

# SOLO ROLE PLAYING

Based on [tinysolitarysoldiers.blogspot.co.uk/2012/04/solo-rpg.html](http://tinysolitarysoldiers.blogspot.co.uk/2012/04/solo-rpg.html)  
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A. Roll a d10 or d6 to set up the Theme of the scene:

<u>d10 Roll</u>	<u>d6 Roll</u>	<u>Result</u>
1-5	1-3	<i>Action scene</i> (combat, physical activity, special effects, etc.)
6-8	4-5	<i>Quiet scene</i> (research, character interaction, travel, etc.)
9-10	6	<i>Meanwhile...</i> (Event in another location with other characters)

B. Location: choose

C. What's Happening: choose *specifics* (who's in the scene, what are they doing and why)

D. Scene Goal (how to know when the scene is complete): choose

Start asking *yes/no questions*, then roll Answer and roll Event to get an answer. On an Event result of Yes, there's a twist to the plot. Roll on Event: Who and Event: What Happens to find out what it is.

<u>d10 Roll</u>	<u>d6 Roll</u>	<u>Answer</u>	<u>Event?</u>	<u>Event: Who</u>	<u>Event: What Happens</u>
1-2	1	No, and...	Yes	Ally	Appears
3	2	No	Yes	Neutral party	Alters the location
4-5	3	No, but...	none	Enemy	Helps the hero
6-7	4	Yes, but...	none	Physical event	Hinders the hero
8	5	Yes	none	Emotional event	Changes the goal
9-10	6	Yes, and...	none	Item	Ends the scene

When Scene Goal is achieved, go back to A and roll to set up the next scene.