

-----ROGUELIKE SOLITAIRE-2-THE SINGLE PLAYER HACK'N'SLASH ADVENTURE-----

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Version 2 - Playable demo

-----STEP 1 - You will need

1 player, what you'll need:
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

To check a skill you must roll over it

Character sheet eg.

Have a separate box for each of the following:
Level, strength, agility, damage, masteries, skills,
gold, health potions, health, equipment, experience and fights.

The following skills:

Heal-95
Sneak-95
Search-95
ResistPhysical-100
ResistDisease-100
ResistPoison-100
ResistFire-100
ResistMagic-100

The following masteries:

if you successfully check a mastery after a successful attack
you do double your damage.

Dagger mastery-100
Sword mastery-100
Mace mastery-100
Whip mastery-100
Flail mastery-100
Axe mastery-100

-----STEP 2 - Create your character

All skills, str and agi - start at 95 difficulty besides resistances and masteries which both start at 100 difficulty each.
health starts at 1d10 + 50

Character Classes

fighter - minus 5 difficulty to all masteries
Cleric - minus 10 difficulty from heal and minus 5 difficulty to mace mastery
Barbarian - minus 10 difficulty to sword mastery and minus 5 difficulty to strength
Thief - minus 10 difficulty to agility and minus 5 difficulty to dagger mastery

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

SHOP - You start with

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

-5 hp pots

SHOP - Selling price is 1/4 the buying cost

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

level 1/ +8 damage 100 gold
level 2/ +10 damage 200 gold
level 3/ + 15 damage 300 gold
level 5/ + 20 damage 500 gold
level 15/ +30 damage 1,000 gold
level 25/ +50 damage 3,000 gold

50gold - hp potion (gain 50 hp)

-----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 1d8, 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.

Fighting

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.

- 1 - before the fight roll a die, if odd the enemy goes 1st
- 2 - roll 1d10 for your turn if over (see combat table)
 - roll a difficulty check for the oponents agility
 - If the oponents agility check is successful it dodges (no damage taken)
 - if the oponents agility check fails you hit it (check your strength difficulty)
 - if successful you stun the enemy and damage it.(gain 1 extra immediate attack on it)
 - When you kill an enemy immediately get exp.
- 3 - roll 1d10 for your enemies turns and if it is over (see combat table)
 - roll a difficulty check for your agility
 - If your agility check is successful you dodge (no damage taken)
 - if your agility check fails you are hit (check your enemies strength difficulty)
 - if successful it stuns you and damages you.(it gains 1 extra immediate attack on you)
- 4 - Repeat 2-3 untill the enemy are dead, if you die go to the shopping step and lose 20 permanent hp but gain full health and mana.
- 5 - Escape the dungeon at any time for loss of 10 permanent hp
- 6 - Killing blow gets the whole exp off an enemy.
- 7 - All gold is split between players in the same room

-----Combat Table

roll 1d6 x 1/2 for the amount of enemies present.
Then roll 1d10 for each separate enemy in appropriate dungeon level.

to see if you successfully get a swing at the enemy
check this table, if the enemy is 2 levels above you,
you must roll over 60, if the enemy is 3 levels below
you, you must roll over 35 etc. you get the idea hopefully.

- +12 = 95
- +11 = 95
- +10 = 95
- +9 = 95
- +8 = 90
- +7 = 85
- +6 = 80
- +5 = 75
- +4 = 70
- +3 = 65
- +2 = 60
- +1 = 55
- 0 = 50
- 1 = 45
- 2 = 40
- 3 = 35
- 4 = 30
- 5 = 25
- 6 = 20
- 7 = 15
- 8 = 10
- 9 = 5
- 10 = 5
- 11 = 5
- 12 = 5

attacker must roll over this no. to successfully make a swing
at the defender.

-----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 minus 10 difficulty to distribute between any skill or mastery or str/agi/resists.
2. Gain 1d10 in health

-----Skills Explained-----

Skills

Skills successful roll is \leq your skill %
you start with 95 difficulty to all skills, str and agility. But not resistances or masteries.

Heal - heal 1/2 your max hp worth of hp
Sneak - if successful you completely evade enemies in room/hall
Search - if successfully search an enemy corpse goto weapons and treasure table

weapons and treasure table

1. roll 1d10 for type of weapon or treasure

1 - flail 7 damage goto 2
2 - sword 4 damage goto 2
3 - mace 5 damage goto 2
4 - axe 6 damage goto 2
5 - whip 3 damage goto 2
6 - dagger 2 damage goto 2
7 - Creatures lev x 100 in gold
8 - Creatures lev x 100 in gold
9 - Creatures lev x 100 in gold
0 - Creatures lev x 100 in gold

2. Roll 1d10 for bonus damage /level requirement

if 0%+ = +8 damage /1
50%+ = +10 damage /2
85%+ = +15 damage /3
90%+ = +20 damage /5
95%+ = +30 damage /15
98%+ = +50 damage /25

-----Dungeon level 1-----

10-Zombie/str-80/agi-90/dam 20pois/hp 60/exp 50
20-Wolf/str-85/agi-65/dam 15phys/hp 20/exp 50
30-Goblin/str-85/agi-80/dam 12phys/hp 30/exp 40
40-Rat/str-95/agi-75/dam 6dis/hp 10/exp 15
50-VampireBat/str-90/agi-55/dam 6phys/hp 15/exp 30
60-GiantAnt/str-60/agi-60/dam 20pois/hp 30/exp 70
70-Troll/str-50/agi-90/dam 40phys/hp 100/exp 110

80-Kobold/str-90/agi-60/dam 20mag/hp 20/exp 60
90-Skeleton/str-85/agi-70/dam 15phys/hp 30/exp 60
00-GiantSpider/str-85/agi-85/dam 10pois/hp 40/exp 40