

UNIVERSAL SOLO RPG TOOLKIT

Page 1 of 2 — Oracle, Procedure, Scene & Location Tools

Use this simple rule set and tables to turn ANY
RPG game system into a solo roleplay game.
Copyright 2026 JasterMedia.com - Free for personal use.

1. Quick Solo Procedure

1. Establish the scene. Roll or choose a Scene Type, Location, and Plot.
2. Ask a question whenever the answer is uncertain.
3. Roll the Oracle (1d6).
4. If the odds are likely, shift the result up by 1; if unlikely, shift it down by 1.
5. On an extreme result (1 or 6), also roll a Complication/Event.
6. Play your RPG's normal rules for actions, combat, and challenges.
7. At scene end, note clues, loot, wounds, time passed, and new goals.

2. Simple Oracle (1d6)

Roll	Result
1	No, and...
2	No
3	No, but...
4	Yes, but...
5	Yes
6	Yes, and...

Odds Modifier:

Very unlikely: -2 Unlikely: -1 Even odds: +0 Likely: +1 Very likely: +2
Clamp the final result to 1–6.

3. Scene Generator

Scene Type (1d12)	
1	Combat
2	Exploration
3	Social encounter
4	Mystery / clue
5	Travel
6	Hazard / trap
7	Chase / pursuit
8	Rest / downtime
9	Puzzle / problem
10	Discovery / revelation
11	Moral dilemma
12	Quest turn



For more, Check out *The 5-Minute Fantasy RPG World Builders Almanac* Available on Amazon

Scene Check (1d6)

1	Interrupted
2	Complicated
3	Quiet
4	Standard
5	Advantageous
6	Dramatic

4. Location Generator (1d12)

1	Road or trail
2	Village or hamlet
3	Town district
4	Tavern or inn
5	Temple or ruin
6	Forest or swamp
7	Hills or mountains
8	Cave or dungeon
9	River, lake, or shore
10	Wilderness camp
11	Noble house or keep
12	Strange / magical place

UNIVERSAL SOLO RPG TOOLKIT

Page 2 of 2 — Plot, NPC & Event Tools

5. Plot Generator

Objective (1d12)	
1	Deliver a message or item
2	Recover a lost object
3	Rescue a captive
4	Find a hidden place
5	Escort or protect someone
6	Learn the truth
7	Break a curse
8	Negotiate an alliance
9	Survive the journey
10	Stop a threat
11	Steal or sabotage
12	Defeat a foe

Opposition (1d12)	
1	Bandits or raiders
2	Beast or monster
3	Rival adventurer
4	Corrupt official
5	Cult or secret society
6	Undead or cursed thing
7	Treacherous terrain
8	Time pressure
9	False friend
10	Magical danger
11	Faction conflict
12	Powerful villain

Twist (1d12)	
1	The patron lies
2	The target moved
3	A rival has the same goal
4	The job is a trap
5	Help comes at a cost
6	The enemy is sympathetic
7	The item is cursed
8	Weather or disaster strikes
9	An ally is compromised
10	The obvious path is blocked
11	The reward changes
12	Success creates a new problem

6. NPC Generator

Role (1d12)	
1	Patron
2	Merchant
3	Guard / soldier
4	Priest / sage
5	Criminal
6	Noble
7	Artisan
8	Explorer
9	Farmer / commoner
10	Healer
11	Outcast / hermit
12	Intelligent monster

Trait (1d12)	
1	Brave
2	Greedy
3	Cheerful
4	Suspicious
5	Loyal
6	Cowardly
7	Curious
8	Proud
9	Bitter
10	Honest
11	Secretive
12	Hot-tempered

Attitude (1d6)	
1	Hostile
2	Wary
3	Neutral
4	Open
5	Friendly
6	Helpful

Need / Want (1d12)	
1	Coin
2	Safety
3	Revenge
4	Knowledge
5	Power
6	Freedom
7	Love / family
8	Status
9	Healing
10	Secrecy
11	Justice
12	Escape

Secret (1d12)	
1	Owes a debt
2	Is being hunted
3	Serves a hidden master
4	Knows a dangerous truth
5	Stole something important
6	Uses a false identity
7	Broke an oath
8	Is cursed or tainted
9	Betrayed an ally
10	Hides forbidden magic
11	Plans to flee
12	Is not what they seem

7. Complications & Discoveries

Complication / Event (1d12)	
1	Ambush
2	Bargain
3	Delay
4	Injury
5	Lost item
6	Strange omen
7	Betrayal
8	Helpful stranger
9	Hidden clue
10	Resource windfall
11	Weather shift
12	New enemy



Discovery / Reward (1d12)	
1	Treasure
2	Map
3	Rumour
4	Weakness
5	Secret entrance
6	Ally
7	Safe haven
8	Key item
9	Lore
10	Shortcut
11	Quest hook
12	Artifact

Quick Use

To start a solo adventure, roll a Scene Type, Location, Objective, Opposition, and Twist.
When you meet someone important, roll Role, Trait, Attitude, Need/Want, and Secret.
Use the Oracle whenever the answer is uncertain.