of the things we've run into during our own games and how we handle them. You'll most certainly run into several of your own, and when you do, please tell us about them - they might just make it into the next edition!

Session Zero: Before you start any Campaign, it's a good practice to meet with your players to make sure everyone understands expectations for the game. Everyone should have read at least the sections about '**Building your Character**' (p.5) and '**Playing the Game**' (p.8). **Alloyed RPG** is streamlined enough that you'll have plenty of time to address expectations, answer questions, create characters, and actually start playing at Session Zero.

Campaign Creation: If you're not that great at coming up with your own scenarios, you can easily adapt any Campaign from any other system to **Alloyed RPG**. All you have to do is convert the stat blocks. You can keep all of the plot, all of the encounters, all of the NPCs, and all of the narrative. We've mentioned these earlier, but to convert traditional stat blocks from D&D, Pathfinder, etc. to **Alloyed RPG**: (Strength + Dexterity) divided by 7 = Body; (Intelligence + Wisdom) divided by 7 = Mind; (Constitution + Charisma) divided by 7 = Spirit; Hit Points divided by 3 = HP, *all rounded down*. (Armor Class) minus 5 = Target. There are tons of great Campaigns out there, so don't hesitate to use them!

If you're up for creating your own Campaign, here's a classic recipe to keep it fun and focused. You can incorporate these five key elements into every session to help drive the adventure:



1. **The Gatekeeper.** Give a reason why this task hasn't been accomplished before. *The town never had to face a dragon; the mine caved in and buried the entrance, etc.*
2. **The Mental Challenge.** Once the Party is underway, give them something for the mind. *A riddle to decipher; a solution to engineer, etc.*
3. **The Upset.** Don't let the Party assume success is guaranteed. *The exit gets blocked; an important map is burned; a character gets injured and must be carried, etc.*
4. **The Epic Finale.** This is the big finish requiring the Party to use everyone's resources and wit. *The enemy is stronger than anticipated; the castle is rigged to explode, etc.*
5. **The Reveal.** Show the players why they've fought so hard. This may not be what they expect. *A reward is given; the people you saved are harboring a terrible secret; the whole session was just a test for an even bigger challenge that lies ahead, etc.*

Mapping: Where would an RPG be without maps? Maps can be anything from a simple pencil sketch to a full-blown digital display. A map can cover something as large as a universe to as small as a room. Since distances aren't precisely measured in **Alloyed RPG**, scale is not really an issue. Maps can be as general or as detailed as you need them to be to convey the physical location, terrain, and relative position of characters and NPCs. Maps don't have to be formal or great works of art – an eraser might represent a hill, or a roll of tape might depict a well, etc. Use your imagination with the goal of making gameplay easy.



Magic Creation and Gear: It's great when players come up with their own ideas for Magic and Gear. Just make sure that nothing's so powerful that it's invincible. Weapons and Magic should never be completely devastating or unfailing. Magic should almost always have a limited duration and number of casts.

Magic (*especially homebrew*) can get out of hand to the point where the Mage can become too powerful for the session, rendering it unfun. In such cases the DM can invoke 'In infliction' upon a specific Magic or Mage. This requires the Mage to roll at Disadvantage whenever that Magic is cast. Infliction is a temporary fix to get through the session until the DM and players have time to reevaluate the specific Magic and/or change its parameters for the future.

In **Alloyed RPG**, we always keep track of Gear. If you cut 10ft off your 50ft rope, you should note that you only have 40ft left. If you shoot 7 arrows out of 10, you only have 3 arrows left. Which brings us to...

Ammunition Recovery. Some ammo (*arrows, bolts, throwing stars, etc.*) can be recovered after a skirmish. To recover ammo, roll 1d20/5 (*rounded up*). Whatever you roll is how many you recover, even if it's more than what you started with (*bonus!*). And that brings us to...

Spoils of War. You can always loot fallen enemies for Gear. Spoils of war are treated as any other Gear, taking up Gear slots and having the same limits.

Rewards: At certain milestones (*the end of a Campaign, the achievement of some great task, etc.*) the DM can award various gifts to the characters. These may include HP, Magic, Gear, and/or Ability or Mastery points depending on the situation. When awarding Gear or Magic, slot limits apply. When awarding HP, keep it to a max of 1d20/2 (*rounded up*). When awarding Ability or Mastery points, only give out one (1) or at most two (2), and limits still apply. When awarding Magic, you can have the Mage pick one from the Magic list if slots are available. If no slots are available, consider increasing the number of casts allowed for a specific Magic already owned. An aging character (*see 'Aging' below*) is no longer awarded HP, Ability, or Mastery. Sorry, dude – that's life.

Hit Point Max: HP is limited to a maximum of 100 for *everything*. More HP only leads to longer slogs. If you want to make a 100 HP creature bigger and badder, just increase the creature's Target or decrease the Target it needs to hit.

Aging: No one stays young forever! Characters begin to age and decline once they've reached 100 HP. At the end of each session thereafter, the character rolls 1d20/2 (*rounded up*) to decrease by that many Hit Points. When you reach zero HP, you're dead. It happens to the best of us!

