

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

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Version 1.6d - Playable demo

Dedicated to my loving sister Dragell

Special thanks to all that helped and gave me ideas

Roguelike Solitaire -- INTRO

The muscular fighter 'Deathbringer' plodded along down the stairs past the entrance of the cavernous dungeon, burping from his last well fed meal of cooked vermin."i hate the aftertaste of rats" he snickered to himself, picking a piece of tail out of between his teeth. "i'll make my fortune yet" he thought to himself finishing off the last flight of stairs and entering the dimly torchlit room of impressive size. Hearing some rocks or something being disturbed off to the southwest he heads in that direction to investigate. "what could be so close to the entrance" he wondered clearing his nose of the musty air. Back in the darkest corner he uncovered a narrow passageway, hidden by the lack of light and cobwebs which he brushed aside, not a drop of sweat converging on his fearless brow. Moving aside yet another bunch of thick webs he stood very surprised, to see a skeleton wielding a scimitar staring him down. Barely noticing the goblin behind the skeleton commanding it to "attack the intruder, now!" Deathbringer launched an overhead swing of his flail towards the fleshless one with its deadly spikes gliding through the air. The skeleton easily dodged out of the way only to have its left arm torn asunder by the experienced fighters' upward yank on his weapon, bringing it back up into the air with bits of bone. The flail still mid air, the skeleton whipped his scimitar forward drawing thick red blood from the fighters navel area. "hnnng" the man grunted, backing away slightly before slicing his weapon from left to right across head height knocking the skeleton senselessly to the uninvitingly rocky floor. The fighter took a step forward searching the area quickly for the enemy, hoping to finish it off before the goblin shouting "get up quick" noticed his deep breaths of tiredness and decided to advance. Unluckily his bony opponent had no such hindrances of not being able to see well in the dark and slashed twice in quick succession at the lower legs of deathbringer causeing blood to flow freely. Stumbling backward in a lot of pain now deathbringer snatches a magical healing potion out of his belt and chugs it down seconds before the skeleton kicks him in the stomache. "how'd that bastard get up so quickly" he pondered for half a second but was cut short by a painfully vivid flash of steel across his chest. Regaining his composure Deathbringer enrages himself and lets fly the final blow to be towards the skull of the undead being. "yes" he grunts, smashing the crapper out of its head sending its body cavities hurtling to the floor. Looking up from the scene of horror the fighter notices the goblin edging forward raising its weapon with a grin glistening off of its little green face. WELCOME TO ROGUELIKE SOLITAIRE.

-----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

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	- minus 5 difficulty to 3 masteries
Cleric	- minus 10 difficulty from first aid and minus 5 difficulty to mace mastery
Barbarian	- minus 10 difficulty to sword mastery and minus 5 difficulty to demon strength
Thief	- minus 10 difficulty to acrobatics and minus 5 difficulty to dagger mastery

Character sheet eg.

 Have a separate box for each of the following:
 level, strength, agility,intelligence, to hit,
 damage left, damage right, gold, health potions, mana potions, armour,
 helm, shield, greaves, gloves, boots, skills, masteries, health, mana,
 equipment, PV, AC, experience and fights.

-----STEP 3 - Starting equipment

1 weapon----- -flail 7 damage or
plus-----sword 4 damage or
-10 dif points---- -mace 5 damage or
and 5 hp and---- -axe 6 damage or
mp pots and-----whip 3 damage or
100 gold-----dagger 2 damage

SHOP - Selling price is 1/4 the buying cost

Miscellaneous

mana pot - 50 gold (restores 20 mana)
Health pot - 50 gold (restores 20 health)

Weapons

-flail 7 damage 70 gold
-sword 4 damage 40 gold
-mace 5 damage 50 gold
-axe 6 damage 60 gold
-whip 3 damage 30 gold
-dagger 2 damage 20 gold

Required level to use/bonuses/price

1/+2 damage/100
1/+3 damage/200
1/+5 damage/500
2/+10 damage/ 1000
3/+15 damage/2000
4/+20 damage/5000
5/+25 damage/10000
6/30 damage/15000
7/+35 damage/20000
8/+50 damage/50000

Armour

-helm -- 50 gold
-boots -- 40 gold
-gloves -- 20 gold
-greaves -- 80 gold
-armour -- 100 gold
-shield -- 60 gold

Type of armour/required level/price/PV/AC

cloth	1	50 gold	1d6/1d6
leather	2	100 gold	1d6 +2/2d6
studded	3	500 gold	1d6 +3/1d20
bronze	4	1,000 gold	2d6/2d20

copper	5	2,000 gold	2d6/2d20 +5
steel	6	5,000 gold	2d6 +5/2d20 +10
gold	7	10,000 gold	4d6/3d20
platinum	8	50,000 gold	2d20/5d20

-----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

Step 4- go into a hallway and roll 1d6, if odd no encounters if even goto combat table.

Step 5- Make a room off of hallways

Step 6- Choose a room to enter

Step 7-go into a room and if odd no encounters if even goto combat table.

