

Notebook RPG

A Solo dungeon crawler RPG that can be played with only a
pocket notebook, pencil and one d6

Made by Aldin The Mage

Version 1.3

Character Stats

Resources:

Usable resources that can be restored by potions or descending. These increase with each level.

HP: Health points. How healthy you are. If this drops to 0, you die.

MP: Mind points. How focused your mind is. Required to cast spells.

Attributes

Muscle – how strong you are. Modifies attacks with melee weapons.

Yoga – How well you move. Modifies attacks with ranged weapons, and stealth.

Meditation – How focused your mind is. Determines how many spells you can learn.

HP and MP Modifiers

Modifiers are determined by race and class, and affect you each time you level up or heal. A player has an HP and MP modifier.

A player starts with $1d6+HP$ modifier max HP, and increases their max HP by $1d6+modifier$ each level. The same goes for MP and the MP modifier. When you drink a potion or descend to a new floor, you restore $1d6+modifier$ to both HP and MP.

Inventory

Inventory is how many items you can carry. It is always equal to **Muscle+5**.

Movement

How many tiles you can move each turn. Default movement is 3, but Elf starts with 4.

Skills

Skill	Description	Linked Attribute
Armor	Added to your armor rating when reducing damage taken	Muscle
Sword	Increases damage with melee weapons like axes and swords	Muscle
Bow	Increases damage with bows and crossbows	Yoga
Staff	Increases damage with attacks using a wizard's staff	Meditation
Stealth	Increases your ability to hide from monsters	Yoga
Nature	Increases efficiency with Nature spells like Heal	Meditation
Arcane	Increases efficiency with Arcane spells like Shield	Meditation

Character Creation

1. Choose a name

Pick a fresh page to use as your character sheet, and write your character's name at the top of the page. Make it something cool, that embodies the essence of fantasy, like... Bob the Destroyer. Yeah, that's perfect.

2. Choose a Race

Races have different starting attribute bonuses. Choose a race and put it under or next to your name.

Race	Bonus
Human	+1 to attribute of your choice, and +1 to class skill of your choice
Dwarf	+1 Muscle and +1HP modifier
Elf	+1 Movement and +1MP modifier

3. Choose a class Class

Classes have different modifiers for HP and MP, and unique skills. PCs can only have one class, and cannot learn skills from another class.

Choose a class and write it next to your race. Write your starting **level, 1**, next to class.

Class	HP Mod	MP Mod	Skills	Starting Items and Spells
Warrior	+4	+0	Sword, Bow, Armor	Sword +1, Armor +1
Ranger	+2	+2	Stealth, Bow, Nature	Bow +1, Random Nature spell
Mage	+0	+4	Staff, Arcane, Nature	Staff +1, Random Arcane spell

4. Determine starting attributes

Under class, record current and max **HP** and **MP**, as well as **Movement**.

Set starting **HP** and **MP** to $1d6+\text{Modifier}$, roll separately for each and add both your class and race modifier. Sett **Movement** to $3+\text{any race bonus}$

On the next line, record your attributes: **Muscle**, **Yoga**, and **Meditation**. Start at $1+\text{any race bonuses}$

Next, record your **class skills**. Set all **class skills** to 1

Make a list for your **inventory**, noting your max items ($5+\text{Muscle}$), and your **Spells**, making note of your max spells ($3*\text{Meditation}$).

Record your starting **items** and **spells**. If you start with a spell, reference the **Arcane** or **Nature** spell table on the last page and roll 1d6 to see which spell you start with.

Leveling up

You start at **level 1** on **dungeon level 1**, and increase your level by descending deeper into the dungeon.

Levels are gained on dungeon floors 2, 3, 5, 8, 13, etc., following the Fibonacci sequence (the next number is the sum of the previous 2 numbers).

When leveling up, you increase your current and max HP and MP by 1d6+modifier (roll separately for each)

You also choose one **attribute** or **skill** to increase by 1 (max is +3).

Descending also increase monster power level, so be sure to explore and find some good loot before going too deep!

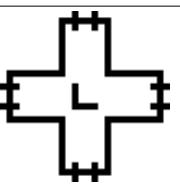
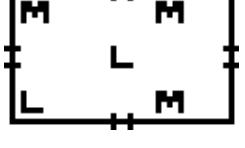
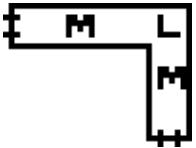
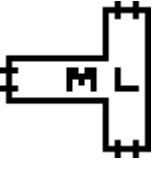
Exploring the Dungeon

To begin, pick a blank page to begin the adventure. Write **Floor 1** and roll **1d6** on the room table to determine the starting room. Draw that room, and mark your position near a door to represent the entrance of the dungeon. You can use a circle or a dot to mark your current position, and erase and re-draw when you move. Determine the monsters for each M symbol following the process described in the **Monsters** section on the next page, and mark each L symbol to indicate loot (you won't know what that is until you get to it!).

