Survival Solo RPG

Use two d4 dice carved from straight sticks with each side having 0 to 3 perpendicular groves.

Examples of dice:

Dice Value (2 dice)	0	1	2	3	4	5	6
D20 Equivalent (as a save test)	1	2	5	9	14	17	20

Other Items Needed

Trait values can be marked with notches on a stick, or knots in a rope. Use rocks as tokens to indicating values that change during play, such as manna.

Rolling the dice

Roll 2 dice and add the appropriate trait and any other modifiers.

Tests

Tests are rolled without a modifier. Roll a 2 or higher when at an advantage, 3 or higher under normal circumstances, and a 4 or higher when at a disadvantage. When a test fails, you may make another roll on your next action at the next difficulty. (ie: from a normal test to a test at disadvantage.)

Saves

Saves are test to save you from damage or death. You may only make one save per turn.

Character Stats

Each character has four traits, HP, STR, DEX and INT. Each character or creature gets 2 trait points per level. Heroes start at level 6, with 12 points to spend on traits.

Races

Dwarf

Strong, offensive, elemental magic. Durable elemental enhanced weapons.

Human

Electrical magic. Electronics. Constructs. Complex mechanical traps. Complex weapons such as firearms, crossbows, etc.

Elf

Nature / spiritual magic. Healing magic. Clay golems. Sentient weapons.

Beast-kin

Self transformation / boosting magic. When changing into an animal, manna tokens are redistributed to traits based on animal type. When changing into full human form, manna tokens are added to INT for charisma checks. The animal form cannot use weapons or armor. Beast-kin can only use magic in their natural form. Transformation always succeeds and takes two actions.

Learned magic

Any race can learn the magic of another race through practice. Since this is not natural for the race, no more than 3 spells from other races can be learned.

Playing The Game

During an adventure, playable characters (PCs) will have encounters with non-playable characters. (NPCs) Unless it makes sense to do otherwise, (such as an NPC surprise attack) the PCs will act first, followed by the NPCs. When it is a character's turn, they can make two actions, such as moving, attacking, talking, etc. Movement is typically limited to about 25 feet per action.

Magic

You have one manna (magic) token per level of INT. When you use manna, choose how many levels to use, then temporarily drop your manna by that many tokens. You regain one lost manna token per turn, up to INT tokens. Manna spent on long running spells, such as pets and summons, don't regenerate until the turn after the spell ends.

When making a test with manna, decide how much manna to use, then roll a test. The manna is spent even if the test fails.

Creating things magically

Roll a test with manna. On success, create the object at a level equal to the amount of manna spent. Manna used to create an object does not start regenerating until the object is destroyed or dismissed. Manna boosts from meditation may be used.

Constructs and golems

Pets are created using the same rules as creating other objects magically.

Pets can perform the same magic you have access to. Pets start with 0 manna and must regenerate their manna, the same way as a player. The one exception is that pets can't create other pets.

Magical luck / focus

You may make a test with manna where on a success, the manna will be added to the value of the next roll.

Meditation

You can choose to meditate once after each encounter. To meditate, roll a test. On failure, a minor monster will find you and have first attack. On success, your meditation is successful and you get a temporary 1 point manna boost. You keep this manna boost until it is used. Manna boosts stack if not spent.

Fighting

Fray die

Before a hero attacks an enemy, roll one die. If it's a 3, do 1 damage to the opponent in addition to attacking. These are attacks "in the fray" such as dagger swipes, critical hits, etc.

Speed (DEX) based attacks

Attacker rolls on DEX. Defender rolls on either DEX (dodge) or STR (block). If the attacker rolls higher than the defender, the difference is the damage done.

Strength (STR) based attacks

Roll on DEX for both attacker and defender. If the defender rolls higher, this is the amount of damage dodged. Then the attacker and defender roll on STR. If the attacker rolls higher, this is the damage done, minus the damage dodged.

Magic attacks

Because of the different ways magic can be used, there are no set rules or spells. Depending on the spell, magic may be used in place of DEX or STR using the same rules as above. Many magic spells may only require a test for success and a manna cost.

Damage overflow

If you do more damage than a single enemy can take, you can spend the overflow damage on an enemy, of equal or less level, adjacent to the first. This can be repeated for as many enemies are there are, as long as they are adjacent to each other.

Weapons and armor

Weapons add (or subtract) levels to your attack rolls. Armor adds (or subtracts) levels to your defense rolls.

Breaking objects

Attacker rolls on STR to beat the LVL difficulty.

Traps

Attacker rolls on INT to disarm. A failed roll to disarm will trigger the trap. LVL acts like DEX if triggered.

Leveling

Heroes level up after each adventure.

Healing

Each ally can heal 1 HP after each encounter. Healers may test at disadvantage to heal 1 HP per manna expended, or raise the dead at a manna cost of the target's max HP, which would revive the target with 1 HP and zero manna if successful.

Constructs example

I have 5 points into my INT. On my first action, I spend 3 manna to try to create a construct. I fail the test. With my other action I spend the remaining 2 manna and pass the test, creating a level 2 construct. The 3 manna lost with the first attempt will regenerate over the next 3 turns. Once the construct dies, the 2 manna put into it will regenerate over the following 2 turns.

