

**Abilities** (Mind, Body, Spirit) +/-5 max/min

D&D 5e Conversions

**Body:** (Str + Dex)/7 rounded down

**Mind:** (Int + Wis)/7 rounded down

**Spirit:** (Con + Cha)/7 rounded down

**Gear** (10 max)

Weapons (2 max) +2 Attack max

Protective (2 max) +2 Defense max

**Magic** (Staff/Wand) counts as weapon

3 starting, 10 max

Cast against Target 10 + Spirit

**Hit Points (HP)** 9 + 1d20/4 (up) to start

100HP max, then aging

**Actions**

**Easy** (no roll needed)

**Normal** (Target roll only)

**Hard** (Target roll + Damage roll)

**Damage**

**Light** (1d20/10 up) bare hands

**Medium** (1d20/5 up) basic Gear

**Heavy** (1d20/2 up) regular weapon

**Supreme** (2d20/2 up) Natural 20

**Natural 1 List**

1. Gear/Weapon/Magic broken
2. Gear/Weapon/Magic dropped
3. You take ½ Damage on yourself
4. Skip a Turn



## Campaign NOTES

**Ammunition Recovery** 1d20/5 rounded up

**Campaign End HP Reward** 1d20/2 round up

**Death**

**Miracle** (full HP) if any Natural 20

**CPR** (+2 HP) 10% chance as Action

**Inspiration Tokens** (reroll or +3 temp HP)

1d20/10 (1-2 players), 1d20/4 (3-5

players), 1d20/5 (6+ players) up

**Portal Outcomes** (1d20/4 rounded up)

1. Target 10 (Body). Success gains one (1) piece of basic Gear, no slot taken. Failure subtracts one (1) piece of basic Gear, slot freed.
2. Target 10 (Mind). Success adds +2 Mastery. Failure subtracts -2 Mastery.
3. Target 10 (Spirit). Success adds one (1) Magic to Staff/Wand, no slot taken. Failure removes one (1) Magic from Staff/Wand, slot freed.
4. Target 10 (player's choice Body, Mind, or Spirit). Success rolls with Advantage until next portal. Failure rolls with Disadvantage until next portal.
5. Target 10 (player's choice Body, Mind, or Spirit). Succeed adds +1 to that Ability. Failure subtracts -1 from that Ability.





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