DM's Avatar: Create your own character to use as a guiding hero to aid the Party if needed (*Think, 'Gandalf' from the Hobbit/Lord of the Rings – he shows up when all seems lost*). Your avatar can be loaded with whatever Magic, skills, and HP you like, with or without the Party's knowledge. Be careful not to overuse it, but the DM's Avatar has averted many a TPK (Total Party Kill).



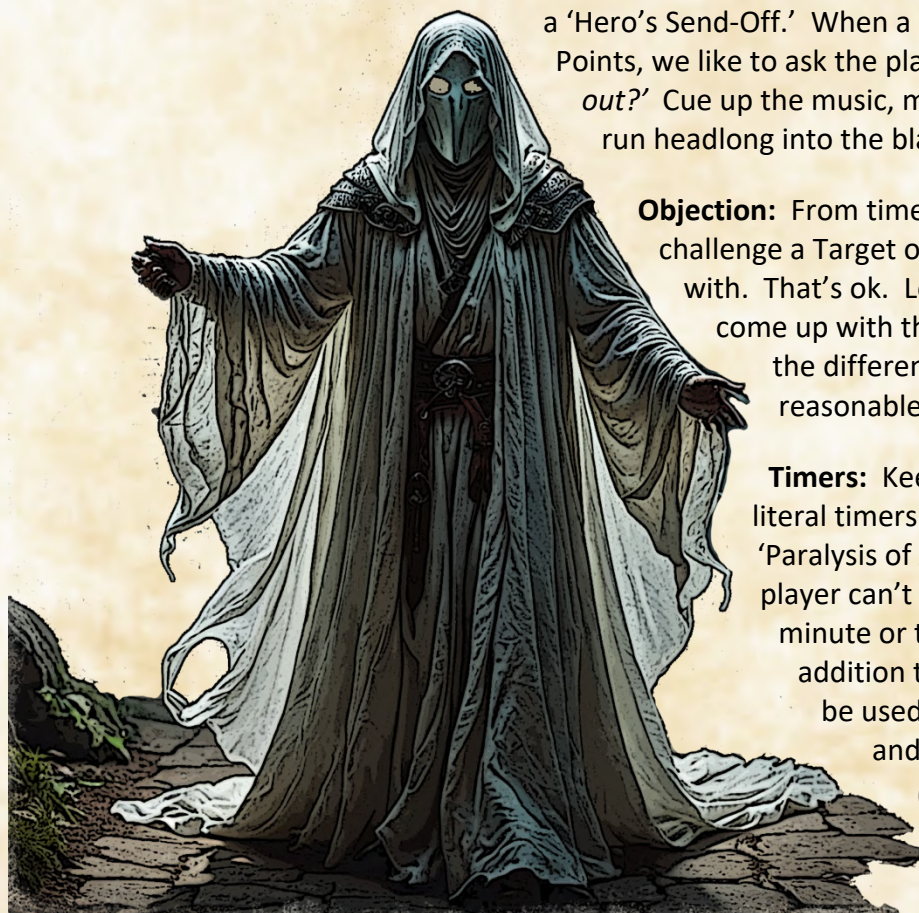
Death and Ghosts: When a character dies (*zero HP*), what do you do with the player, especially if it's early in the session? Here are some creative ideas that can be used to keep that player in the game...

1. **It's a Miracle!** Allow each player at the table to roll 1d20. If any Natural 20s are rolled, the dead character is restored to full Hit Points. You may also have one (1) other character use an Action to 'perform CPR.' If successful on a 10% roll, add +2HP to the fallen character. If both of these options fail, move on to one of the other solutions.
2. **Backup.** Always have a backup character on hand that a player can bring into the next scene within the Campaign.
3. **NPCs.** Allow the player to play one or more NPCs. Decide if you want them to play only neutral NPCs, hostile monsters, or both.
4. **Ghostly Influence.** Give the player 1d20 (*rounded up*) points they can spend as they wish to add to the other players' rolls throughout the session. Once those points are spent, that character is dead for good. Points should only be spent positively unless the character was betrayed (*in which case, they could be used to help the enemy*).

Whenever a character dies for good, be sure to give them a 'Hero's Send-Off.' When a character reaches zero Hit Points, we like to ask the player, '*How do you want to go out?*' Cue up the music, make your proclamations, and run headlong into the blaze of glory!

Objection: From time to time, a player may challenge a Target or Percentage you've come up with. That's ok. Let them state their case, come up with their own solution, then split the difference if the argument seems reasonable.

