

You Are Alone.

SOLO PEN-AND-PAPER GAME CORE RULES

Your Lot.

You awaken in a strange place. You are alone, with naught but a few possessions. You must survive. You must continue to the next locale. Keep score however you like; the world is indifferent to your vainglory. All are equal in death.

Who Is This Poor, Lost Soul?

Roll your hit points: d8+4

Roll your attributes: Roll d6 to determine your **Power**, **Guile**, and **Speed** in order.

Result	Score
1	d4
2-3	d6
4-5	d8
6	d10

Determine your starting weapon: You can carry up to one weapon without taking up space in your pack. Roll d4 on the weapon table to determine your starting weapon.

Durability: when you use an item with a **durability** die, roll that die. If the result is a 1, the item breaks and cannot be used again. One combat encounter counts as a single use.

Weapons	
1	A set of razor-sharp teeth. d2+1 Dam. They will never leave you. -1 Pow when attacking.
2	Nothing. Bare hands deal d2 Dam.
3	A sharpened bone fragment. d4-1 Dam, d4 Dur.
4	A broken sword. d4 Dam. Cannot get any more broken.
5	A rusted battle-axe. d6-1 Dam, d6 Dur.
6	A poleaxe. d4+1 Dam, d6 Dur, +1 Pow when attacking.
7	A proper sword. d6 Dam, d6 Dur.
8	A spiked flail. d8 Dam, d4 Dur. -1 Pow when attacking.

Determine your starting equipment: Roll d4 on the pack table to determine which pack you start with. Roll d10 on the item table twice to determine its contents.

Packs	
1	A cloth roll for 3 items.
2	A satchel for 4 items.
3	A small rucksack for 5 items.
4	A large rucksack for 6 items.

The effects of 2 of the same item do not stack unless specified.

Items	
1	A wool blanket. +1 to rest.
2	A dirty cloak. +1 to evade.
3	A broken bottle. Can be used once to deal d4+1 Dam.
4	A waterskin. Can be filled with 1 drink whenever you find water.
5	A spiked helmet. Can be worn for +1 Pow, or wielded for d4 Dam; -1 Pow when attacking. d6 Dur.
6	A torch. Grants +1 to scavenge when used, d4 Dur.
7	A soothing poultice. Heals 3 HP once.
8	Some salt. Can be used once to escape an apparition.
9	A satchel for 1 item. Only 1 can be carried.
10	1 meal of dry rations.

The Cruelty of the Mortal Coil.

Status: To survive, you must maintain your **Hunger**, **Thirst**, **Fatigue**, and **HP**. If you do not, you will suffer **Weakness** and **Delirium**, which will make it harder to complete actions. All status (except HP) is 0 when you begin your journey.

Hunger: Hunger increases by +2 every 24 hours. For every meal you eat, your hunger decreases by -1.

Hunger	
0	No ill effects.
4	+1 Weakness.
16	+2 Weakness, +1 Delirium.
30	Death.

Thirst: Your thirst increases by +2 every 24 hours. For every drink you take, your thirst decreases by -1.

Thirst	
0	No ill effects.
4	+1 Weakness.
6	+2 Weakness, +1 Delirium.
8	Death.

Fatigue: Fatigue increases by +6 every 24 hours. For every hour you rest, your fatigue decreases by -1.

Fatigue	
0	No ill effects.
12	+1 Delirium.
18	+2 Delirium, +1 Weakness.
24	Death.

Your Options, However Few.

Taking actions: You must make **actions** to acquire the resources necessary to survive and travel onward to the next locale. Actions take three hours unless otherwise stated. Each locale offers different actions for you to choose. Most allow you to **scavenge**, **rest**, **travel** and **hunt**. When you take an action, roll the requisite dice against the action's **difficulty** to see if you are successful.

All dice rolls throughout the game are a minimum of 1 after modifiers unless otherwise stated.

Travel: When you successfully **travel**, roll d20. If it results in a 20, you escape the current **scenario**. Choose a new one at random or lay down and die.

Violence.

Fighting: When you encounter a monster, you enter **combat**. Each round, roll your **Pow** - **weakness**. If you tie or exceed the monster's **Pow**, you hit and deal damage equal to your weapon's **Dam**. If you do not, the monster hits you; lose **HP** equal to the monster's **Dam** or that of their weapon.

Stealth: If the monster does not **surprise** you, you may attempt to use **stealth** in one of two ways: either **evade** the monster and end combat without attacking, or perform a sneak attack. Sneak attacks are always guaranteed to hit, but can only be performed in the first round of combat. To use stealth, roll your **Gil** against the monster's **Gil**. If you tie or exceed it, your attempt succeeds. If you roll below the monster's **Gil**, your attempt at stealth fails and the monster strikes you.

Fleeing: To attempt to **escape** from a monster, roll your **Spd**. If you tie or exceed the monster's **Spd**, you escape. If you do not, the monster catches you and you are hit.

Hunting: If your quarry is a **predator**, it will engage in regular **combat**, as if it were a monster. If it is prey, it will attempt to **escape**; instead of contesting your **Pow** to attack, contest your **Spd**; if you fail, your quarry **escapes**. When you harvest your quarry, you may take a quantity of meat equal to its maximum **HP**, watch one being worth **1 meal** and taking **1 space** in your **pack**.

While hunting, you can use stealth and flee the same way you do in combat.

Godspeed.

Create your character and choose a scenario to begin your ordeal.

