

TRICUBE TALES: SOLO RULES

Tricube Tales is a rules-lite roleplaying system capable of handling a wide range of different genres and settings. Its simplicity lends itself well to solo play, and it should work with most generic solo rules, but these guidelines are designed to complement the Tricube Tales one-page settings.

Before you begin playing, you'll need to choose a one-page setting and create a character. Write down the main plot for your adventure (using the setting's adventure generator), and two subplots (roll on the setting's Twist table for inspiration). Finally, describe the opening scene in two or three sentences—are you in the office when the adventure kicks off? Drinking in a tavern? Walking through the park?

Now you know *who* you are, *where* you are, and *what* you need to do! Proceed with the adventure as normal, except instead of asking a GM, you roll the dice and interpret the results. Don't forget to use the Twist table and adventure examples from your one-page setting for further inspiration!

SIMPLE QUESTIONS

When asking a question that requires a **yes** or **no** answer, decide the likelihood and roll a d6: If the likelihood is "very likely," then the answer is **yes** on 2+, while "likely" is **yes** on 3+, "maybe" on 4+, "unlikely" on 5+, and "very unlikely" on a 6. If you roll *below* the target number, the answer is **no**.

ADDING A CAVEAT

You can roll a second d6 to add a possible caveat if you wish: 1-2 adds a **but**, and 5-6 adds an **and**. Describe a caveat in the context of the question. For example, if you ask whether a door is locked, the answer might be "**yes and** barred," or "**yes but** the lock is poor quality," or "**no but** the hinges are very rusty," or "**no and** the door is slightly ajar."

SCALED QUESTIONS

Some questions cover things like "how far away," "how long," "how big," etc. The easiest way to ask such questions is to describe both extremes—for example, "on a scale of 1-6 where 1 means that he is openly hostile, and 6 means he appears helpful, what is the guard's initial attitude toward me?"

WEIGHTED RESULTS

If a scaled question should be more likely to land at one extreme or the other, roll two or three dice and use the highest or lowest result.

COMPLEX QUESTIONS

If a question cannot be answered with **yes** or **no**, roll separately on both of the following tables and interpret the result in a way that fits the question. Ignore a non-double roll on the second table.

The answer involves...	
1-1	Abandonment
1-2	Advice
1-3	Agreement
1-4	Arrival
1-5	Assistance
1-6	Attainment
2-1	Barrier
2-2	Betrayal
2-3	Communication
2-4	Concealment
2-5	Conflict
2-6	Control
3-1	Creation
3-2	Deception
3-3	Delay
3-4	Destruction
3-5	Exposure
3-6	Failure
4-1	Hate or anger
4-2	Illness or injury
4-3	Investigation
4-4	Jealousy
4-5	Mistrust
4-6	Love or desire
5-1	Neglect
5-2	Prevention
5-3	Property
5-4	Punishment
5-5	Pursuit
5-6	Rejection
6-1	Rivalry
6-2	Technology
6-3	Theft
6-4	Transformation
6-5	Trust
6-6	Vengeance
And could be related to...	
1-1	Main plot
1-2	Primary subplot
1-3	Secondary subplot
2-1	Your character
2-2	Random event (roll)
2-3	Twist table (roll) *

* Use the Twist table from the back of your chosen one-page setting.



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SYSTEM
Tricube Tales

ONE-PAGE SETTINGS
On DriveThruRPG
On Itch.io

BACKGROUND
Figu Design

ILLUSTRATION
Felipe Gaona,
Publisher's Choice
Quality Stock Art
© Rick Hershey /
Fat Goblin Games

GENERAL ADVICE

Here are some quick tips for creating interesting solo adventures using these rules:

- Use your imagination to flesh out an opening scene—it's easier to use random tables after some story elements have been defined, and a detailed opening scene helps get the ball rolling.
- Random tables can give you inspiration and improvisational prompts, but the story is shaped and directed by your *own* imagination and ideas.
- Follow your initial instincts! Don't overthink your answers, or worry too much about how you should interpret the tables. It doesn't matter if an answer isn't a perfect match for the rolled result, as long as it fits the scene and overall story. The random tables are a tool, not a straitjacket.
- Drive the story forward whenever possible. If the adventure starts to run out of steam, consider generating a random event to spice things up.
- Don't keep asking questions over and over, try to stick with what you have got, and only ask more questions when you get stumped, or need fresh inspiration. If you already have a good idea for a particular question, there's no need to roll.
- Approach the adventure from the perspective of your character, limiting the questions to things they would know or can observe.
- Try speaking the story out loud or take notes, otherwise, it can feel like you're just daydreaming with dice rather than playing a game.

STORY STRUCTURE

An adventure consists of 5-9 “scenes,” which you track using a standard deck of playing cards. It is up to you to decide when you’re ready to proceed to the next scene of the story.

