

SoloQuest: A single-page solo Adventure Game experience. © 2006 Ross Wilkin

How to Play: You need a d8 and d20. Print out this sheet. Name your character. Assign 5 points split between Attributes, and 3 between Skills. Generate adventures by rolling on the Encounter table, then rolling on the indicated table. Repeat. Each encounter equals 1 experience point (exp). Spend exp to add additional ranks to Attributes and Skills. Attribute ranks cost 20 exp x rank (to increase from rank 1 to 2 you would spend 40 exp). Skills cost 10 x rank. Print out additional sheets for allies and familiars. Allies gain exp only for encounters they take part in. You have 10 Health, which are healed after all encounters with the exception of traps. In combat roll d8, if you roll lower than the enemy's Defense - your Strength, reduce their Health by 1. Enemies attack you similarly. Each turn you must decide whether to use a Melee or Ranged attack (see Skills). You may have no more than 3 Allies, and only 1 Familiar.

Name: _____ Health: _____		<p align="center"><u>ENEMIES</u></p> <p>Generate Enemy Attributes by rolling 1d8 (1-4: 1, 5-8: 2) and Health by rolling 1d8-2 (min. 1). After earning 150 exp, instead roll 1d8 (1-2: 1, 3-4: 2, 5-6: 3, 7-8: 4) for Attributes and 1d8 for Health. After earning 400 exp, instead roll 1d8 for Attributes and 1d8 + 4 for Health. <i>60% chance per ally:</i> an additional enemy appropriate to that ally's exp.</p>
<p align="center"><u>ATTRIBUTES</u></p> <p>Strength: _____ Talent: _____ Power: _____ Defense: _____</p>		
<p align="center"><u>SKILLS</u></p> <p>Charm: Add to Talent in Social rolls. Evaluate: Add to Treasure rolls. Melee: Add to Strength in combat. Ranged: Add to Defense in combat.</p>		<p align="center"><u>TRAP:</u> d8 damage!</p> <p>If you roll under your Talent or Defense (your choice) on a d8, you succeed in dodging.</p>
<p align="center"><u>MAGICK SKILLS</u></p> <p>Missile: Automatically hits for 1 Health. Use once per rank. Fireball: Roll d8. If you roll under Fireball + Power, deal Health equal to rank. Use once per rank. Lightning: Roll d8. If you roll under Lightning + Power, deal Health equal to rank to 1 Enemy, rank-1 to 2nd enemy, and rank-2 to 3rd. Use once. Shield: Add to Defense this round. Use once per rank. Sure Aim: Add to Strength this round. Use once per rank. Heal: Roll d8. If you roll under Heal + Power, cure Health equal to rank. Use once per rank. Resurrect: Ignore death once. Erase 1 rank. You may replace spent ranks. Sleep: Roll d8. If you roll under Sleep + Power, enemy falls asleep for rounds equal to rank. Use once.</p>		<p align="center"><u>SOCIAL:</u> d20 Roll.</p> <p>20: You have met an ally. Print out another sheet and create them as a new character. An ally act in your place in an encounter (after discovering the encounter type but before determining the results) or alongside you. Randomly determine who an Enemy attacks. Magick can be cast on allies, and allies can cast on you. 19: You have gained a familiar. A familiar has Attributes of rank 1, and 1 magick skill at rank 1 (random), and never gains experience. 16-18: You meet another adventurer. Roll under your Talent on a d8 or they assume you're an enemy and attack. 13-15: A witch advises you on your future. You may pick your next encounter. 10-11: A witch curses you. You fail your next encounter, or the Enemy/s has maximum stats, or the Trap does maximum damage. 7-9: A guard mistakes you for a criminal. Roll under your Talent on a d8 or you're imprisoned for a time and lose 1 rank from Strength. 1-6: You meet a travelling merchant. He sells items normally only find as treasure. They cost exp (you must have the amount available): 15 for a +1 Skill item, 30 for a +1 Attribute. item You may only own 1 for each.</p>
<p align="center"><u>ENCOUNTER:</u> d8 Roll</p> <p>1-4: Enemies 5-6: Social 7: Trap 8: Treasure</p>		<p align="center"><u>TREASURE:</u> d20 Roll</p> <p>20: +1 bonus to one Attribute (random). 17-19: +1 bonus to one Skill (random).</p>