

ZATHRUM

d20 RPG Solo Engine
ver. 1.1



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INTRODUCTION

This set of rules you are reading is a Game Master Emulator or Solo Engine that allows you to play any Tabletop RPG in solitaire mode, with no need of a GM and other players. This system uses only one twenty sided dice (1d20 for short) and it is compatible with every tabletop RPG including [Bivius](#) (in this case just use the d20 as a B.R.O.).

If you are curious about the name, Zathrum means 20 in Etruscan, an ancient and almost lost language.

HOW TO PLAY

1. The adventure is divided in scenes, at the beginning of every scene use the Theme Table for inspiration.
2. Create two Options (A & B) about what's happening in the scene.
3. Set the Probability of Option A with a number between 2(almost impossible) to 19(almost sure), for a random probability roll a d20 and consult the Probability Table.
4. Roll one d20, if the number is lower or equal to the Probability then Option A happens, otherwise Option B happens.
5. If you need more details then ask questions and use the Oracle Table to receive the answers.
6. If you need inspiration when you create a non player character then use the NPC Table, it describes the class, career or attitude of the character.

EXAMPLE OF PLAY

My character is the human mercenary Rufus who is exploring the wreck of a galleon stranded on the shore of a renaissance fantasy kingdom. He goes down into the hold and a scene starts. I use the Theme Table and I roll 11 (Equipment Failure). What can it mean in Rufus's situation? Perhaps he discovers that the galleon wrecked because the keel crumbled (Option A) or maybe the ladder, that Rufus is going down, collapses (Option B). Based on what happened in the previous scenes of the adventure I decide that the first option is more likely and I choose a probability of 12. I roll a 9 therefore Option A is what happens to Rufus. I apply the RPG rules I'm using to perform various actions of my character such as exploring the hold, finding traces and clues, and so on. At some point I wonder if Rufus finds traces of something in the hold that can explain the cause of damage to the ship, I ask the question "Are there any signs of explosion?" I roll 1d20 and the Oracle Table answers "Yes (while)". I interpret the answer as if the explosion had taken place while the crew fought against some enemy...



TABLES

THEME (Roll 1d20):

1. Enemy Action
2. Combat
3. Impasse
4. Death
5. New Enemy
6. New Friend
7. Rescue
8. Enigma
9. Something Unusual
10. New Equipment
11. Equipment Failure
12. News
13. 3rd Party Action
14. Betrayal or Illusion
15. Escape or Pursue
16. Base or Location
17. Animal
18. Environment
19. Discovery
20. Capture

PROBABILITY (Roll 1d20):

Chances that Option A happens:

1. **Impossible** = 100% Option B
2. **Almost Impossible** = 10% Option A, 90% Option B
3. **Absolutely Unlikely** = 15% Option A, 85% Option B
4. **Definitely Very Unlikely** = 20% Option A, 80% Option B
5. **Very Unlikely** = 25% Option A, 75% Option B
6. **Definitely Unlikely** = 30% Option A, 70% Option B
7. **Unlikely** = 35% Option A, 65% Option B
8. **Quite Unlikely** = 40% Option A, 60% Option B
9. **Slightly Less Likely** = 45% Option A, 55% Option B
10. **Fifty-Fifty** = 50% Option A, 50% Option B
11. **Slightly More Likely** = 55% Option A, 45% Option B
12. **Quite Likely** = 60% Option A, 40% Option B
13. **Likely** = 65% Option A, 35% Option B
14. **Definitely Likely** = 70% Option A, 30% Option B
15. **Very Likely** = 75% Option A, 25% Option B
16. **Definitely Very Unlikely** = 80% Option A, 20% Option B
17. **Absolutely Likely** = 85% Option A, 15% Option B
18. **Almost Sure** = 90% Option A, 10% Option B
19. **Almost Sure, Definitely** = 95% Option A, 05% Option B
20. **Sure** = 100% Option A

ORACLE (Roll 1d20):

If you can not apply the conditional in brackets to the situation then you can ignore it and use the Yes/No

1. NO (on the contrary...)
2. NO (and...)
3. NO (surprisingly...)
4. NO (as long as...)
5. NO (unless...)
6. NO (while...)
7. NO (in order to...)
8. NO (if...)
9. NO (but...)
10. NO (apparently...)
11. YES (apparently...)
12. YES (but...)
13. YES (if...)
14. YES (in order to...)
15. YES (while...)
16. YES (unless...)
17. YES (as long as...)
18. YES (surprisingly...)
19. YES (and...)
20. YES (on the contrary...)

NPC (Roll 1d20):

1. Healer
2. Leader
3. Crafter
4. Servant
5. Thief
6. Hunter
7. Student
8. Merchant
9. Entertainer
10. Warrior
11. Priest
12. Spy
13. Prisoner
14. Guardian
15. Outcast
16. Trainer
17. Harvester
18. Transporter
19. Scholar
20. Special