If I meditate first, bringing my manna up to 6, and create a LVL 3 construct on my second attempt. I will only regenerate 2 manna over the next two turns, since 3 points are in the construct, and I have 5 points of INT.

Final Notes

Remember, these are guidelines. If you forget a rule, just fudge it. The real world is chaotic and inconsistent. Feel free to make up new rules on the fly as well.

Tests compared to Tiny Dungeon

Tests have slightly better probabilities of success compared to tests in the Tiny Dungeon system.

Test Success	Solo RPG	Tiny Dungeon
advantage	81.25%	70.37%
normal	62.5%	55.56%
disadvantage	37.5%	33.33%

Likely hood for any specific-roll when rolling two die

Dice	Chance to roll
0	6.25
1	12.50
2	18.75
3	25.00
4	18.75
5	12.50
6	6.25

Example Battles

PC (3 HP, 4 STR, 4 DEX, 3 INT) + (+1 DEX bow) vs...

1. **Mice x3** (1 HP, 1 STR, 1 DEX, 1 INT)

   1. PC attacks with a STR attack (stomp)

   2. PC rolls fray die for a 3 and does 1 damage, killing 1 mouse

   3. PC rolls on DEX(4) and gets a 6

   4. Mice rolls on DEX(1) and gets a 4 (no evade modifier)

   5. PC rolls on STR(4) and gets a 7

   6. Mice roll on STR(1) and gets a 5

   7. Mice take 2 more points of damage, killing the last two mice

2. **Mice x3** (1 HP, 1 STR, 1 DEX, 1 INT) magic attack

   1. PC attacks with Fireball (test for success, costs 2 manna, unavoidable, if it hits, all creatures in a small area catch fire)

   2. PC rolls fray die for a 2 and does no damage

   3. PC rolls a test and succeeds with a 4 (manna drops to 1)

   4. Mice catch on fire

   5. At the start of the mice's turn, all mice roll for a saving throw

   6. Mouse 1 rolls a 2, fails the save, takes one point of damage and dies

   7. Mouse 2 rolls a 3, fails the save, takes one point of damage and dies

   8. Mouse 3 rolls a 4, makes the save, and survives the fire

   9. PC may use second action to attack remaining mouse

3. **Squirrel** (1 HP, 1 STR, 4 DEX, 1 INT)

   1. PC attacks with a DEX attack (using +1 DEX bow)

   2. PC rolls fray die for a 2 and does no damage

   3. PC rolls on DEX(4+1) and gets a total of 8

   4. squirrel rolls on DEX(4) and gets a 7

   5. squirrel takes 1 point of damage and dies

4. **Badger** (2 HP, 3 STR, 2 DEX, 1 INT)

   1. Badger attacks with a STR attack (claws)

   2. Badger rolls on DEX(2) and gets a 5

   3. PC rolls on DEX(4) and gets a 6

   4. PC gets an evade modifier of 1

   5. Badger rolls on STR(3) and gets a 7

   6. PC rolls on STR(4) and gets a 5

   7. Badger does (2 STR - 1 DEX = 1) point damage dropping PC to 2 HP

The Oracle Dice

Roll one die as an oracle. Roll multiple times to get modifiers.

Die	Trait	Element	Race	Relationship	Fighting Style	Gender	No / Yes
0	HP	Earth	Dwarf	Family	Support	Manly Man	No
1	STR	Water	Human	Friend	Fighter	Male	Maybe No
2	DEX	Air	Elf	Lovers	Thief	Female	Maybe Yes
3	INT	Fire	Beast-kin	Enemy	Magic User	Girly Girl	Yes

The oracle is based around the 4 elements in order of state (solid, liquid, gas, plasma)

- Earth is the foundation. Your body / HP. The flat surface representing a flat field.

- Water is strength of movement. The ability to carve through earth. Your STR. The single line represents a river.

- Air is fast and flitting, like a bird. Your DEX. The two lines represent the movement of a breeze

- Fire has the power to modify the other elements. It is the danger of magic and the most active of the elements. Your INT. The three stripes represent the tips of a flame.

Creatures are ordered based on a matching element

- Dwarfs (Earth) live under the Earth. They work metal (Earth) using fire and wind to heat it, and water to quench it. So while they live in the Earth, they use the other elements to work it.

- Humans (Water) live on the Earth. They till the Earth to plant food and build their homes. They master energy and electricity.

- Elves (Air) are fast and light. They flit between tree branches, living high above the ground in the trees, using bows to attack. They are in tune with nature.

- Beast-kin (Fire) are temperamental and dangerous. They're constantly changing into different forms to destroy anything in their way. The three stripes representing the swipe of a claw.

Relationships are represented by the lines on the die

- The blank side is your family, foundation, or past. Your starting point.

- The single line is your friend. The person who will stand with you.

- The two lines are the lovers, standing together.

- The three lines are a danger, a group of people ganging together.