When you get to a doorway, roll for the next room and repeat!

When you use the stairs down to descend, on a new page, write the new floor number, and start again with a new random room. Don't forget to heal, and check if you level up when descending!

Rooms

1d6	Room	1d6	Room	1d6	
1		2		3	
4		5		6	

Monsters

For each M in the room, roll **1d6+dungeon level** for the power level of each monster. E.g. if you are on Floor 2 and roll a 4, that will be a monster with 6 power.

The **monster power level** is the number you need to beat when attacking, or else you take damage equal to the **monster power level**, subtracting any modifiers from armor you are wearing, as well as your armor skill.

All monsters have a movement of 3.

Moving in the dungeon

Each turn, you can move, and perform one of the following actions: loot, hide, or attack.

Move

Move tiles up to movement rating. You can't move through a monster, or away from an adjacent monster except with the **Hide** action. When you enter a room, unless you are hiding, all of the monsters will see you, even if you move through the entire room in one turn, or into and back out of the room on the same turn. You may take an additional action at the end of your movement.

Loot

If you start your turn while standing on top of loot, you can take the loot action and roll on the loot table to determine what you get, and take any inventory actions required to equip or drop items as needed.

Hide

Loot or Move (up to half movement rating rounding up) stealthily. Roll **1d6 + Yoga + Stealth**. You will be hidden from any monster that has a **power** equal to or under this roll. You can hide from monsters who have already seen you.

Attack

Roll **1d6+weapon+skill+attribute** vs. the monster's **power**. If higher, the monster is defeated. If equal, then you are able to stop the monster from attacking on its next turn, but deal no damage. If under, the monster is able to attack on it's turn if it is in range.

Monster turns

After your turn, the monsters get a turn! Monsters act in order of their power level. Any monsters that can see you will move towards you. Any monster that is in range will attack. Monsters always have 3 movement. Just erase a monster's number and re-draw it in the new location.

If a monster starts a turn in a tile adjacent to you, and is not blocked from attacking, it will attack. You suffer damage equal to its **power – armor skill – armor item rating**.

If you are surrounded by multiple monsters, each of them will attack you – avoid getting cornered!

Loot

Loot can be found in nearly every room, and is essential for progression. When you get to loot, roll to see what it is.

1d6	Loot
1	Potion
2	Ring
3	Armor
4	Weapon
5	Spell
6	Stairs Down

Quality Modifiers

Some loot, such as rings, weapons, and armor, have a quality modifier, which determines how much they affect the related stats. When determining a quality modifier, roll 1d6 to determine the modifier from this list. If you roll a 6, also roll on the **enchantment table** and add a +1 enchantment to the item.

1d6	Quality Modifier
1-2	+1
3-4	+2
5	+3
6	+3 & +1 enchantment

1. Potions

Potions restore 1d6 HP **and** MP, and are the most reliable way to restore these attributes.

2. Rings

Rings are enchanted and increase a single stat by their **quality modifier**. A player can wear two rings at the same time, and if they both increase the same attribute, the effect can stack. To determine the attribute type, roll on the enchantment table:

Enchantment types

1d6	Enchantment Attribute
1	HP Modifier
2	MP Modifier
3	Movement
4	Muscle
5	Yoga
6	Meditation

3. Armor

Armor loot describes an entire outfit of armor. You can only wear one set of armor at a time. You can describe your armor as leather, plate, chain mail, or whatever you like best.

Armor reduces damage you take by its **quality modifier**.

4. Weapons

Weapons are for dealing damage! You can only wield one weapon at a time. You do not need to be skilled with a weapon to use it, but you will be most effective with a weapon you can add a skill modifier to.

Weapons increase attack rolls by their **quality modifier**.

When looting a weapon, determine its type with 1d6:

1d6	Weapon Type	Description
1-2	Sword	Attack in adjacent tiles. Provides armor equal to quality/2 , rounded down
3-4	Bow	Can attack at range in a straight line. Melee penalty is 3-Bow
5-6	Staff	Can attack at range in a straight line. Melee penalty is 3-Staff

5. Spells

When looting a spell, determine its type with 1d6:

1d6	Spell Type
Even (2,4,6)	Nature
Odd (1,3,5)	Arcane

Then determine the specific spell by rolling 1d6 and using the table for that spell in the Magic section.

If the spell is new to you, write it down! You can now cast it. If the spell is one you already know, instead restore 1d6 MP.

6. Stairs Down

Ok, this isn't technically loot, but hey, there's more loot on the next floor!

Each dungeon floor is infinite, so you can find multiple stairs down quickly, or you may need to explore many rooms. Since this is played in a notebook, if you run out of space for the current floor of the dungeon, the last loot room that you have space to draw will always have stairs down.

When you descend to the next floor, restore **HP** and **MP** by **1d6+modifier**.

