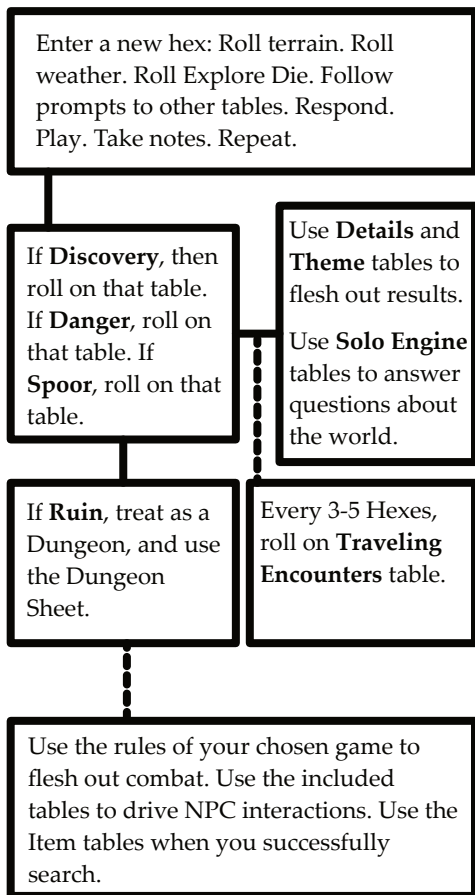# Using Solo Sheets

1. Create 1 - 3 Characters using the included rules or the game of your choice.

2. Select a central hex, roll up a name and some characteristics. Call this your "home" and note it in the Campaign Booklet.

3. Place another Settlement 6 hexes away in any direction. Place a Lake 3 hexes away in any direction.

4. Roll up a quest, and begin by being at the destination, or immediately begin traveling there from your home hex.

Generic Procedure of Play

Enter a new hex: Roll terrain. Roll weather. Roll Explore Die. Follow prompts to other tables. Respond. Play. Take notes. Repeat.

If **Discovery**, then roll on that table. If **Danger**, roll on that table. If **Spoor**, roll on that table.

Use **Details** and **Theme** tables to flesh out results.

Use **Solo Engine** tables to answer questions about the world.

If **Ruin**, treat as a Dungeon, and use the Dungeon Sheet.

Every 3-5 Hexes, roll on **Traveling Encounters** table.

Use the rules of your chosen game to flesh out combat. Use the included tables to drive NPC interactions. Use the Item tables when you successfully search.

The included rules are a mashup, a very simple variation on Original D&D and Into the Odd type games. This means rolling under Attributes for Saves and Checks, while rolling high to hit enemies. The Sheets include OD&D stats, which can be fairly generally converted.

Many times, it's encouraged to start a session in the middle of the action. I agree with this. Go immediately to 3!

Don't overthink things intially. In my experience, it is easy to get bogged down in details. Just play the procedures and your world will emerge.

The Explore Die drives everything. IT IS the GM in this Game. Couple with the Solo Engine to answer your questions; your job as player is to respond to the growing world.

It's important to look over the sheet. Having facility with where nesting tables are located will serve for a swifter session.

It may help to think of this as an rpg board game. But instead of cards and tokens etc, you're using all the built-in tables. If you're struggling to fill in that epic narrative, just play small scale. Roll on whatever table seems most useful, HOWEVER, don't feel like you need to roll on every table to flesh out every detail. Imagination is a great tool!

Allow yourself to be free, simple, responsive and proactive. Timidity is a great barrier to fulfiling solo play.
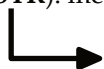
Character Creation

New characters begin at level 1.

Roll 1d6 + 1 for maximum Hit Points.
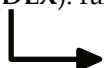
Record 10 for Armor Class.

For each Attribute, roll 4d6, dropping the lowest, and record the sum.

Strength (**STR**): melee weapons, lifting, wrestling, opening

> If 14+, then record +1 to Attack Bonus (AB). This is your ability to strike a target with melee weapons.

Dexterity (**DEX**): ranged weapons, evasiveness, mechanisms, sleight of hand

> If 14+, then record +1 to Shooting Bonus (SB). This is your ability to strike a target with ranged weapons.

Willpower (**WIL**): reading scrolls, using artifacts, resisting magic, intimidation

> If 14+, then add +1 to your maximum Hit Points.

