

# **solum**enhanced

CC-BY-4.0 2021 by Roberto Bisceglie  
based on solum 0.6 CC-BY-4.0 by Matt Jackson

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## Introduction

When I started getting interested in RPGs again, years after a bad burnout, I didn't have the opportunity to play in groups and therefore my attention was focused on solitaire systems.

Of all the rules-light systems discovered on the net, *solum* proved to be the one that best suited my taste and my conception of the game.

It elegantly combines the mechanics of the classic D6 systems with the Risus clichés, guaranteeing the transversality that I have sought so much. It doesn't claim to be a full or crunchy system and that is its strong point.

Matt Jackson's version 0.6 is perfectly playable and complete on its own, but I have a soft spot for random prompt generation, being a creative with little imagination.

In addition, the oracle, descendant of FU RPG, had been honed by Graven Utterance. I therefore decided to replace it and also to reintegrate some tools of Tiny Solitary Soldier, which *solum* was inspired by in turn.

So this version more than a revision is a collection of additional materials to support the poor of imagination like myself. I hope you may find it useful.

## Create Your Hero

Roll 3d6 once each for **Body** (physical prowess & health), **Mind** (mental capacity & intelligence), **Spirit** (spunk & willpower). Even numbers are equal to 1, odds are equal to 0, sum them up. If you score zero, the stat equals 1. For Hit Points roll 2d6, count the evens and add this to Body score. Heroes begin with one cliché, roll 2d6 and gain another one cliché for each even number rolled.

## Flesh Out a Background

When playing alone, it can be helpful to start with the story to define your character's background in detail. The following table will help you with this task. Roll on each column or choose the one you prefer.

D6	Archetype	Personality	Virtue	Flaw	Background
1	The Paragon	Perfectionist	Brave	Bellicose	Parental Abandonment
2	The Cynic	Helper	Generous	Gloomy	Retired Badass
3	The Fool	Seeker	Witty	Envious	Mysterious Past
4	The Idealist	Mediator	Conscientious	Mean	Career-Ending Injury
5	Lovable Rogue	Enthusiast	Temperate	Lazy	Had to Be Sharp
6	Rebellious Spirit	Individualist	Loyal	Rude	Dark and Troubled Past

## Appearance

This is entirely optional. If you need to determine the physical features of your hero, roll 1d6 on each column of the following table to determine appearance.

D6	Build	Skin	Face	Hair	Speech	Clothing
1	Athletic	Dark	Elongated	Bald	Blunt	Elegant
2	Short	Tanned	Soft	Long	Formal	Eccentric
3	Brawny	Rough	Round	Short	Whispery	Fashionable
4	Statuesque	Rosy	Square	Curly	Flowery	Oversized
5	Stout	Sun-burned	Sharp	Silky	Cryptic	Undersized
6	Scrawny	Pale	Broken	Straight	Slow	Foreign

## Determine Goals & The First Scene

Figure out why your character is there and where they are in their story. Imagine a starting point for your adventure. If none comes to mind, roll on each of the following questions to generate a random adventure seed.

D6	Who? The proposer	What? The mission	Why? The incentive	Where? The target	How? The seed	Obstacle? The complication
1	Authority	Rescue	Help	Person	Casual encounter	Opposition
2	Organization	Protection	Fortune	Group	Old acquaintance	Deception
3	Ally (friend, relative)	Exploit	Coercion	Treasure	Rumors	Environment
4	Mentor	Explore	Impulse	Location	Capture	Disguise
5	Help-seeker	Escape	Ambition	McGuffin	Mishap	Time
6	Black-mailer	Pursuit	Revenge	Confession	Object (map, journal, letter)	Space

## Begin asking questions.

To begin play, ask a question that has a **Yes** or **No** answer, it is important to keep it simple. Then consult the Oracle: roll 2d6 one white, the other black (or any different colors you like). If white is the highest the answer is **Yes**. If black is the highest, the answer is **No**. If both are low (3 or less), add **But** to the answer. If both are high (4 or more), add **And**. **And** amplifies, while **But** mitigates. **No, And** means things went really bad. **No, But** softens the blow a bit. **Yes, But** is successful but with a drawback. **Yes, And** is all kinds of awesome.

