

ZATHRUM

d20 RPG Solo Engine
ver. 2



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INTRODUCTION

This set of rules you are reading is a Game Master Emulator or Solo Engine that allows you to play any Tabletop RPG in solitaire mode, with no need of a GM and other players. This system uses only one twenty sided dice (1d20 for short) and it is compatible with every tabletop RPG including BIVIUS (in this case just use the d20 as a B.R.O.).

If you are curious about the name, Zathrum means 20 in Etruscan, an ancient and almost lost language.

HOW TO PLAY

1. The adventure is divided in scenes, at the beginning of every scene use the Theme Table for inspiration.
2. Create two Options (A & B) about what's happening in the scene.
3. Set the Probability of Option A with a number between 2(almost impossible) to 19(almost sure), for a random probability roll a d20 and consult the Probability Table.
4. Roll one d20, if the number is lower or equal to the Probability then Option A happens, otherwise Option B happens.
5. If you need more details then ask questions and use the Oracle Table to receive the answers.
6. If you need inspiration when you create a non player character then use the NPC Table, it describes the class, career or attitude of the character.

EXAMPLE OF PLAY

My character is the human mercenary Rufus who is exploring the wreck of a galleon stranded on the shore of a renaissance fantasy kingdom. He goes down into the hold and a scene starts. I use the Theme Table and I roll 11 (Equipment Failure). What can it mean in Rufus's situation? Perhaps he discovers that the galleon wrecked because the keel crumbled (Option A) or maybe the ladder, that Rufus is going down, collapses (Option B). Based on what happened in the previous scenes of the adventure I decide that the first option is more likely and I choose a probability of 12. I roll a 9 therefore Option A is what happens to Rufus. I apply the RPG rules I'm using to perform various actions of my character such as exploring the hold, finding traces and clues, and so on. At some point I wonder if Rufus finds traces of something in the hold that can explain the cause of damage to the ship, I ask the question "Are there any signs of explosion?" I roll 1d20 and the Oracle Table answers "Yes (while)". I interpret the answer as if the explosion had taken place while the crew fought against some enemy...

TABLES

Table 1 (THEME) allows you to define the nature of each scene of an adventure. Table 2 (NPC) provides an archetype for a new NPC

Table 1	Table 2
THEME (Roll 1d20)	NPC (Roll 1d20):
1. Enemy Action	1. Healer
2. Combat	2. Leader
3. Impasse	3. Crafter
4. Death	4. Servant
5. New Enemy	5. Thief
6. New Friend	6. Hunter
7. Rescue	7. Student
8. Enigma	8. Merchant
9. Something Unusual	9. Entertainer
10. New Equipment	10. Warrior
11. Equipment Failure	11. Priest
12. News	12. Spy
13. 3rd Party Action	13. Prisoner
14. Betrayal or Illusion	14. Guardian
15. Escape or Pursue	15. Outcast
16. Base or Location	16. Trainer
17. Animal	17. Harvester
18. Environment	18. Transporter
19. Discovery	19. Scholar
20. Capture	20. Special

Table 3 (PROBABILITY) can be used to determine the difficulty of a test (A corresponds to the probability of success of the test) but also to establish what happens between two events (options A and

B) of different probability.

Table 4 (ORACLE) answers Yes / No questions that the player will ask, in brackets there is an optional conditional that can better define the meaning of the answer.

Table 3	Table 4
PROBABILITY (Roll 1d20) 1. Option B (100%) 2. Option A (10%) Option B (90%) 3. Option A (15%) Option B (85%) 4. Option A (20%) Option B (80%) 5. Option A (25%) Option B (75%) 6. Option A (30%) Option B (70%) 7. Option A (35%) Option B (65%) 8. Option A (40%) Option B (60%) 9. Option A (45%) Option B (55%) 10. Option A (50%) Option B (50%) 11. Option A (55%) Option B (45%) 12. Option A (60%) Option B (40%) 13. Option A (65%) Option B (35%) 14. Option A (70%) Option B (30%) 15. Option A (75%) Option B (25%) 16. Option A (80%) Option B (20%) 17. Option A (85%) Option B (15%) 18. Option A (90%) Option B (10%) 19. Option A (95%) Option B (5%) 20. Option A (100%)	ORACLE (Roll 1d20): 1. No (On The Contrary) 2. No (And) 3. No (Surprisingly) 4. No (As Long As) 5. No (Unless) 6. No (In Order To) 7. No (If) 8. No (But) 9. No (While) 10. No (Apparently) 11. Yes (Apparently) 12. Yes (While) 13. Yes (But) 14. Yes (If) 15. Yes (In Order To) 16. Yes (Unless) 17. Yes (As Long As) 18. Yes (Surprisingly) 19. Yes (And) 20. Yes (On The Contrary)

ADVANCED TABLES

The advanced tables can be useful during a solo adventure but they are absolutely optional. Tables 5 (MISSION) and 6 (TARGET) are used together to create the quest that the characters will face either because caused by events or offered by a patron.

Table 5	Table 6
MISSION (Roll 1d20)	TARGET (Roll 1d20):
1. Attack	1. Friend
2. Defend	2. Enemy
3. Find	3. Group
4. Hide	4. Information
5. Create	5. Vehicle
6. Destroy	6. Place
7. Chase	7. Family
8. Escape	8. Organization
9. Free	9. Item
10. Capture	10. Animal
11. Help	11. Crime
12. Hinder	12. Resource
13. Repair	13. Enigma
14. Damage	14. Equipment
15. Examine	15. Monster
16. Guide	16. Sacred
17. Escort	17. Authority
18. Steal	18. Treasure
19. Reach	19. Alliance
20. Prepare	20. Rebellion

Table 7 (COMPLICATION) allows you to add some complications to a scene, for example due to the

failure of some character tests. Table 8 (EMOTION) describes the reaction of a NPC or the mood of a scene.

Table 7	Table 8
COMPLICATION (Roll 1d20)	EMOTION (Roll 1d20):
1. Unusual Location	1. Love
2. Wrong Place	2. Jealousy
3. Betrayal	3. Joy
4. No Communication	4. Fear
5. Delay	5. Disappointment
6. Trap	6. Pride
7. Improvise	7. Anger
8. Dissent	8. Desire
9. Countdown	9. Serenity
10. Barter	10. Remorse
11. Disguise	11. Hatred
12. Innocent in Peril	12. Friendship
13. Change of Mission	13. Respect
14. Change of Target	14. Contempt
15. Disadvantage	15. Nostalgia
16. Troublesome Ally	16. Sadness
17. Troublesome Equipment	17. Pity
18. Troublesome Target	18. Curiosity
19. Aborted Agreement	19. Indifference
20. Hostile Environment	20. Ambition

Table 9 (PERSONALITY) defines the... personality of a character while Table 10 (DESCRIPTOR) adds

some detail to the description of a character or scene (a dress or an object of a specific color for example)

Table 9	Table 10
PERSONALITY (Roll 1d20)	DESCRIPTOR (Roll 1d20):
1. Introverted	1. Color
2. Extroverted	2. Sound
3. Cheerful	3. Smell
4. Sad	4. Emotion
5. Calm	5. Light
6. Impulsive	6. Darkness
7. Humble	7. Inactive
8. Vain	8. Incomplete
9. Rude	9. New
10. Kind	10. Old
11. Serious	11. Precious
12. Witty	12. Poor
13. Taciturn	13. Dirty
14. Chatty	14. Water
15. Ascetic	15. Air
16. Epicurean	16. Fire
17. Cunning	17. Earth or Stone
18. Naive	18. Metal
19. Short-Tempered	19. Movement
20. Cautious	20. Size