Timers: Keep it moving! Consider using literal timers during the game to mitigate 'Paralysis of Analysis' at the table. If a player can't decide on an Action within a minute or two, that's too long. In addition to traditional timers, dice can be used to set time limits on Turns and Rounds. Roll 1d20/5 (*rounded up*). '*In so many turns or rounds, such and such will happen...*'



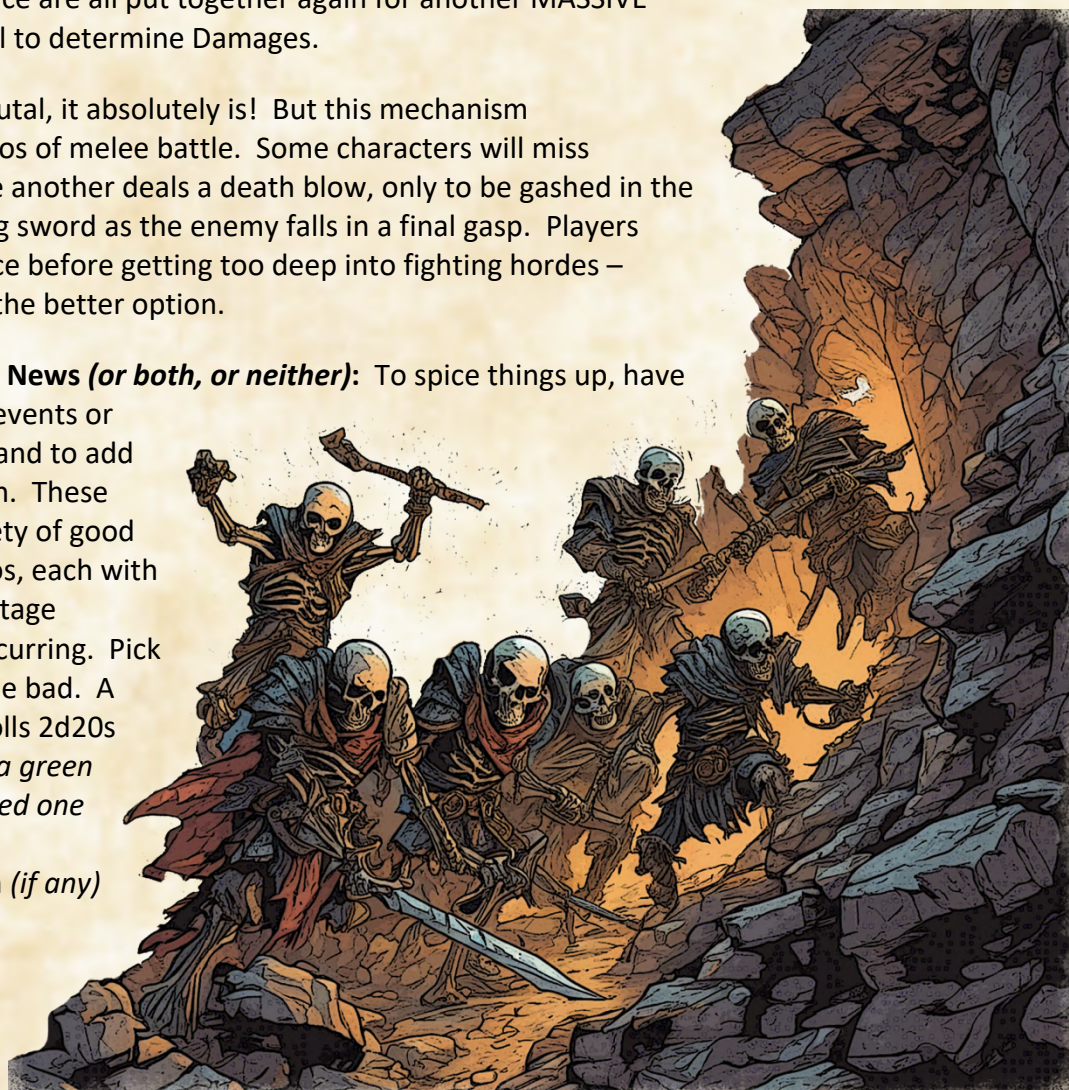
Perception: Nothing bogs down an RPG like ‘perception checks.’ Unless the DM specifically calls for a perception check (*because there’s actually something cool to perceive*), there’s no need to have the Party constantly asking for one. This goes as well for detecting traps or Magic, etc. Perception can be handled with a simple percentage roll for the whole Party or for each individual.

Hordes: Many Campaigns will feature encounters with hordes or swarms of enemies. Some DMs treat the entire horde as one giant entity, while other DMs take on each individual one-by-one. We suggest a different approach, but it requires lots of dice (*as if we needed an excuse to buy more dice :))*:

When the Party is engulfed by a horde of enemies, the normal Turn sequence changes from clockwise to *simultaneous*. Every character and NPC are assigned a different color or number. Each character secretly writes down their Moves and/or Actions (*the DM writes for all NPCs*). When all has been written, the Moves and Actions are revealed simultaneously. The various colored or numbered d20s for each corresponding character are all thrown together in one MASSIVE simultaneous roll. Successes and failures are then determined by the corresponding dice. Any successful dice are all put together again for another MASSIVE simultaneous roll to determine Damages.

If that sounds brutal, it absolutely is! But this mechanism captures the chaos of melee battle. Some characters will miss completely while another deals a death blow, only to be gashed in the arm by a glancing sword as the enemy falls in a final gasp. Players should think twice before getting too deep into fighting hordes – running may be the better option.