For every scene (including the opening scene), draw a card, place it face-up in front of you, then look it up on the Random Scenes table.

SCENE CHALLENGES

Each scene has a key challenge, which consists of a trait and a difficulty. Incorporate this challenge into the narrative of the scene—perhaps an agile challenge involves stealth or lock picking, while a brawny challenge might involve athletics, etc.

If you win the key challenge, place the card on your right—it represents a victory. If you fail, the card is placed on your left and represents a loss.

ADVANCING A PLOT

If you draw a face card, one of the plots advances. A black card is negative (for you) while a red card is positive. Roll on the Twist table for inspiration if you wish, but always describe how the plot has progressed, then draw another card.

CHANGING THE SCENE

If you draw an ace or joker, the scene undergoes an unexpected change. Roll on the table, describe the revised scene, then draw another card.

CONCLUDING THE SESSION

Each time you draw a card, look at all spot cards (rank 2-10) on the table, including the one you’ve just drawn. If you have 3-4 spot cards of one suit and 2 of another suit, this will be the final scene.

If you ever reach 5 spot cards of the same suit (even if you have no other spot cards), then *this* is the final scene, and it will have an epic twist—roll on the Twist table and describe it!

If you win the final scene, then you successfully resolve the adventure. However, if you have more losses than victories, the outcome is only a partial success—describe the fallout from your session.

RANDOM SCENES

Draw a card for each new scene...

- A or JOKER Scene changes (roll), and draw again
- K Advance main plot, and draw again
- Q Advance primary subplot, and draw again
- J Advance secondary subplot, and draw again
- 10 Scene involves a hard crafty challenge
- 9 Scene involves a standard crafty challenge
- 8 Scene involves an easy crafty challenge
- 7 Scene involves a hard brawny challenge
- 6 Scene involves a standard brawny challenge
- 5 Scene involves an easy brawny challenge
- 4 Scene involves a hard agile challenge
- 3 Scene involves a standard agile challenge
- 2 Scene involves an easy agile challenge

If the scene changes, roll and interpret...

- Positive (for you)
- Negative (for you)
- Twist table (roll) *
- New location (roll)
- New person (roll)
- New event (roll)

* Use the Twist table from the back of your chosen one-page setting.

RANDOM LOCATIONS

Interpret within the context of the setting...

- Abandoned place
- Airport/wharf
- Bank/moneylender
- Bridge/crossroads
- Church/temple
- Depot/warehouse
- Factory/mill
- Film/art studio
- Fire station/tower
- Garage/workshop
- Graveyard
- Guild/corporation
- Gun store/armory
- Hospital/physician
- Hotel/inn
- House/villa
- Local landmark
- Mall/marketplace
- Mansion/palace
- Military building
- Museum/library
- Nightclub/brothel
- Office/workhouse
- Park/garden
- Pharmacy/herbalist
- Police station
- Prison/guardhouse
- Recreation area
- Restaurant/tavern
- School/academy
- Sewer/subway
- Slum/ruin
- Smithy/craft shop
- Theater/cinema
- Town hall/center
- Zoo/stable

RANDOM PEOPLE

Interpret within the context of the setting...

- Actor/entertainer
- Bartender/server
- Beggar/vagrant
- Biker/outlander
- Bumpkin/peasant
- Chef/cook/baker
- Chemist/chemist
- Child/youngster
- Consultant/guide
- Contractor/assassin
- Cultist/fanatic
- Doctor/herbalist
- Driver/wagoner
- Elder/senior figure
- Engineer/architect
- Farmer/smallholder
- Gangster/outlaw
- Hunter/survivalist
- Investigator/tracker
- Janitor/cleaner
- Laborer/worker
- Lawyer/judge
- Manager/foreman
- Mechanic/artisan
- Merchant/vendor
- Musician/bard
- Police officer/guard
- Priest/preacher
- Reporter/town crier
- Scientist/scholar
- Socialite/noble
- Soldier/mercenary
- Spy/renegade
- Teacher/tutor
- Thief/criminal
- Watchman/bouncer

RANDOM EVENTS

Interpret within the context of the setting...

- Accident/breakage
- Airplane/dragon
- Alarm/siren
- Ambush/assault
- Assassination
- Barking dog
- Broken vehicle
- Crying/arguing
- Drone/surveillance
- Dying victim
- Explosion/fire
- Feral/wild animals
- Fighting/brawling
- Fleeing people
- Flood/burst pipe
- Horrific violence
- Large gathering
- Looter/thief
- Lost child/pet
- Military presence
- Monstrous activity
- Prowling vigilante
- Roadblock/barrier
- Sabotage/vandalism
- Screaming/shouting
- Serious injury
- Shocking revelation
- Speeding vehicle
- Tech/magic terror
- Terrible weather
- Theft/mugging
- Traffic collision
- Trapped people
- Troublemakers
- Urban decay
- Weird/supernatural