If circumstances are different, include an additional die in favor of the more likely outcome when you roll, but only keep the higher die of that color when you compare.

If the dice are equal a **twist happens**.

Summing up:

- White die is the highest: **Yes**
- Black die is the highest: **No**
- Both dice are 4+: ...**And**
- Both dice are 3-: ...**But**
- Both dice are equal: **Twist!**

## Determine the Twist

Roll 2d6 and consult the following lists to determine what kind of twist.

D6	Subject	Action
1	A third party	Appears
2	The hero	Alters the location
3	An encounter	Helps the hero
4	A physical event	Hinders the hero
5	An emotional event	Changes the goal
6	An object	Ends the scene

Interpret the two-word sentence in the context of the current scene. Twists will keep the plot and events going in unexpected ways.

## Ask an Open Question or Get Inspired

Sometimes a closed Yes/No question it won't be enough. To answer an open question, roll 1d6 once on each of the following tables (at least verbs and nouns, adjectives are optional).

Verbs	1	2	3	4	5	6
1	inject	pass	own	divide	bury	borrow
2	continue	learn	ask	multiply	receive	imagine
3	develop	behave	replace	damage	collect	turn
4	share	hand	play	explain	improve	cough
5	face	expand	found	gather	prefer	belong
6	trip	want	miss	dry	employ	destroy

Nouns	1	2	3	4	5	6
1	cause	stage	change	verse	thrill	spot
2	front	event	home	bag	measure	birth
3	prose	motion	trade	memory	chance	drop
4	instrument	friend	talk	liquid	fact	price
5	word	morning	edge	room	system	camp
6	key	income	use	humor	statement	argument

Adjectives	1	2	3	4	5	6
1	frequent	faulty	obscene	scarce	rigid	long-term
2	ethereal	sophisticated	rightful	knowledgeable	astounding	ordinary
3	descriptive	insidious	poor	proud	reflective	amusing
4	silky	worthless	fixed	loose	willing	cold
5	quiet	stormy	spooky	delirious	innate	late
6	magnificent	arrogant	unhealthy	enormous	truculent	charming

## Determine the mood of the next scene

At the end of the current scene, you may need to determine the general mood of the next one. In this case roll 1d6 and consult the following table:

D6	Next Scene
1-3	Dramatic Scene
4-5	Quiet Scene
6	Meanwhile...

A **dramatic scene** does not break the tension of the previous scene but carries it further forward, introducing further obstacles or difficulties. During a **quiet scene** there is time to take a breath, to heal, to make plans for the next steps and to deepen relationships. A **meanwhile scene** that takes place somewhere else than where the hero is. It cuts to villains or other plot-important characters.

## Contests

When your character comes into dangerous or risky situations, determine Difficulty (either via narratory license or dice, see below). Use dice equal to Body, Mind, or Spirit for the contest, adding one die to the roll if a cliché is applicable. If ONE die rolls equal to the Difficulty or higher, you succeed!

D6	Difficulty
1	Automatic
2	Simple
3	Easy
4	Average
5	Tricky
6	Hard

## Scale Up/Down Difficulty

Difficulty is situational and it is determined by events in the scene. There are cases in which, however, the difficulty could be different from that expected. Roll 2d6: if both are even, Difficulty scale up of one position, if both are odd Difficulty scale down, else Difficulty is as expected.

## Resolving Combat

Combats are like a contests, but instead of rolling against a fixed difficulty, the opponents roll against each other. Each side rolls dice equal to applicable stats (adding one die if a cliché applies) and then compare results. The **HIGH** roll wins. If the die rolls are tie, the attack is a draw and no damage is caused.

### Taking/Causing/Healing Damage

If you succeed at a combat check, subtract one HP from the enemy. When taking damage, you may reduce the Body score instead of HP. Any subsequent Body contests use the current score. When Body or HP reach zero, death occurs. Heal HP at a rate one per eight hours of rest, one Body at a rate of one per day.

## Gear and Loot

When you use a piece of gear intended to perform a particular task, you may reroll one die once. Dice are then compared again to determine the outcome of the contest. Characters can only benefit from one piece of gear, weapon, or armor per check and are only allowed to reroll one die once per check. Note that in combat it is assumed all are properly armed/armored and this rule would not be applicable.

