

Dice rpg solo game

Introduction

This game is designed to allow a solo player to play a fantasy type adventure that they have no prior knowledge of. Everything is randomly created in the players world using specialist d6 though you can use normal d6 if you wish.

The number and type of dice faces are included so if you wish to buy blank d6 and print and stick on the faces of those dice to make the game more enjoyable all the better.

The only sheet that relay needs to be printed is the game play-sheet , this again is at the end of the document.

Characters do not have specific classes bit you will need to think about how you play your character.

Character creation

Firstly a character must be created , this is done by adding points to the base abilities which all start at 1 , you have 3 points to spend on the following abilities "Strength , Dexterity , Constitution , Intelligence , Wisdom , Charisma".

Each of these abilities will be used in an encounter in a specific way as detailed below

Strength :- this is used in melee combat (only at close range)

Dexterity :- this is used in ranged combat (only at medium or long range)

Constitution:- this is used to determine your physical hit points

Intelligence:- this is used in magical combat (only at medium or long range)

Wisdom:-this is used to determine your mental hit points

Charisma:- this is used in social combat (only at close range)

Character Hit points

Your character will have a number of physical hit points equal to 1d6 + their constitution score.

Your character will have a number of mental hit points equal to 1d6 + their wisdom score.

Character equipment

Characters will normally have a weapon, armour and other equipment the effects of this equipment is included in the base character abilities, however you may find during your adventuring better or magical equipment. This takes the form of a bonus dice of a different colour and is assigned to an ability when it is equipped which will increase the base score by the item strength. This item strength will normally be a +1 but may be higher as you adventure in your world.

Once assigned to an ability that item may not be reassigned to any other ability.

You may only have one item dice assigned to a single ability.

Character Healing

At the end of an adventure all characters will heal to their full hit points, if you wish to heal during the adventure the character performing the heal may only do this between quests by rolling a social combat. Any positive roll will heal the character 1 hp to physical damage, mental damage is fully healed at the end of a quest. Only 1 roll is allowed on each character per quest.

Henchmen

A character may hire a henchman before an adventure, these henchmen cannot have their abilities raised higher than the quest level -1 with a minimum of 1 point per ability.

They may use items but these items stay with the henchmen once they are assigned.

Henchmen do not gain experience but will always have their ability level set at 1 level lower than the current adventure.

Character experience

When your character has completed their adventure they will gain a level, this will cost a number of quest points equal to the level they wish to advance to, this will allow them to increase one of their abilities by 1 point at the cost of 1 quest point and to permanently assign one of their Item dice to that ability, this item dice is then discarded, the ability which the item was assigned is then increased by 1 point no matter what the strength of the item was.

Character levels

Characters will normally start at level 1 and increase by a level after each adventure but if you wish you can start at any level you wish as the game will increase in difficulty as you progress in levels.

Quests

once you have created your character you will need a quest to go on.

This is determined by rolling the quest dice. This dice has the following faces on it.

Social encounters minor

Social encounters major

Wilderness encounters minor

Wilderness encounters major

Dungeon encounters minor

Dungeon encounters major

Roll the quest dice to determine the type of quest you have, completing a major quest will earn you 1 quest point, a minor quest will only reward you with some treasure.

You will need a number of quest points equal to your level plus an additional 1d6

points. The dice for these extra quest points will be rolled after you have completed the number of quests equal to your level and in addition you will need to roll a 6 on that dice to finish the quest. You may if you wish add any extra quest points to the roll at the rate of 1 quest point = +1 to the dice however you will not be able to use those quest points to exchange your temporary Item for a permanent ability increase when you level.

If you die or fail to complete a quest all your quest points will be discarded, you are allowed to keep any Items you find that have been assigned to your ability score but any extra Items will be discarded.

Quest Dice Results

Dungeon dice

Door :- You may use your wisdom ability to find out what is behind the door, a positive result will allow you to choose to enter the encounter after you have rolled the encounter dice or re-roll the dungeon dice again.

Tunnel :- Possible random encounter

Junction :- You may pick which side you like on the dungeon dice

Small Room :- roll the encounter dice once

Large Room :- roll the encounter dice twice

Dead End :- the quest has ended you did not receive a quest point and no treasure was found, you return immediately to the chose a quest part of the game.

Wilderness dice

Clear :- Use your Wisdom ability, a negative result will produce a random encounter

Forest :- random encounter

River :- use your strength ability to cross the river, failure will cost you a physical hp

Farm :- Use your charisma, a positive result will heal you a physical 1 hp, a negative will cost you a physical 1 hp

Rocks :- Ambushed!, Roll an Encounter Dice

Castle :-If you decide to enter continue on using a dungeon dice and treat as a minor dungeon quest.