Good News/Bad News (or both, or neither): To spice things up, have several random events or encounters on hand to add to your campaign. These should be a variety of good and bad scenarios, each with the same percentage probability of occurring. Pick one good and one bad. A Party member rolls 2d20s simultaneously (*a green one for good, a red one for bad, etc.*) to determine which (*if any*) of them occur.



Faustian Bargain: At any time, a player may strike a deal with the DM to guarantee a successful roll. In exchange, the DM can 'call' the deal at any time by guaranteeing a failed roll.

Portals: To save time traveling between adventures, **Alloyed RPG** campaigns often employ portals. These rifts in the time/space continuum are handy, but they're also unpredictable. To spice things up, you can use the following random portal events. Roll 1d20/4 (*rounded up*) for outcome:

1. Each player rolls against Target 10 (Body). Players who succeed gain one (1) piece of basic Gear of their choice (*no weapons, no protective, no Magic*) without taking up a Gear slot. Players who fail must discard one (1) piece of basic Gear of their choice.
2. Each player rolls against Target 10 (Mind). Players who succeed add +1 Mastery. Players who fail subtract -1 Mastery.
3. Each player rolls against Target 10 (Spirit). Players who succeed gain one (1) Magic of their choice on their Staff/Wand without taking up a Gear slot. Players who fail must discard one (1) Magic of their choice from their Staff/Wand.
4. Each player rolls against Target 10 (*player's choice Body, Mind, or Spirit*). Players who succeed roll with Advantage until they enter another (*different*) portal. Players who fail roll with Disadvantage until they enter a another (*different*) portal.
5. Each player rolls against Target 10 (*player's choice Body, Mind, or Spirit*). Players who succeed add +1 to that Ability. Players who fail subtract -1 from that Ability.



Inspiration: Give each player physical tokens they may spend at any time during the campaign either to reroll or to gain +3HP. We like to have each player roll separately for their own tokens. The number of tokens given to each player depends on the difficulty of the campaign and the number of players at the table, but here's a good place to start (*rounded up*): 1d20/10 (1-2 players), 1d20/4 (3-5 players), 1d20/5 (6+ players). These tokens may be traded between players. Any tokens left at the end of the campaign may be cashed in for +1 HP each added to your base HP.

Gear, Weapons, and Magic

Equipping your character is one of the most fun parts of any RPG! But, let's face it, a lot of Gear lists are redundant. Do we really need a bucket *and* a pitcher? Is there really *that* much difference between a spear and a javelin? Nope. Sure, those huge lists are impressive, but in **Alloyed RPG**, we keep it simple. You want to carry water? You get a bucket. You want a long, pokey, weapon thingy? You get a spear. The same goes for Magic. Instead of allowing users to '*talk to frogs and toads* (specifically),' why not just allow them to '*communicate with animals* (in general)?' When designing Gear, Weapons, and Magic, we wanted every item to be so generally useful and so different from each other that you really have to think about what you choose to carry. With that said...

It's Time to Gear Up! New characters start with a pack and up to ten (10) pieces of Gear that you can carry on your own person. The maximum amount of Gear you may carry at one time is ten (10) pieces. There are no 'bags of holding' or other such storage options in **Alloyed RPG**. If your hands are full (*you have 10 pieces of Gear already*) and you acquire something new along the way, another piece of Gear must be discarded. You may only carry a maximum of two (2) Weapons (*including Staff/Wand*) and two (2) pieces of Protective Gear. In **Alloyed RPG**, Magic is treated as Gear and takes up Gear slots (see 'Magic and Mages,' p.13)! You may create your own (DM approved) Gear or use the Gear list for inspiration.



Basic Gear

1. **Ball Bearings.** Steel. 3/4in (2cm) diameter. Set of 50.
2. **Binoculars.** Brass with glass lenses.
3. **Blanket.** 10ft x 10ft (3m x 3m). Wool. Camouflage pattern.
4. **Block and Tackle.** Cast iron. Includes pulley with hook.
5. **Bucket.** 3-gallon (11 liters). Steel with handle.
6. **Candles.** 3-hour burn. Includes six (6) candles and twelve (12) matches.
7. **Canteen.** Aluminum. Holds ½-gal (2 liters) of any liquid.
8. **Chain.** 10ft (3m). Iron.
9. **Compass/Magnifying Lens.** Brass case with glass lens.
10. **Crowbar.** Iron. 2ft (0.5m) long, 3lbs (1.5kg).
11. **Cutting Torch.** Cuts metal up to 1/2in (1cm) thickness. One time use.
12. **Fire Starting Kit.** Includes flint and cotton.
13. **First Aid Kit.** Includes two (2) bandages 6in wide x 6ft long (15cm x 2m), rubbing alcohol, absorbable suture.
14. **Fishing Kit.** Includes pole (6ft (15cm)), line (100ft (30m)), two (2) hooks, two (2) lures, two (2) bobbers.
15. **Flares.** 3-minute burn. Includes three (3) flares and six (6) matches.
16. **Frying Pan.** 12in (30cm). Cast iron.
17. **Grappling Hook.** Iron. 2lbs (1kg). 3-prong, hook only, no rope.
18. **Hammer.** Iron head, wooden handle, 1lb (0.5kg).
19. **Lantern.** 5-hour burn. Includes extra wick and one (1) oil refill.
20. **Lockpick/Safe Cracking Set.** Iron. Includes stethoscope.
21. **Net.** Hemp. 10ft x 10ft (3m x 3m).
22. **Oxygen Mask.** 5-hour. Filters toxic gases and allows wearer to breath underwater.
23. **Pick Axe.** Iron head, wooden handle, 10lbs (4.5kg).
24. **Rope.** 50ft (15m). Made of hemp. Can be cut into pieces or unwound.
25. **Saw.** For cutting wood and plastics.
26. **Small Shovel.** Iron head, wooden handle.
27. **Spring Trap.** Steel. For small-to-medium animals.
28. **Tactical Ladder.** Telescoping. 10ft (3m).
29. **Tarp.** 10ft x 10ft (3m x 3m). Waterproof. Camouflage pattern. Grommets on corners.
30. **Writing Set.** Includes fountain pen, ink, and twelve (12) parchments.