## How to find Good Clichés

Clichés are tropes that define your hero. They depend primarily on the setting you use. But the reverse is also true: a cliché can suggest a lot about the game's setting if you don't have ideas on how to get started.

A good way to create a character in the absence of inspiration is to rely on random lists (like the Big List of Cliché below), or the random generator (like the one on TV Tropes). Either way randomly generate until a cliché clicks in your mind. At this point the character (and perhaps the setting) has taken shape.

Obviously no one forces you to randomly generate anything (as well as the other generation tables above are only designed as aids in case your mind is "stuck").

A cliché should summarize your character's iconic characteristics such as their profession, their skills, their background and any information that has to do with their past and even their desires and any moral and personal affiliations.

## The Big List of Clichés

The following list comes to the aid of uninspired players. It contains a selection of classic stock characters that you can use verbatim or to unlock your creativity.

<b>D66</b>	<b>1-2</b>	<b>3-4</b>	<b>5-6</b>
<b>11</b>	Absent-Minded Profes- sor	Deceptive Disciple	Intrepid Merchant
<b>12</b>	Action Hero	Defector from Deca- dence	Kid Hero
<b>13</b>	Martial Artist	Dirty Coward	The Klutz
<b>14</b>	Amoral Attorney	The Ditz	Knight in Shining Armor
<b>15</b>	Angry Man	Brainless Beauty	Know-Nothing Know-It- All
<b>16</b>	Ax-Crazy	Genius Ditz	Literal-Minded
<b>21</b>	Badass Normal	Idiot Savant	Living Legend
<b>22</b>	Barbarian	Upper-Class Twit	Lovable Sex Maniac
<b>23</b>	The Bard	Dumb Muscle	Mad Scientist
<b>24</b>	The Berserker	Dogged Nice Guy	Masked Luchador
<b>25</b>	Best Served Cold	Double Agent	Master Swordsman
<b>26</b>	Big Eater	Dream People	The Most Wanted
<b>31</b>	Blood Knight	Dr. Jerk	Narcissist
<b>32</b>	Bounty Hunter	The Eeyore	The Nicknamer
<b>33</b>	Bruce Lee	Erudite Stoner	Non-Powered Costumed Hero
<b>34</b>	Casanova	Ethnic Magician	Overly Polite Pals
<b>35</b>	The Charmer	The Everyman	Person of Mass Destruc- tion
<b>36</b>	The Cheerleader	Fake Ultimate Hero	Proud Warrior Race Guy
<b>41</b>	Chick Magnet	False Prophet	The Quarterback
<b>42</b>	Childhood Friend	Farmer's Daughter	The Reliable One
<b>43</b>	Church Militant	Fat, Sweaty Southerner in a White Suit	Renaissance Man
<b>44</b>	Cloudcuckoolander	Fille Fatale	The Rival
<b>45</b>	The Confidant	Femme Fatale	Romantic Runner-Up
<b>46</b>	Control Freak	The Fighting Narcissist	Self-Made Man
<b>51</b>	Cosmic Plaything	Forest Ranger	Serial Romeo
<b>52</b>	Cowboy Cop	Gadgeteer Genius	The Scrooge
<b>53</b>	Crazy Awesome	Glory Seeker	Sickly Neurotic Geek
<b>54</b>	Crazy Survivalist	Gold Digger	Smart Jerk and Nice Mo- ron
<b>55</b>	Crossdresser	Guile Hero	Smooth-Talking Talent Agent
<b>56</b>	Crouching Moron, Hid- den Badass	Half-Human Hybrid	Spirited Competitor
<b>61</b>	Cute Bruiser	Hardboiled Detective	Starving Artist
<b>62</b>	Cute Mute	Head-Turning Beauty	Tomboy
<b>63</b>	The Errant	Heavy Sleeper	True Craftsman
<b>64</b>	Danger Deadpan	The Hermit	Wandering Minstrel
<b>65</b>	Dark-Skinned Redhead	Human Weapon	Willing Channeler
<b>66</b>	Death Seeker	Ignorant of Their Own Ignorance	Winged Humanoid



## Non-player characters

Non-player characters follow the same creation rules as heroes, making use of more appropriate clichés, depending on the kind of foe, which can range from the same as the heroes to the classic villain clichés (like *Evil Overlord*, *Mad Scientist*, *Mastermind*, etc.).