Step 8- repeat step 2 to step 7 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

Rules

If fighting in a hallway fight enemies 1 at a time otherwise fight all at once, meaning you have your turn then all of them then you etc.

Also enemies always do at least 1 dam regardless of your PV and you always do at least 1 dam regardless of enemy PV

- 1 - before the fight roll a die, if odd the enemy goes 1st
- 2 - roll 1d10 for your turn it is and if over opponent ac:
if successful you damage it.
when damaging enemy take off its pv from damage done.
When you kill an enemy immediately get exp.

- 3 - roll 1d10 for your enemies turns and if it is and if over your ac:
if successful it damages you.
when damaging you take off your pv from damage done.
When you kill an enemy immediately get exp.
- 4 - Repeat 2-3 untill the enemy are dead, if you die go to the shopping step and lose 2 permanent hp but gain full health and mana.
- 5 - Escape the dungeon at any time for loss of 1 permanent hp
- 6 - Killing blow gets the whole exp off an enemy.
- 7 - All gold is split between players in the same room

LEVEL 1 only Combat table

Roll 1d6 x 1/2 for the amount of enemies present.
Then roll 1d10 for each seperate enemy.
PV = how tough the enemy is
AC = how agile or how well armoured an enemy is

- 10-Zombie/dam 5/hp 10/pv-5/ac-43/exp 50
- 20-Wolf/dam 3/hp 5/pv-3/ac-52/exp 40
- 30-Goblin/dam 4/hp 8/pv-4/ac-65/exp 45
- 40-Rat/dam 1/hp 2/pv-1/ac-60/exp 15
- 50-VampireBat/dam 2/hp 3/pv-2/ac-56/exp 30
- 60-GiantAnt/dam 6/hp 9/pv-7/ac-72/exp 70
- 70-Troll/dam 10/hp 20/pv-10/ac-55/exp 100
- 80-Kobold/dam 5/hp 6/pv-2/ac-20/exp 60
- 90-Skeleton/dam 6/hp 9/pv-4/ac-55/exp 60
- 00-GiantSpider/dam 5/hp 8/pv-4/ac-57/exp 50

2 players

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

3 players

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

- 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. When raising your int - put your mana up to 2x it accordingly. when raising agi or str put up your tohit and damage appropriately.
2. Gain 2d6 health
3. Gain -10 difficulty to distribute between skills and masteries

Stats Explained

Strength - every 10 strength you have increases your damage by 1
Agility - every 10 agility you have increases your tohit by 2%

Skills

To successfully check a skill roll higher than it
you start with 100 difficulty to all skills and 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 - 100 Avoid all damage done to you
Demon strength- 100 do double your said damage
First aid - 100 heal 1/2 your max hp worth of hp
Rebound - 100 do 2x damage done to you back at enemy
Quicken - 100 1 extra attack with weapon of choice
Hunting - 100 Pick which encounter you want to battle
Treasure find - 100 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 - 100 difficulty with daggers (every successful use does double damage)
Sword mastery - 100 difficulty with swords (every successful use does double damage)
Mace mastery - 100 difficulty with maces (every successful use does double damage)
Whip mastery - 100 difficulty with whips (every successful use does double damage)
Flail mastery - 100 difficulty with flails (every successful use does double damage)
Axe mastery - 100 difficulty with axes (every successful use does double damage)

-----STEP 6 Treasure hunting

Roll 1d10 and go to treasue table

Random Treasure Table

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- 1 - nothing
 - 2 - 100 x your level in gold
 - 3 - go to armour table
 - 4 - go to weapons table
 - 5 - go to weapons table
 - 6 - go to armour table
 - 7 - hp pots x 5
 - 8 - nothing
 - 9 - trap lose 1/2 max hp
 - 00 - 100 x your level in gold

weapons table

1. roll 1d6 for type of weapon

- 1 - flail 7 damage
- 2 - sword 4 damage
- 3 - mace 5 damage
- 4 - axe 6 damage
- 5 - whip 3 damage
- 6 - dagger 2 damage

2. Roll 1d10 for bonus damage /level requirement

- 0%+ = +2 damage /1
- 50%+ = +3 damage /1
- 75%+ = +5 damage /1
- 80%+ = +10 damage /2
- 95%+ = +15 damage /3
- 96%+ = +20 damage /4
- 97%+ = +25 damage /5
- 98%+ = +30 damage /6
- 99%+ = +35 damage /7
- 100%+ = +50 damage /8

Armour table

1. Roll 1d6 for type of armour

- 1 - helm
- 2 - boots
- 3 - gloves
- 4 - greaves
- 5 - armour
- 6 - shield

2. Roll 1d10 for material of armour/required level /PV/AC

- 0% + = cloth 1 1d6/1d6
- 70% + = leather 2 1d6 +2/2d6
- 85% + = studded 3 1d6 +3/1d20

95% + = bronze	4	2d6/2d20
97% + = copper	5	2d6/2d20 +5
98% + = steel	6	2d6 +5/2d20 +10
99% + = gold	7	4d6/3d20
100% + = platinum	8	2d20/5d20