
One Page Solo Engine

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An all-in-one toolkit to play your favorite tabletop RPGs by yourself.

How to Play

1. Create a character using your chosen game system.
2. Come up with an adventure idea and **SET THE SCENE** for the start.
3. Start asking the **ORACLE** questions.
4. Play the game to overcome the challenges of the scene.
5. **SET THE SCENE** for the next thing you want your character to do.

Set the Scene

Describe where your character is and what they are trying to accomplish, then choose (or roll) a **SCENE OBJECTIVE**.

Scene Objectives:

1. **Conflict** – a fight or action scene
2. **Exploration** – explore a dangerous location (**DUNGEON CRAWLER**)
3. **Challenge** – a test of skill or ability
4. **Social** – convince or trick an NPC
5. **Travel** – move through dangerous territory (random encounters)
6. **Rest** – recuperate and heal

Roll 1d6 to see if something unexpected happens. On a 6, it is an **ALTERED SCENE**.

Altered Scene:

1. An unexpected event interrupts you.
2. The location is different or changed.
3. The NPCs are new or unexpected.
4. Roll a different **SCENE OBJECTIVE**.
5. An important event is already happening here.
6. The situation is easier or harder.

Oracle (Yes/No Question)

Ask the **ORACLE** questions like you would the GM. Ask leading questions that are most likely or most interesting. Choose the likelihood and roll two dice.

Answer (d6):

Likely: Yes on 3+

Normal: Yes on 4+

Unlikely: Yes on 5+

Qualifier (d6):

...but... on 1

...and... on 6

Complex Question

When you need to ask an open-ended question, draw a card from a deck. Use the tables to inspire the answer and interpret it within the context of the current scene.

Card Rank (or 1d12):

2 – Seeking

3 – Opposing

4 – Communicating

5 – Moving

6 – Harming

7 – Creating

8 – Planning

9 – Failing

T – Taking

J – Abandoning

Q – Assisting

K – Changing

A – Deceiving

Card Suit (or 1d4):

Clubs – physical, strong, constructed

Diamonds – mental, plotting, technical

Spades – magical, intuitive, strange

Hearts – personal, social, emotional

NPC Reaction

When you meet an NPC, roll its initial reaction below.

(1-2) Friendly:

1. Talkative or gossipy
2. Wants to trade
3. Offers help or advice
4. Needs a favor or has a job

5. Has a lead or a clue
6. Offers direct assistance

(3-4) Neutral:

1. Not interested in talking
2. Wants to trade
3. Requests tribute or payment
4. Needs a favor or has a job
5. Tries to trick or deceive
6. Pursuing unrelated objective

(5-6) Hostile:

1. Attacks without warning
2. Threatens or harasses
3. Demands tribute or payment
4. Denies access
5. Tries to trick or deceive
6. Pursuing counter objective

Enemy Tactics

In combat, enemies should do what makes the most tactical sense.

Change Tactics:

- 1-4: Use same **TACTIC** as last action
- 5-6: Roll a new **TACTIC**

Tactic:

1. Attack recklessly for max damage
2. Aid an ally or heal
3. Act according to this unit's role
4. Take a defensive posture
5. Seek an advantage
6. Focus on a weak target

Dungeon Crawler

Use this when exploring a dangerous location such as a dungeon. Roll once for each table below and combine the results into an area that makes sense.

The first area always has 3 exits, one of which is a dungeon exit.

* If you are seeking a goal, (a specific **LOCATION**, **ENCOUNTER**, or **OBJECT**), rolling a 6 on that table gives a 50% chance (4+) that you find the element you seek.

Location:

1. A living area or meeting place
2. A working or utility area
3. A typical, unremarkable area
4. A typical, unremarkable area
5. An area with a special feature
6. A location for a specialized purpose*

Encounter:

1. Hostile enemies
2. Hostile enemies
3. None
4. None
5. A friendly or neutral NPC
6. A unique NPC or adversary*

Object:

1. An interesting item or clue
2. A useful tool, key, or device
3. Nothing, or mundane objects
4. Nothing, or mundane objects
5. A valuable treasure
6. A rare or special item*

Special:

1. There's a trap here
2. There's a secret hidden here
3. Nothing special
4. Nothing special
5. Nothing special
6. A challenge or item is enhanced

Exits:

1. Dead end (1 exit)
2. 2 exits
3. 2 exits
4. 3 exits
5. 3 exits (connects to existing area)
6. 3 exits (50% for dungeon exit)