------------------ROGUELIKE SOLITAIRE THE HACK'N'SLASH ADVENTURE---------------

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Version 1.4 - Playable demo

Dedicated to my loving sister Dragell

-------------------------------STEP 1 - You will need

1 to 3 players, what you'll need:
1d6,1d20, 1d8 and 1d10 dice, paper, pen and imagination!

------------------------------1d10-system-explained-------------

1. roll 1d10 twice
2. if 00 twice = 100%
3. if 00 then 10 = 1%
4. if 20 then 50 = 25% etc. you get the idea

-------------------------------STEP 2 - Make your character

Character Races

Troll
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Strength        - 2d20+10
Health          - 2d6+18
Agility         - 1d6+4
Intelligence    - 2d6
Mana            - 1xint
Special         - Regenerate 5 hp after an encounter

Human
-----
Strength        - 2d6
Health          - 2d6+8
agility         - 2d20+10
Intelligence    - 2d6
Mana            - 2xint

Fairy
-----
Strength        - 1d6
health          - 2d6
Agility         - 2d20+15
Intelligence    - 3d6
mana            - 2xint

## Character Classes

fighter             - +5% to all masteries
Cleric              - +10% to first aid and 5% to mace mastery
Barbarian     - +10% to sword mastery and 5% to demon strength
Thief              - +10% to acrobatics and +5% to dagger mastery

Character sheet eg.
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Have a separate box for each of the following:
level, strength, agility, intelligence, to hit left hand, to hit right hand, damage left,
damage right, tactics, gold, health potions, mana potions, skills, masteries, health, mana,
equipment, experience and fights.

--------------------------------STEP 3 - Buy your starting equipment

SHOP - You start with 100g

10g      - health potion (heals 10 health)
50g      - Shield (minus 5% off the enemy tohit)
50g      - Dagger (20% tohit) 2 damage
80g      - Flail (35% tohit) 5 damage
100g    - Vampires dagger (25% tohit) 3 damage, Absorbs dam done to hp
200g    - 2 Handed sword (40% tohit) 10 damage
10g      - mana potion (restores 10 mana)
80g      - Scimitar (35% tohit) 5 damage
100g    - Whip (20% tohit) 6 damage
250g    - permanent town portal (mark on map)

--------------------------------STEP 4 - Entering the dungeon

Step 1- Make a start room and mark it as having the upstairs in it.

Step 2- Roll 1d8x1/2 for amount of exits that room has then again
for the direction of exits.
Then make a hallway in those directions

1-N
2-NE
3-E
4-SE
5-S
6-SW
7-W
8-NW

Step 3- Choose a hallway to enter and goto table A for random encounters

Step 4- go into a room/hallway and goto table A for encounters

Step 5- repeat step 2 to step 4 and if you are placing your 10th room, mark it as the downstairs and create no more hallways, only rooms if you choose to explore further on the same level.


Table A
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Rules

If fighting in a hallway fight enemies 1 at a time otherwise fight normally.
        1 - before the fight roll a die, if odd the enemy goes 1st
        2 - roll 1d10 for whomever goes 1st and if it is under their tohit they do damage.
When you kill an enemy immediately get exp.
        3 - Repeat 2 untill the enemy are dead, if you die go to the shopping step and lose 2 permanent hp but gain full health and mana.
        4 - goto 2 and repeat all untill you have finished all encounters
        5 - Killing blow gets the whole exp off an enemy.
        6 - Escape the dungeon at any time for loss of 1 permanent hp
        7 - All gold is split between players in the same room

LEVEL 1 only

Name of creature/to hit each/hp each/damage each/exp each

1 - 3 rats /(20% to hit)/ 3hp/ 2 damage/ 20 exp
2 - Nothing
3 - 2 goblins /(35% to hit)/ 10hp/ 4 damage/ 30 exp
4 - 50 gold
5 - 1 Troll /(30% to hit)/ 30hp/ 10 damage/ 60 exp
6 - 2 orcs /(40% to hit)/ 12hp/ 5 damage/ 40 exp
7 - Nothing
8 - 100 gold
9 - Nothing
10 - 4 rats /(20% to hit)/ 3hp/ 2 damage/ 20 exp
11 - 20 gold
12 - Nothing
13 - 2 giant rats /(25% to hit)/ 5hp/ 3 damage/ 25 exp
14 - Nothing
15 - 3 rats /(20% to hit)/ 3hp/ 2 damage/ 20 exp
16 - Nothing
17 - Nothing
18 - 10 gold
19 - 2 orcs /(40% to hit)/ 12hp/ 5 damage/ 40 exp
20 - 1 Troll /(30% to hit)/ 30hp/ 10 damage/ 60 exp