Social dice

Townfolk :- Protect the town from bandits you attack a soldier and gain a minor treasure dice if you succeed

Bartender :- you may heal fully for the cost of a quest point and continue the quest

Militia :-Use your charisma ability , roll a combat dice a negative result will have the militia attack you , they are minors only.

Noble :-Use your charisma ability , roll a combat dice, a negative result will have the noble attack you who is a boss , you will receive a quest point if you succeed

Merchant :-Use your charisma ability , roll a combat dice , a positive result will grant you a minor treasure dice roll

Bandits :- Ambushed! , Roll an Encounter Dice

Monster creation

There are 3 types of monsters minions , soldiers and bosses

Monsters do not have abilities but they do have mental and physical hit points equal to your level + a level dice plus an additional 1d6 for a soldier and +2d6 for a boss.

If the quest is major one add an additional 1d6 hit points to all monsters.

You will need to create each monster as you meet them.

Monster attacks

Monsters will attack one of your abilities which is rolled for randomly using the ability dice. Combat is explained in a later chapter

Monster treasure

Once the monster has been defeated you may roll the minor or major treasure dice depending on the type of quest you are on of which more later.

Trap creation

Traps are similar to monsters but they do not have hit points , they have a difficulty rating which you must defeat , if you fail then the trap will cause you to lose an ability point permanently but this will not force you to drop below a 1.

The trap will have a difficulty equal to your level + 1 level dice

The trap will “attack” one of your abilities determined by the ability dice.

Defeating a trap

In order for you to defeat a trap and continue your quest you will need to beat the traps difficulty rating , this may be done in any number of rolls but each fail will cause a loss of 1 point of the traps effect. A trap is defeated by using your Wisdom ability and any positive results will drop the difficulty rating by the number of positive results rolled. Once the traps difficulty has reached 0 the trap has been defeated. any negative results rolled will result in a failure and the trap will cause damage to the ability that was previously rolled for.

Random encounters

Each area explored could result in a random encounter , on a roll of a 6 of a 1d6 a random encounter occurs , this encounter will only have minions and will not have any treasure or quest points.

More party members

if you wish to adventure with additional party members then you will need to acquire additional quest points if you wish to level those party members , you will not need to get additional quest points to complete the quest though.

All treasure that is found by the party may be shared out and allocated to any character ability.

The number of monsters encountered will equal the number of party members + a level dice.

Encounters

Once you have your quest you will roll the specific encounter dice , the results of which may require you to roll more dice to see the effect of this encounter.

Combat Range

After all monsters have been created you will roll a encounter range dice to see at what range the encounter starts at. it takes 1 move to change the range band 1 level.

Physical Combat

Characters will select the specific ability to match the combat they wish to perform , roll that many combat dice and the total positive effect will be deducted from the monsters physical score , once that score is 0 the monster is dead.

Monsters will roll their level in combat dice , the character is allowed to defend against this attack using a number of combat dice that the ability being attacked has , any positive score is deducted from the monsters positive score , if there is still a positive number then those points are deducted from the characters physical hit points

Once a character reaches 0 hit points the character is out of the combat and can only be healed by another character , if you are adventuring alone you are considered dead as there is no-one there to help you.

Mental Combat

This is much the same as physical combat but the end result is that the character or monster is still alive after the encounter, All mental attacks will use the targets mental

hip points for damage and when the target gets to 0 mental hit points the target is considered knocked out.

You will receive a treasure roll or quest point if you were victorious in the encounter.

Social Combat

Social combat is always performed at short range.

This is performed in much the same way but the end result is a failure and no quest point or treasure is found, everyone is still alive and well. If the social combat is a failure you could turn this into a combat encounter to regain that quest point or treasure roll.

Treasure

Once an encounter is completed and you are victorious, you will gain a roll of 1 treasure dice, if the encounter was with a minion then no roll is allowed, if the encounter was a soldier roll a minor treasure dice and an ability dice to determine the treasure type and the ability it is assigned to, if the encounter was a boss you may if you wish roll either a major treasure dice and ability dice or a minor treasure but you may pick which ability this is assigned to.

Play sheet <sample play sheet>

Dice faces

The following is a list of what appears on the sides of the dice used in the game, the squares are 16mm across

Dungeon dice

Door	Tunnel	Junction	Small Room	Large Room	Dead End
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Wilderness dice

Clear	Forest	River	Farm	Rocks	Castle
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Social dice

Townfolk	Barman	Militia	Noble	Merchant	Bandits
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Encounter dice

None	Trap	Minion	Minion	Soldier	Boss
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Quest dice

Dungeon major	Dungeon minor	Wilderness major	Wilderness minor	Social major	Social minor
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Range dice

Short	Short	Medium	Medium	Long	Long
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Level dice

+1	+1			-1	-1
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Ability dice

STR	DEX	CON	INT	WIS	CHA
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Treasure dice minor

				+1	+1
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Treasure dice major

			+1	+1	+2
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Combat dice

-1				+1	+2
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