Weapons

1. **Acid.** Three (3) single-use flasks.
2. **Battle Axe.** Steel head, wooden handle. Double-sided.
3. **Blowgun.** Silently shoots 50ft (15m). Includes ten (10) poison darts, each inflict Medium Damage each round for 3 rounds.
4. **Bo Staff.** Wood with steel core. 5ft (1.5m) long.
5. **Boomerang.** Wood.
6. **Bow.** Wood and leather. Includes quiver with 15 arrows.
7. **Crossbow.** Wood and steel. Includes quiver with 15 bolts.
8. **Dagger/Survival Knife.** Steel. 9in (22cm) long. Includes leather sheath.
9. **Garrotte.** Leather strap with imbedded glass. 3ft (1m).
10. **Grenades.** Set of 3. Can be thrown 100ft (30m), 25ft (7.5m) Heavy Damage radius.
11. **Landmines.** Includes 3 mines. 30ft (10m) radius of Heavy Damage when tripped and Supreme Damage to the one who tripped it.
12. **Long Sword.** Steel. 4ft (1.2m) long. Two-handed. Includes leather back sheath.
13. **Mace.** Iron head & chain, wood handle.
14. **Magic Staff.** Wood. 5ft (1.5m) long. Holds up to ten (10) Magic.
15. **Magic Wand.** Wood. 18in (45cm) long. Holds up to ten (10) Magic.
16. **Musket.** Steel and wood. Includes black powder flask and ten (20) lead shots. Single shot, 1-minute to reload.
17. **Nunchaku.** Wood with steel chain.
18. **Rocket Propelled Grenade.** This steel alloy RPG (*see what we did there :)*) shoots one (1) single grenade up to 3500 ft (1065m) with 250ft (75m) Supreme Damage radius.
19. **Short Sword.** Steel. 2ft (60cm) long. Includes leather side sheath.
20. **Slingshot.** Wood and leather.
21. **Spear.** Iron head, wood handle. 5ft (1.5m) long.
22. **Stun Gun.** 5-shots.
23. **Throwing Knives.** Steel. 6in (15cm) long. Set of 3.
24. **Warhammer.** Iron head, wooden handle.
25. **Whip.** Braided leather. 10ft (3m) long.



Protective Gear

1. **Arm Guards.** Steel with leather straps. Pair.
2. **Breastplate.** Steel with leather straps.
3. **Chainmail Vest.** Steel.
4. **Elbow Guards.** Steel with leather straps. Pair.
5. **Gloves.** Leather with steel mesh. Pair.
6. **Helmet.** Steel with leather chin strap.
7. **Holocaust Cloak.** Fireproof. Full-length with hood.
8. **Knee Guards.** Steel with leather straps. Pair.
9. **Shield.** Iron and wood with leather straps. 24in (60cm) diameter.
10. **Shin Guards.** Steel with leather straps. Pair.

Magic Items

Magic items are typically picked up along the way rather than chosen while gearing up (*and they don't always take up Gear slots*). We like to use them as intriguing little gifts, often leaning toward the absurd. Some examples:

1. **Beans of Beaning.** Beans that, when thrown, will always hit their target, regardless of range.
2. **Book of Books.** A small book that stores an infinite number of books.
3. **Cloak of Cloaking.** A hooded cape that always camouflages the wearer.
4. **Eyeball of Perception.** A small glass eye that notices small details and hidden objects/clues within its field of vision.
5. **Fork of Eating.** A silver fork that makes any small/medium (*inanimate*) object it touches become edible.
6. **Leaves of Leaving.** Small foliage that can extract the user from any conversation without awkwardness. Just flash one and walk away.
7. **Letters of Sending.** A notepad whose papers fly to their intended recipients.
8. **Map of Maps.** A small map that shows the locations of all other maps.
9. **Mirror of Mirroring.** A pocket mirror that physically duplicates any inanimate object within its reflection.
10. **Pick of Picking.** A lock pick that always successfully picks any lock, even if closed by Magic.
11. **Pit of Pitting.** A peach pit that becomes a 10ft x 10 ft x 10ft (3m x 3m x 3m) hole/pit wherever it is dropped.
12. **Potion of Potions.** A vial that holds up to 5 different potions without mixing.
13. **Ring of Reconciliation.** A gold ring, that makes one enemy immediately become your best friend.
14. **Shoes of Shooing.** Footwear that wards off vermin and swarming creatures.
15. **Sketchbook of Creation.** A drawing pad that physically materializes whatever is drawn, *exactly* as drawn.
16. **Sponge of Sponging.** A tiny sponge that absorbs any body of water in which it is placed, up to the size of a large lake, without ever getting bigger.
17. **Tie of Tying.** A necktie that creates an indestructible knot that can't be undone except by the tyer.
18. **Vile of Vileness.** A bottle that when drunk, makes the drinker too repulsive for anyone to look at.
19. **Wand of Wandering.** A little stick that always points to the best way to go.
20. **Watch of Watching.** A wristwatch that's constantly vigilant to warn the wearer of any incoming danger.