LEVEL 2 only

1 - nothing
2 - 2 skeletons /(55% to hit)/ 10 hp/ 6 damage/ 50 exp
3 - nothing
4 - 4 poisonous rats /(30% to hit)/ 5hp/ 5 damage/ 45 exp

5 - 100 gold
6 - nothing
7 - 3 great orcs /(50% to hit)/ 20 hp/ 7 damage/ 60 exp
8 - 2 skeletons /(55% to hit)/ 10 hp/ 6 damage/ 50 exp
9 - 50 gold
10 - 2 trolls /(30% to hit)/ 30 hp/ 10 damage/ 60 exp
11 - 2 skeletons /(55% to hit)/ 10 hp/ 6 damage/ 50 exp
12 - 4 poisonous rats /(30% to hit)/ 5hp/ 5 damage/ 45 exp
13 - 50 gold
14 - 1 werewolf /(60% to hit)/ 35 hp/ 11 damage/ 80 exp
15 - nothing
16 - 2 skeletons /(55% to hit)/ 10 hp/ 6 damage/ 50 exp
17 - 3 great orcs /(50% to hit)/ 20 hp/ 7 damage/ 60 exp
18 - nothing
19 - 100 gold
20 - 1 greater troll /(40% to hit)/ 50 hp/ 15 damage/ 100 exp


2 players
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if enemies turn roll 1d6
odd roll - attacks left person
even roll - attacks right person

3 players
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if enemies turn roll 1d6
1-2-attacks left person
3-4-attacks middle person
5-6 attacks right person




--------------------------------STEP 5 - GOING UP A LEVEL


EXP TABLE
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        level    2 - 100
                 3 - 200
                 4 - 400
                 5 - 800
                 6 - 1,600
                 7 - 3,200
                 8 - 6,400
                 9 - 12,800
                 10- 25,600   etc.



        1. Gain 1d6 worth of stat points and distribute them between your strength,int,agility
        as you see fit.
        2. Gain 2d6 health
        3. Gain 5 skill points
        4. Gain 2 mastery points

Stats Explained
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Strength - every 10 strength you have increases your damage by 1
Agility   - every 10 agility you have increases your tohit by 1%


------------TACTICS-----------
Before a whole combat round eg.
your turn and all enemy turns,
you may set your tactics to 1a,1b,
1c,Or to
2a,2b,2c,

1=agressive stance
your damage + / your tohit minus


1a - 1/1 - Mad
1b - 5/5 - Aggressive
1c - 10/10 - Berserk

2=aimed strike
your damage minus / your tohit plus

2a - 1/1 - aiming
2b - 5/5 - slow and steady
2c - 10/10 - PinPoint




Skills

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Skills successful roll is =or< your skill %
you start with 10% to all skills except masteries.
1 skill can be used only, per combat round.
mana to use a skill must be spent before your roll check
Skills cost 2 mana each (for now)


Acrobatics        - 10%   Avoid all damage done to you
Demon strength - 10%   do double your said damage
First aid - 10%   heal 1/2 your max hp worth of hp
Rebound                    - 10%   do 2x damage done to you back at enemy
Quicken                    - 10%   1 extra attack with weapon of choice
Hunting         - 10%   Pick which encounter you want to battle
Treasure find   - 10%   Use this skill only once after clearing a room or hallway
                  of enemies or if you enter an empty room - if successfull roll on the treasure
                  table to see what you find, use 1d10.
Dagger mastery - +0% tohit with daggers (every 10 points adds +1 damage)
Shield mastery - -0% from enemy tohit (every 10 points adds +1 damage)
Sword mastery - +0% tohit with swords (every 10 points adds +1 damage)

Mace mastery - +0% tohit with maces and flails (every 10 points adds +1 damage)
Whip mastery - +0% tohit with Whips (every 10 points adds +1 damage)