## Bestiary

The following bestiary contains extensive examples covering multiple narrative genres and which can be used as a starting point and comparison to create your own encounters.

### Animals

**Alligator** B:3 M:2 S:2 HP:4 *Man-Eater Swimmer*  
**Ape** B:3 M:2 S:3 HP:3 *Mighty Primate*  
**Bear** B:5 M:1 S:3 HP:6 *Clawed Hugger*  
**Boar** B:2 M:1 S:1 HP:2 *Wild Pig*  
**Camel** B:3 M:1 S:3 HP:2 *Ship of Desert*  
**Centipede (giant)** B:2 M:1 S:1 HP:2 *Carapace, Multi-limbed*  
**Coyote** B:1 M:1 S:2 HP:2 *Scavenger*  
**Crocodile (giant)** B:3 M:1 S:3 HP:5 *Primeval Reptile*  
**Dog** B:2 M:1 S:2 HP:3 *Domesticated Wolf*  
**Elephant** B:5 M:2 S:3 HP:7 *Proboscis, Ivory Fangs*  
**Horse** B:3 M:1 S:3 HP:3 *Mane and Hoof*  
**Jackal** B:1 M:1 S:2 HP:1 *Scavenger*  
**Hyena (giant)** B:3 M:1 S:2 HP:5 *Evil Laugh*  
**Leopard** B:3 M:2 S:3 HP:3 *Stealthy Hunter, Big Cat*  
**Lion** B:4 M:2 S:3 HP:5 *Roaring Big Cat*  
**Lizard (giant)** B:4 M:1 S:1 HP:3 *Big Reptile*  
**Rat (giant)** B:1 M:1 S:2 HP:1 *Diseased Bite*  
**Shark** B:5 M:2 S:3 HP:5 *Jaws, Madly Attacker*  
**Snake** B:1 M:1 S:1 HP:1 *Poisoned Bite*  
**Spider (poisonous)** B:1 M:1 S:1 HP:1 *Lethal Poison, Bite*

### Fantasy

**Beholder** B:2 M:4 S:3 HP:4 *Spell-casting eyeballs*  
**Owlbear** B:4 M:1 S:3 HP:5 *Grapple, Berserk*  
**Dragon** B:6 M:4 S:4 HP:15 *Breath of Fire, Cunning*  
**Gelatinous Cube** B:3 M:1 S:1 HP:1 *Voracious Devourer, Cold Resistant*  
**Goblin** B:1 M:1 S:2 HP:1 *Sneaky little bastard*  
**Gnoll** B:2 M:1 S:2 HP:4 *Hyena Face, Organized Clans*  
**Lich** B:5 M:4 S:3 HP:10 *Undead Wizard, Highly Malign*  
**Ogre** B:4 M:1 S:2 HP:4 *Furious Tempers, Gruesome Glutton*  
**Skeleton** B:2 M:1 S:1 HP:1 *Animated Bones*  
**Squidhead** B:2 M:5 S:4 HP:6 *Mind control, Illusion magic, Madness*  
**Troll** B:4 M:1 S:2 HP:4 *Regeneration*  
**Wraith** B:4 M:2 S:2 HP:4 *Weapon Immune, Draining Touch*