Toughness (**TOU**): resistance to poison, weather, hunger, falling, alchemy

> If 14+, then add +1 to your Armor Class.

Choose one Special Skill.

Forestry: Roll with Advantage when tracking, foraging, or understanding herbs.

Thieving: Roll with Advantage when manipulating locks and triggers.

Brutalism: Roll with Advantage in attacks against goblins, ogres, trolls, giants.

Alchemy: Roll with Advantage when creating a potion or elixir.

Arcanism: Roll with Advantage when using a scroll or artifact.

Mentalism: Roll with Advantage when trying to intimidate or persuade.

Roll 3d6 for your starting silver and purchase starting gear.

You get 10 Inventory slots.

You get a cloak and 3 Rations.

Name your character(s).

Playing the Game

Save

If you need to avoid a dangerous effect, such as a trap, illness, a spell, this is called making a Save. Roll 1d20 equal to or under the relevent Attribute.

Check

If you need to perform an action where the result is uncertain, this is called making a Check. Roll 1d20 equal to or under the relevent Attribute.

Advantage / Disadvantage

Having Advantage means rolling 2d20, and taking the better result for the situation. Having disadvantage means rolling 2d20 and taking the poorer result for the situation.

EX: attacking with advantage means rolling 2d20, taking the higher result. Saving with Disadvantage means rolling 2d20, taking the higher result.

Attacking

To hit a target, roll d20, add any bonuses, and meet or exceed target's Armor Class. Then roll weapon's damage die.

Being Attacked

Target rolls d20, adds any bonuses, and meets or exceeds your Armor Class.

Shields & Helmets

+1 Armor Class. May be destroyed to avoid one full incoming attack.

Health

Regain d6 HP after day of rest. Healing Elixirs may be used any time.

Casting

Anyone can cast a spell by reading a scroll or spellbook and passing a WIL Check. Scrolls burn after the attempt. Successful cast causes Fatigue. (Roll with Disadvantage). Remove Fatigue after overnight rest. Failed cast causes d6 dmg.

Death

If reduced to 0 HP, make a WIL Save. On a success, you have 1 HP and stay in the action. On a fail, you will die in 1 hour if not treated.

Advancement

Gain 1 XP for every defeated enemy. Gain 1 XP for every completed dungeon. Gain 1 XP for every newly explored hex. Advance to next level for every 20 XP earned. When you advance:

- Add 1d6 HP to your maxium Hit Points.
- Roll 3d6 for each of your Attributes. For each current value exceeded, increase that Attribute +1.

10 Silver Pieces = 1 Gold Piece

Weapons

Dagger, Short Sword, Hand Axe, Staff (d6)……….……………………....……..5gp
Long Sword, Spear, Mace, Halberd (2d6, take higher)...………………….....10gp
Warhammer, Great Sword, Battle Axe (d8, *bulky*)………………….…....….20gp
Sling (d6)……………………………………………………………………………….5gp
Bow(2d6, take higher)……………………………………………………………….15gp
Crossbow(d8, *bulky*)……………………………………………………….……….25gp

Armor

Leather (+2 AC)…………………………………………………………………………10gp
Chain (+3 AC, *bulky*)…………………………………………………………………40gp
Plate (+4 AC, *bulky*)……………………………..………………………..…………..60gp

Helmet (+1 AC)…………………………………………………………………………15gp
Shield (+1 AC)…………………………………………………………………………..20gp

Adventuring Gear………………………………………………………….…..….3sp/ea

Bandages	Hammer	Rope
Chain	Lantern	Sack
Chalk	Needle	Saw
Compass	Net	Shovel
Fishing Rod	Parchment	Spikes
Flint and Steel	Pole	Tent
Garlic	Rations	Lockpicks
Grapple Hook	Repellent	Waterskin

Spells - *When magic is needed, roll 1-3 times on the table below to create the spell.*

1) Adhere	11) Mirror
2) Air	12) Raise
3) Bones	13) Repel
4) Command	14) Sense
5) Connect	15) Shove
6) Creature	16) Shroud
7) Detect	17) Touch
8) Flame	18) Vision
9) Light	19) Ward
10) Mend	20) Water

Magical Effects

Damage and Healing magics use d8xLevel. Use the rolled words to imagine effects. Magic is rare, dangerous, and fickle. It's also strange and imaginative.