Rolls can be interpreted many different ways

For example, 2 could be a lover, someone married, someone overly friendly / flirty with you, or with the people around them, etc.

If you are a male and meet a male in a bar who acts "2" towards you, he might be trying to set you up with the barmaid, playing the wing-man.

Example Adventures using the oracle dice with real dice rolls

Adventure #1

Adventure is caused by [1] a friend.

What is the issue? [3] a danger.

What kind of danger [1] involving a friend.

Is the second friend trying to attack the first friend? [1] no, but they're not getting along.

So that tells me there's a danger my friends need to work together to defeat, but since they're not getting along, they can't defeat it.

What kind of danger are they trying to work together to defeat? [0] Family. **(see alternate branch below)**

I'd say the second friend's family is causing a danger, but they're unwilling to recognize it.

The first friend and I need to go to the second friend and convince them of the danger.

I suspect the family will have spies that will tell the family of our plans and they will try to stop us.

Adventure #1, alternate branch

...

What kind of danger are they trying to work together to defeat? [0] Something in their shared past.

Did it involve all three of us? [2] partly, yes.

A curse? [0] no

An item? [0] no (I'm going to ignore this later because of the next answer)

Treasure? [1] not exactly

So an item we got that didn't appear valuable at the time, but isn't cursed.

This item involves my two friends more than me. I'll say someone is looking for that item, but doesn't know I was involved in finding it. That makes me uniquely qualified to fix the problem. My friends are in danger and can't get directly involved.

Do I have the item? [0] No.

Does a friend have the item? [3] Yes, in their possession.

It must be the friend talking to me. (A [2] would be the other friend who we'd have to find.)

Is the person looking for the item, evil? [1] Not obviously so, but may turn out evil later.

I have my friend go into hiding and talk to the person looking for the item. They tell me the item is dangerous and needs to be destroyed. They'll stop at nothing to get the item. I offer to destroy it myself and they respond with [0] absolutely not. Only they can destroy the item. (If the answer was "yes", the person would have sent me on a journey to destroy it) I return to my friend but he's missing. Now I need to find him to retrieve the item so it can be destroyed. I recruit the help of the second friend. After I get the item, I return it to the person who wants to destroy it. Does he reveal himself as being evil? [3] Yes! Boss battle. (A [1] could have meant he tries to use the item for good but it backfires. A [2] could mean he got corrupted by the item.)

Adventure #2

Adventure is cause by [3] danger.

What kind of danger? [0] family.

Is the danger from my family, or to my family? [3] to my family.

Is it to my family in general, or my immediate family? [2] immediate family, a sibling. (a [3] would be a parent)

Brother or sister? [0] brother.

Is he asking for my help? [0] Not at all. So maybe he's missing.

How did I find out? [1] a friend told me.

So my brother is missing. His friend came to me to help find him.

Was he on an adventure at the time? [3] Yes, definitely.

He told the friend where he was going and never came back.

Was he looking for treasure? [3] Yes, purely a treasure hunt.

My brother's friend came to me worried because my brother had gone on a treasure hunt, but hasn't come back yet after several days. The friend wants me to go rescue my brother from whatever dangers he got himself into.

Adventure #3

My character is an orphan with no friends

Adventure is caused by [0] something in my past

What is the issue? [0] my past again. Since I was an orphan, I'll say it has something to do with how I had to survive on the streets.

What in my past? [3] an old danger.

An old rival? [0] definitely not. Someone or something that didn't know me.

A danger to other orphans today? [3] Yes, very much.

So this is a danger I'm familiar with because I was an orphan and it's a danger right now to the current day orphans.

Is it an ongoing issue? [0] So something that rarely happens.

What is the danger to the orphans? [1] friend.

Someone pretending to be a friend? [1] not really, but not acting as an enemy either.

Does this involve slavery? [3] Yes!

So a slave trader is convincing orphans to follow them to a better life. My old contacts let me know

what they suspect is happening, since this is something that also happened in my childhood. Perhaps I escaped them before? I need to find the slavers and rescue the orphans.

Adventure #4

Adventure is caused by [3] a danger

What kind of danger? [3] an enemy.

Is the danger to me specifically? [3] Yes.

An attempt on my life? [0] No.

A danger to my livelihood? [0] No.

How does it affect me? [1] Friend.

Is a fiend of mine also involved? [2] partly, yes.

Did my friend bring this danger to me? [0] No.

Did I bring the danger to my friend? [1] Not really, but they were involved.

I'll assume my friend and I did something which got us both involved in the danger.

Was it a previous adventure? [1] Not directly.

Did we take something that someone else wanted? [2] yes, sort of.

Does the danger come from an adventurer, or a villain? [2] a minor villain.

I'm going to say the story goes like this: My friend and I found a golden item, but we didn't know what it was, so I took it as part of my share and sold it. My friend recently found out that a minor villain is looking for the item to make themselves more powerful. They tracked it to me and my friend. We need to find where the item is now, before the villain, while also fending off attacks from the villain's followers. If we fail to find it first, the villain will become more powerful and a large battle will ensue.