## Lovecratian

**Chtonian** B:4 M:4 S:3 HP:7 *Mind Net, Tentacle Lash*

**Cultist** B:1 M:2 S:3 HP:1 *Fanatic Worshiper*

**Deep One** B:2 M:2 S:2 HP:1 *Clawed Slasher, Aquatic Creature*

**Elder Thing** B:2 M:4 S:3 HP:4 *Radial Symmetry, Otherworldly Winged Creature*

**Ghoul** B:1 M:1 S:1 HP:4 *Darksighter, Flesh Hunter*

**Hound of Tindalos** B:3 M:4 S:2 HP:3 *Otherworldly Gaze, Alien Howl*

**Mi-Go** B:1 M:3 S:2 HP:2 *Fungoid Crustacean, Amoral Scientist*

**Shoggoth** B:3 M:0 S:1 HP:4 *Amorphous Blob, Mindless Devourer*

**Star Spawn** B:3 M:4 S:3 HP:8 *Abyss Dweller, Eldritch Baiter*

**Yithian** B:3 M:5 S:3 HP:5 *Time Traveller, Toxic Spores*

## Pulp Adventure

**Femme Fatale** B:1 M:2 S:2 HP:1 *Shameless Seductress, Dark Action Girl*

**Gangster** B:1 M:1 S:1 HP:1 *Street Delinquent, Gunman*

**Golem** B:5 M:1 S:1 HP:7 *Alchemical Construct, Big Moving Statue*

**Mummy** B:5 M:3 S:2 HP:5 *Once a King, Living Corpse*

**Nomad** B:2 M:2 S:2 HP:2 *Wilderness Survivalist, Swordsman*

**Policeman** B:2 M:1 S:1 HP:1 *Legal Authority, Revolver*

**Savage** B:2 M:1 S:2 HP:1 *Hunter/Gatherer, Tribesman*

**Soldier** B:2 M:1 S:2 HP:1 *Trained in Weapons, Tactician*

**Vampire** B:5 M:4 S:4 HP:7 *Son of Night, Blood Craver*

**Werewolf** B:3 M:1 S:2 HP:4 *Moon Sick, Shape Shifter*

**Yeti** B:4 M:2 S:3 HP:6 *Abominable Snowman, High-Altitude Climber*

**Zombie** B:1 M:1 S:1 HP:1 *Silent, Infection*

## Sci-fi

**Arachnid** B:3 M:2 S:2 HP:8 *Chitin Hide, Octapod*

**Black Destroyer** B:4 M:3 S:3 HP: 7 *Apex Predator, Sharp Mind*

**Bug-Eyed Monster** B:4 M:3 S:2 HP:10 *Hungry Alien Monster, Crawler*

**Combat Robot** B:3 M:2 S:1 HP:4 *Rifled Arm, Programmed-to-kill*

**Floater** B:1 M:3 S:2 HP:6 *Jelly Creature, Tentacles*

**Miner Drone** B:1 M:1 S:1 HP:2 *Drilling Machine, Seek-and-Collect*

**Ooze** B:3 M:1 S:1 HP:4 *Toxic Splash, Tendrils*

**Pod Plants** B:3 M:1 S:2 HP:4 *Barbed Spines, Poisonous Thorns*

**Space Lizard** B:5 M:1 S:3 HP:8 *Formidable Predator, Giant Creature*

**Vermid** B:1 M:1 S:1 HP:1 *Pestilent Scavenger, Vacuum Resistant*

**Xenomorph** B:5 M:2 S:3 HP: 12 *Killing Machine, Acid Secretions*

## Changelog

solum 0.6 to solum enhanced:

- *Create your hero section*: some rewording, stroked off the backstory sentence
- *Flesh out a background*: new section (see credits)
- *Appearance*: new section (see credits)
- *Determine goals & the first scene* stroked off half the text, added the adventure seed generator (see credits)
- *Begin asking questions* and *And & But Results* completely replaced by Recluse oracle (see credits)
- *Determine the twist*: new section (see credits)
- *Ask an open question or get inspired*: new section
- *Determine the mood of the next scene*: new section (see credits)
- *Determine Difficulty*: deleted section, replaced by *Scale up/down Difficulty*. Difficulty scale moved in the *Contests* section
- *Resolving Combat*: some rewording
- *Example clichés*: deleted section
- *The Big List of Clichés*: new section (see credits)
- *Find good clichés*: new section
- *Non-player characters*: new section
- *Example characters*: deleted section
- *Example monsters*: moved to *Bestiary*
- *Bestiary*: new section

## Credits

This ruleset is mainly a recollection of previously published works under free license.

Below are the sources of all parts taken from other material:

- The oracle system is taken from Recluse by Graven Utterance released under Creative Commons Attribution 4.0 International License.
- The twist and next scene sections are adapted from the oracle by the now defunct Tiny Solitary Soldiers.
- The “Determine goals & the first scene” section is adapted from the Adventure Seeds chapter of SoloistRPG by chrisatthestudy.
- Appearance table is a stripped down version of Traits tables from Knave by Ben Milton released under Creative Commons Attribution 4.0 International License.
- Archetype, Backstory and the Big Cliché lists are taken from TV Tropes and are under a Creative Commons Attribution-NonCommercial-ShareAlike 3.0 Unported License.