Magic

Magic with an asterisk (*) denotes a healing effect (*but you may have to get creative to use it that way*).

1. **Absorb.** During combat, any Damage you sustain this round may be dealt to your enemy in your next turn (*in addition to the normal Damage you roll*). Lasts for one (1) round. Good for two (2) casts.
2. **Adhesion.** One object (*living or non-living*) cannot be removed from your grasp by anyone other than you. Lasts for three (3) rounds. Good for two (2) casts.
3. **Amnesia.** The subject forgets up to three (3) key memories. Lasts for three (3) rounds. Good for two (2) casts.



4. **Animal Bond.** One non-hostile creature obeys your commands. Lasts for three (3) rounds. Good for two (2) casts.
5. **Animal Speak.** You can talk with all manner of natural animals (*not monsters*). Lasts for five (5) rounds. Good for three (3) casts.
6. **Animate.** Inanimate objects of small-to-medium size assemble to create a large golem (Target 10, HP 20) under your control. Lasts for three (3) rounds. Good for one (1) cast.
7. **Appropriation.** You take on one (1) trait, power, or Magic of an enemy. Lasts for three (3) rounds. Good for three (3) casts.
8. **Arcane Rocket** (*Rolls against highest Spirit*). Three (3) incendiary rockets launch at up to three (3) separate targets, dealing Heavy Damage to each target. Good for two (2) casts.
9. **Artifice.** You can create one (1) small, simple (*non-mechanical, non-Magic*) object that takes up one (1) Gear slot. Good for two (2) casts.
10. **Assemble/Disassemble.** Put together or take apart any mechanical device or system. Good for three (3) casts.
11. **Babylon** (*Rolls against highest Spirit*). Confuses hostile targets' language so they cannot communicate with each other. Lasts three (3) rounds. Good for two (2) casts.

12. Big Fat Fist. A giant, disembodied fist punches the target in the face, dealing Supreme Damage. If target HP drops to zero, the target is knocked unconscious for two (2) rounds. After two (2) rounds, target HP is restored to original level prior to cast. Lasts for two (2) rounds. Good for two (2) casts.

13. Blindness (*Rolls against highest Spirit*). Causes temporary blindness for up to three (3) enemies. Lasts for two (2) rounds. Good for two (2) casts.

14. Breathe. You and your Party can breathe fresh air underwater or amidst poison gas or smoke. Lasts for two (2) rounds. Good for two (2) casts.

15. Burrow. Instantly creates an underground den, safe from outside threats. Lasts for two (2) rounds. Good for two (2) casts.

16. Cage. Creates a 10ft x 10ft x 10ft (3m x 3m x 3m) cage around anyone or anything. Items can enter but not exit the cage. Lasts for two (2) rounds. Good for three (3) casts.

17. Charm. Everyone likes you and becomes more agreeable to your will. Lasts for three (3) rounds. Good for two (2) casts.

18. Chrono Vision. Allows you to see (*12 hours*) into the past, present, and future. Lasts for one (1) round. Good for two (2) casts.

19. Clone. Creates a perfect clone of yourself, able to perform any of your character's actions (*including Magic*). Lasts for one (1) round. Good for two (2) casts.

20. Control Target. One (1) target does your bidding. Lasts for two (2) rounds. Good for two (2) casts.

21. Dark Vision. You and your Party can see in the dark. Lasts for two (2) rounds. Good for three (3) casts.

22. Darkness. Creates pitch blackness in which only you can see. Lasts for two (2) rounds. Good for two (2) casts.

23. Daylight. Turns darkness into light. Lasts for two (2) rounds. Good for two (2) casts.



24. Disarm. All non-Magic weapons held by hostile targets within 50ft (15m) are permanently vaporized. Good for two (2) casts.

25. Discernment (*Rolls against highest Spirit*). You discern all honesty and intentions of all NPCs within sight. Lasts for one (1) round. Good for three (3) casts.

26. Disguise. Disguises yourself as someone else. Lasts for two (2) rounds. Good for two (2) casts.

27. Disintegrate. Disintegrates one (1) small-to-medium object. Good for three (3) casts.

28. *Dispossess. Casts the soul of one (1) creature into the body of another within sight. Good for two (2) casts. (*Can be used as healing Magic if you're clever...and lucky*).