Quests
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Choose a quest before entering the dungeon

Quest\reward\exp

Kill 4 trolls\2-handed sword(50% tohit) 15 damage\50
Clear a dungeon using aggressive power 10\150g\80
Kill 20 rats\5 health potions\20
Clear a dungeon using aimed strike power 10\armour-enemy tohit -4%\80
Clear a dungeon using daggers\Mighty dagger (35% tohit) 7 damage\110


----------------------------------STEP 6 Treasure hunting

Just a basic treasure system i made after reading Nicephorus's ideas
will expand and update it later - for now it serves its testing purpose for
me and any others that may want it too.


1. if 0-80% get minor
2. if 81-100% get major
3. Then roll 1d10 again for what you get.
4. If minor or major weapon/armour go to according table


Random Treasure Table Minor
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1 - Trap Minor - lose 1/4 hp from poison gas
2 - Nothing
3 - Sword Minor
4 - Health pot Minor (heals 10 hp)
5 - Armour Minor
6 - Mana pot Minor (restores 10 mp)
7 - Mace Minor
8 - Dagger Minor
9 - Whip Minor
00 - Shield Minor


Random Treasure Table Major
----------------------------

1 - Trap Major - lose 1/2 hp and 1 permanent hp due to explosive trap
2 - Nothing
3 - Shield Major
4 - Whip Major
5 - Dagger Major
6 - Mace Major
7 - Health pot Major (heals 50 hp)

8 - Sword Major
9 - Armour Major
00 - Mana pot Major (restores 50 mp)


Minor weapons roll
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1. roll 1d10 and 1/2 the result for your weapons to hit%
2. roll 1d20 x 1/2 for your weapons damage
3. roll 1d10 for bonus
if 0-20% get bonus 1
over 20% get bonus 2
over 40% get bonus 3
over 60% get bonus 4
over 80% get bonus 5
over 85% get bonus 6
over 90% get bonus 7
over 95% get bonus 8


Bonus
1 - None
2 - None
3 - None
4 - None
5 - None
6 - +1 damage
7 - +2 damage
8 - Vampire (gain 1/4 damage done to your hp)


Major weapons roll
----------------------

1. roll 1d10 and the result is for to hit%
2. roll 1d20 for damage done
3. roll 1d10 for bonus
if 0-20% get bonus 1
over 20% get bonus 2
over 40% get bonus 3
over 60% get bonus 4
over 80% get bonus 5
over 85% get bonus 6
over 90% get bonus 7
over 95% get bonus 8


Bonus
1-None
7-Vampire (gain 1/2 damage done to hp)
3-None
5-Plus 5 damage done
2-None

6-The learner (Plus 10 exp per kill)
4-None
8-Petrify (enemy can not attack for rest of combat if roll snakeeyes)


Minor armour and shield roll
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1. roll 1d10 for bonus
if 0-20% get bonus 1
over 20% get bonus 2
over 40% get bonus 3
over 60% get bonus 4
over 80% get bonus 5
over 85% get bonus 6
over 90% get bonus 7
over 95% get bonus 8


Bonus
1-Minus 1% off enemy tohit
2-Minus 2% off enemy tohit
3-Minus 3% off enemy tohit
4-Minus 4% off enemy tohit
5-Minus 5% off enemy tohit
6-Minus 6% off enemy tohit
7-Minus 7% off enemy tohit + 1 int
8-Minus 8% off enemy tohit + 2 str


Major armour and shield roll
-------------------------------

1. roll 1d10 for bonus
if 0-20% get bonus 1
over 20% get bonus 2
over 40% get bonus 3
over 60% get bonus 4
over 80% get bonus 5
over 85% get bonus 6
over 90% get bonus 7
over 95% get bonus 8


Bonus
1-Minus 11% off enemy tohit
2-Minus 12% off enemy tohit
3-Minus 13% off enemy tohit + 5 agil
4-Minus 14% off enemy tohit + 1 max hp
5-Minus 15% off enemy tohit + 5 max hp
6-Minus 16% off enemy tohit + 10max hp
7-Minus 17% off enemy tohit +10 int
8-Minus 18% off enemy tohit +10 str