Bosses and Dungeon Tiers

The current **dungeon tier** starts at 1, and increases by 1 every 5 levels. Tier 1 is floor 1-5, Tier 2 is floor 6-10, etc.

On the last floor of the current tier (5,10,15,etc), when you find the stairs down, they are locked! You also find a boss in the same space that must be defeated to unlock the stairs down.

Bosses are powerful monsters that drop the best quality loot. Combat with a boss works the same as with a regular monster, but when defeating a boss, you unlock the stairs down, and obtain **boss loot**.

To calculate the **power level** for the boss, roll **1d6+dungeon level+5**. E.g. if you are on Floor 5 and roll a 4, that will be a boss with 14 power.

Boss loot is always a **ring**, **weapon** or **armor**, with a base stat bonus of **3+dungeon tier**, and a bonus enchantment from the **enchantment table** with a value of **1d6**. Roll to determine the weapon and enchantment types in the same way as regular loot, but instead of rolling for quality, use the **boss loot** bonuses.

Boss loot type

1d6	Boss Loot Type
1-2	Ring
3-4	Armor
5-6	Weapon

Boss loot bonuses

Type	Boss Loot Bonuses
Base Stat	3+dungeon tier
Secondary Enchantment	1d6

Magic

Nature

1d6	Spell	Cost (MP)	Effect
1	Heal	X	Heal X+Nature HP
2	Detect Path	1d6-Nature	Reveal a room through any door you can see
3	Detect Object	1d6-Nature	Identify loot that you can see, but not reach.
4	Pass without trace	X	Move X+Nature tiles while hidden.
5	Lure Monster	Target power - Nature	Lure target to tile you can see
6	Tame Monster	Target power - Nature	Target becomes friendly. It will follow you and attack monsters. Monster with higher power wins.

Arcane

1d6	Spell	Cost (MP)	Effect
1	Shield	X	When attacked, reduce damage by X+Arcane
2	Fireball	Target power - Arcane	Explode target in a ball of flames
3	Shape stone	1d6-Arcane	Create doors or walls (up to Arcane skill) in adjacent tiles
4	Move Object	X	Move an object by 1/2 X (round down)+Arcane tiles
5	Create fog	X	Create a concealing fog that covers MP+ Arcane tiles
6	Chain lightning	Highest Target power - Arcane	Destroy monsters up to your ranks in Arcane in the same room

Scoring the game

When you die, add up all of your attribute, skill, and item modifiers (even ones that aren't equipped), along with the current dungeon level, the number of spells that you have, and 5 times the current **dungeon tier**. This is your score.

Record this score on your character sheet, and write a brief note describing your untimely demise. The next adventurer to delve into the dungeon will need to know the tale of the brave hero who came before!

Appendix – All tables for reference

Attributes

Attribute	Description
Muscle	Boosts Swords, and how much you can carry. You can carry 5+Muscle items
Yoga	Boosts Bow and Stealth.
Meditation	Boosts Staff, and how many spells you can learn. Can learn 3*Meditation spells

Player Races

Race	Bonus
Human	+1 to attribute of your choice, and +1 to class skill of your choice
Dwarf	+1 Muscle and +1HP modifier
Elf	+1 Movement and +1MP modifier

Player Classes

Class	HP Mod	MP Mod	Skills	Starting Item
Warrior	4	0	Sword, Bow, Armor	Sword +1
Ranger	2	2	Stealth, Bow, Nature	Bow +1
Mage	0	4	Staff, Arcane, Nature	Staff +1

Random Loot Type

1d6	Loot
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Quality Modifier

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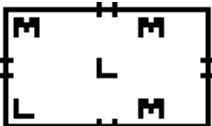
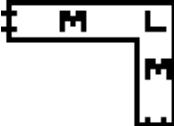
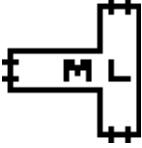
Enchantment Type

1d6	Attribute
1	HP Modifier
2	MP Modifier
3	Movement
4	Muscle
5	Yoga
6	Meditation

Random Weapon Type

1d6	Weapon Type	Attack Roll
1-2	Sword	Item+Sword+Muscle , Range 1. Adds Quality-1 armor
3-4	Bow	Item+Bow+Yoga , Range 4. Melee penalty is 3-Bow
5-6	Staff	Item+Staff+Meditation , Range 4. Melee penalty is 3-Staff

Rooms

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Random Spell Type

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Boss loot type

1d6	Boss Loot Type
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5-6	Weapon

Boss loot bonuses

Type	Bonus
Base Stat	3+dungeon tier
Enchantment	1d6

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Change Log

1.0

- Updated starting bonus for humans to be more useful

1.1

- Updated movement rules to allow taking actions after moving when not using the full movement
- Added bosses and powerful boss loot
- Added dungeon tiers for bosses, loot and scoring.

1.2

- Added document with tables formatted for pocket notebooks

1.3

- Added character creation rules to pocket notebook