29. *Draw Life. One (1) creature you touch takes Heavy Damage and you gain that many HP, which may be kept by you or transferred to another character within 15ft (5m) of you. Good for two (2) casts.

30. Edible. Turn a non-living thing into consumable food. Good for three (3) casts.

31. Earthquake. A 500ft x 500ft (150m x 150m) area of ground quakes, damaging structures and causing any creatures on it to function at Disadvantage. Lasts for two (2) rounds. Good for two (2) casts.

32. Engulf. Any non-living solid object of your choosing engulfs any other solid object (*living or non-living*) of your choosing. Lasts for two (2) rounds. Good for two (2) casts.

33. Enlarge. Makes one (1) object 10x bigger. Lasts for three (3) rounds. Good for two (2) casts.

34. Fast Forward. Advances time by 5 minutes. Good for two (2) casts.

35. Fire. Instantly creates fire (*even underwater or in space*) at the end of your Staff or Wand. Lasts for two (2) rounds. Good for three (3) casts.

36. Fireball. Cast an exploding fireball up to 30ft (10m) away, dealing Medium Damage to anything within a 10ft (3m) radius. Good for two (2) casts.



37. **Float.** You and one (1) other object or character hover above water, earth, or air. Lasts for two (2) rounds. Good for two (2) casts.
38. **Fog of War.** Fog rolls in, causing all hostile targets to function at Disadvantage. Lasts for three (3) rounds. Good for two (2) casts.
39. **Force Field.** An impenetrable forcefield (10ft (3m) radius) surrounds you and anyone within it. Lasts for one (1) round. Good for three (3) casts.
40. **Freeze.** Anything you touch with your Staff/Wand temporarily turns to ice. Lasts for two (2) rounds. Good for two (2) casts.
41. **Freeze Magic.** 'Solidifies' any one (1) Magic wielded by another Mage, rendering it useless by that Mage and able to be stolen and/or broken. Good for two (2) casts.
42. **Guidance.** Adds +5 to an ally's roll for Target. Lasts for three (3) rounds. Good for three (3) casts.
43. **Hallucination.** Creates a visual disturbance to confuse and distract the target. Lasts for two (2) rounds. Good for two (2) casts.
44. ***Healing.** Adds +5HP to yourself or one (1) other member of your Party. Target must have at least 1HP prior to cast. Good for three (3) casts.
45. **Heavy.** One (1) target becomes super heavy. Lasts for two (2) rounds. Good for two (2) casts.
46. ***Immortality (Temporary).** You are able to drop below zero HP and continue to function as normal without dying. Once the immediate encounter is finished, you will die unless healed. Lasts for three (3) rounds. Good for two (2) casts.
47. **Immunity.** You are immune to sickness and poison. Also reverses effects of poison. Lasts for three (3) rounds. Good for two (2) casts.
48. **Implode.** An object or space up to 1000 cubic feet (30 cubic meters) implodes, leaving no trace and without affecting any other structures. Good for two (2) casts.
49. **Inception.** You invade and alter a target's dreams to implant a singular obsession into its mind. Permanently inflicts -3 on the target's Mind Ability. Good for two (2) casts.



50. Informant. One non-living object of your choosing becomes your spy, transmitting audiovisual data within a 50ft (15m) radius. Lasts for three (3) rounds. Good for two (2) casts.

51. Insight. You understand all spoken and written languages, decipher all codes and riddles, and solve all puzzles. Lasts for one (1) round. Good for two (2) casts.

52. Intensify. Multiplies the Damage of one (1) of your Party's successful Attacks by 1d20. Lasts for one (1) round. Good for three (3) casts.

53. Invisibility. You are invisible. Lasts for two (2) rounds. Good for three (3) casts.

54. Iron skin. You only take half Damage in combat. Lasts for three (3) rounds. Good for two (2) casts.

55. Lightning Strike. You make an Attack against one (1) creature you can see. If successful, deal Heavy Damage, then make a similar Attack against another creature you can see. Continue that chain of Attacks until unsuccessful. Good for two (2) casts.

56. Liquify. Temporarily turns any small-to-large sized solid object (*living or non-living*) into a liquid. Lasts for two (2) rounds. Good for two (2) casts.

57. Locate. Know the exact location of your objective. Good for two (2) casts.

58. Mage Hand. Control an invisible extension of your own hand up to 50ft (15m) away.

59. Magic Weapon. Conveys the powers of one (1) of your Magic (*except this one*) to any one (1) weapon carried by another character in the Party. Good for two (2) casts. *No roll is needed to cast Magic Weapon (it is always successful)!*

60. Memory. When you touch any target, you can see and hear exactly what it saw and heard throughout time. Good for three (3) casts.

