

D10 Roll Under One Page Solo

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D10 Roll Under

Chance	Roll
Bad - unlikely	3
Okay - 50/50	5
Good - likely	7
Excellent	8/2*
Fantastic	8/4

Word your question or your task so that success or a yes is positive for your character.

Decide your chance of success from 3 to 8 using the table above.

Roll a ten sided die:

Roll under on d10=success or yes

Equal=success/yes+complication

Roll over=failure or no

10=failure/no with complication

1=success/yes with extra benefit

*success/yes with benefit on 1-2

Solo Oracle

Roll on the Action and the Subject column and combine the first word in each column for inspiration on what happens. If you need more inspiration, try the second words or roll a Descriptor.

Timer

When you start playing set a timer on your phone or an egg timer etc. for 1d3 x 10 minutes. When the timer goes off reset it for 1d3 x 10 minutes. Then play out a random event by rolling on the random event table and the solo oracle.

Success Ladders

Used for tasks or scenes that require a series of actions for success. Play out and roll for each action. Each failure you go down one on the ladder, each success you go up one.

When you reach 10 on the long success ladder or 6 on the short success ladder you succeed. Reach 0 on a success ladder and you fail.

Random Event

Event Angle d10	Flavor d10
1 New NPC appears	1 Truth/clue revealed
2 Previous NPC appears	2 Positive/profitable/safe
3 NPC in party (2 if none)	3 Comical/unusual
4-5 Quest/goal	4-5 Quest/goal escalation
6-7 Random event	6 Quest/goal complication
8-9 New monster/foe	7 Tied to PC weakness/backstory
10 Previous monster/foe	8-10 Negative/dangerous/costly

Solo Oracle

Action d6/6	Descriptor	Subject
11 Abandon, Ambush	Angry, Dark	Baggage, Junk
12 Annoy, Infest	Belligerent, Repellent	Burden, Tribute
13 Avenge, Vow	Brave, Sturdy	Celebration, Feast
14 Betray, Expose	Busy, Engulfed	Child, Family
15 Break, Split	Calm, Tranquil	Coins, Wealth
16 Burn, Shrivel	Capable, Valuable	Complaint, Injustice
21 Capture, Abduct	Cheap, Shabby	Debt, Burden
22 Chase, Harass	Clever, Deceptive	Denial, Rejection
23 Cheat, Trick	Clumsy, Crude	Disaster, Flood
24 Climb, Conquer	Confused, Foggy	Diversion, Detour
25 Conceal, Hide	Corrupt, Foul	Enemy, Punishment
26 Defy, Disobey	Crazy, Cracked	Extraction, Removal
31 Deliver, Hand over	Cute, Beautiful	Food, Concoction
32 Devour, Demolish	Dead, Frozen	Home, Shelter
33 Disappear, Lose	Dejected, Broken	Inheritance, Legacy
34 Distort, Corrupt	Delighted, Glorious	Journey, Wagon
35 Disturb, Confuse	Disfigured, Grotesque	Laughter, Dancing
36 Escape, Fly	Eager, Pungent	Loss, Sacrifice
41 Freeze, Hesitate	Fearless, Perilous	Magic, Power
42 Gamble, Guess	Filthy, Decaying	Map, Scheme
43 Grow, Multiply	Friendly, Pleasing	Memory, Flashback
44 Haggle, Debate	Gentle, Soft	Message, Scroll
45 Intoxicate, Obscure	Glowing, Shimmering	Obstruction, Barrier
46 Mimic, Mock	Helpless, Weak	Orders, Decree
51 Nag, Bully	Jolly, Radiant	Penalty, Retribution
52 Obstruct, Fence in	Menacing, Dangerous	Prize, Bounty
53 Persuade, Tempt	Overbearing, Massive	Prophecy, Omen
54 Praise, Celebrate	Pompous, Ornate	Refuge, Hideout
55 Punish, Exploit	Secretive, Mysterious	Risk, Hazard
56 Recruit, Convert	Sleepy, Tranquil	Ritual, Altar
61 Remember, Notice	Solemn, Majestic	Ruin, Wreckage
62 Sing, Yell	Squeamish, Fragile	Secret, Discovery
63 Surrender, Quit	Starving, Desolate	Sickness, Plague
64 Throw out, Banish	Thoughtless, Coarse	Trap, Cage
65 Torment, Torture	Vile, Poisonous	Water, Ship
66 Warn, Advise	Worn out, Shattered	Weapon, Protection

Success Ladder Short

0	1	2	3	4	5	6
Failure			Start			Success

Success Ladder Long

0	1	2	3	4	5	6	7	8	9	10
Failure					Start					Success