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# One Page Solo Engine

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

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## How to Play

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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.

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## Set the Scene

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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.

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## Oracle (Yes/No Question)

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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.

<b>Answer (d6):</b>	<b>Qualifier (d6):</b>
<u>Likely</u> : Yes on 3+	...but... on 1
<u>Normal</u> : Yes on 4+	...and... on 6
<u>Unlikely</u> : Yes on 5+	

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## Complex Question

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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	9 – Failing
3 – Opposing	T – Taking
4 – Communicating	J – Abandoning
5 – Moving	Q – Assisting
6 – Harming	K – Changing
7 – Creating	A – Deceiving
8 – Planning	

### Card Suit (or 1d4):

Clubs – physical, strong, constructed  
Diamonds – mental, plotting, technical  
Spades – magical, intuitive, strange  
Hearts – personal, social, emotional

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## NPC Reaction

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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

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## Enemy Tactics

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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

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## Dungeon Crawler

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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)