61. Move. Trans-locates any target from one line-of-sight point to another. Good for three (3) casts.



62. **Mutate.** Transforms any target smaller than 10 cubic feet (0.25 cubic meters) into any shape of the same or smaller size. Good for two (2) casts.
63. ***Neogenesis.** One (1) living thing becomes a newborn version of itself. Good for three (3) casts.
64. **Open/Close.** Permanently open or close any door or lid. Does not include portals. Good for three (3) casts.
65. **Paralysis.** Completely paralyzes any one (1) target. Lasts for two (2) rounds. Good for two (2) casts.
66. **Part Waters.** You can part any body of water and walk through on dry ground. Lasts for two (2) rounds. Good for two (2) casts.
67. **Pause.** You can freeze time for everyone and everything around you for 3-minutes. You are able to move and act freely while all else is stopped. Lasts for one (1) round. Good for two (2) casts.
68. **Phasing.** You are able to pass through solid objects. Lasts for two (2) rounds. Good for two (2) casts.
69. **Plastic.** Your body becomes plastic, able to bend and form with similar elasticity. Lasts for two (2) rounds. Good for two (2) casts.
70. **Poison.** Inflicts Medium Damage to the same one (1) target every

round for four (4) consecutive rounds. Good for two (2) casts.

71. **Protection.** You gain +5 Defense against Attacks. Lasts for two (2) rounds. Good for three (3) casts.
72. **Pulse (against highest Spirit).** Emits a devastating energy pulse, dealing Heavy Damage to up to three (3) targets simultaneously. Good for two (2) casts.
73. **Reciprocate.** Any wound you sustain in combat is reciprocated immediately on your attacker(s). Lasts for two (2) rounds. Good for two (2) casts.
74. **Repair.** Completely repairs one (1) small-to-medium object. Good for three (3) casts.



Part Waters

75. ***Reset Home.** You and your Party are immediately teleported back to the beginning of the session with HP and Gear restored to their starting values. Anything gained along the session is now lost. Good for two (2) casts.

76. ***Resurrection.** Raises one (1) Party member from the dead (*zero HP*) by giving them +5HP. Must be cast on your immediate next turn following the death of the Party member. Good for two (2) casts.

77. ***Rewind.** Turns back time by 5 minutes. Good for two (2) casts.

78. **Shadow Killer.** Kills one (1) target simply by touching its shadow. Good for one (1) cast.



79. **Shape Water.** Manipulate a body of water into any form and control it. Lasts for two (2) rounds. Good for three (3) casts.

80. **Shield.** Adds +2 Defense to yourself and up to three (3) other members of your Party. Lasts for two (2) rounds. Good for three (3) casts.

81. **Shrink.** Makes one (1) target 10x smaller. Lasts for two (2) rounds. Good for three (3) casts.

82. **Sleep (*against highest Spirit*).** Makes up to three (3) targets fall completely asleep. Lasts for two (2) rounds. Good for two (2) casts.

83. **Slick.** Makes a surface become super slippery. Lasts for two (2) rounds. Good for two (2) casts.

84. **Solidify.** Temporarily turns any small-to-medium body of liquid into a solid. Lasts for two (2) rounds. Good for two (2) casts.

85. **Stealth.** Silences all motion of you and your Party. Lasts for two (2) rounds. Good for three (3) casts.

86. **Sticky.** Makes a surface become super sticky. Lasts for two (2) rounds. Good for two (2) casts.

87. Successful Hit.

Guarantees successful hits when cast upon any one (1) non-Magic Weapon. Lasts for two (2) rounds. Good for two (2) casts.



88. Swarm (*Rolls against highest Spirit*).

A swarm of 1d20/2 (*rounded up*) **death-dealer hornets** attacks all hostile targets within 50ft (15m). Each affected target has a 25% chance of suffering an allergic reaction leading to death at the end of the round (*each individual target must roll against percentage*). Lasts for one (1) round. Good for two (2) casts.

89. Tase. A bolt of electricity shoots out against three (3) targets for a distance of up to 50ft (15m), dealing Heavy Damage. Any target wearing or holding any metal takes an additional Medium Damage. Good for three (3) casts.

90. Telekinesis. Moves a small-to-medium object with your mind. Good for three (3) casts.

91. Telepathy. You can communicate mind-to-mind with any target. Lasts for two (2) rounds. Good for three (3) casts.

92. Teleport. You can move instantaneously from one line-of-sight point to another. Good for three (3) casts.

93. Turn. One (1) hostile target turns against its own and fights for you. Lasts for three (3) rounds. Good for two (2) casts.

94. Undo Magic. Undoes effects of Magic cast by an enemy. Good for three (3) casts.

95. Ventriloquist. Your voice comes from somewhere or someone else. Lasts for three (3) rounds. Good for three (3) casts.

96. Wall Walker. You are able to walk up walls and upside down on ceilings as if normal. Lasts for two (2) rounds. Good for three (3) casts.

97. Weather. Conjure any one (1) weather phenomenon. Lasts for 3 rounds. Good for two (2) casts.

98. Weightless. One (1) target becomes super light. Lasts for two (2) rounds. Good for three (3) casts.

99. Wormhole. A 10ft (3m) diameter wormhole forms under a target. The target is sucked into the wormhole for 3 rounds, after which it is returned to its original location. Lasts for three (3) rounds. Good for two (2) casts.

100. X-ray Vision. You can see through solid objects. Lasts for three (3) rounds. Good for three (3) casts.

