

# SOLO ROLEPLAY IN 5 MINUTES

## ABOUT

This is a very simple game for people who are brand new to solo roleplaying, or have been trying to get into this hobby for awhile, but struggle to actually start playing.

By playing it, you will learn the simplest possible process that will eliminate all the complexity and overthinking, and help you start roleplaying immediately. You'll play through a very short and simple scene, and complete it in 5-10 minutes.

This scene will take place in a typical fantasy world (think "The Lord of The Rings" or "Shrek"), but you can adapt the same process to other genres.

All you need is a 20-sided die and some imagination.

## 1. MAKE YOUR CHARACTER

**Roll twice** to select two options from the **characters table**, and pick the one you prefer.

I rolled "Eccentric Wizard" and "Arrogant Noble".  
I'll go with "Eccentric Wizard".

**Describe your character** in one sentence (name, appearance, personality, occupation):

I'm Nimbus, an eccentric elderly wizard with a long beard and bushy eyebrows, obsessed with my reckless magical experiments.

## 2. SET UP THE SCENE

Now, let's establish a scene for you to play.

All you need is a **location**, and a **character** to talk to.

**Roll twice** on the locations and characters tables, and pick the options you like.

Location roll: "Bustling Tavern" and "Looming Tower".  
I'll pick "Looming Tower".  
Character roll: "Grumpy Dwarf" and "Daring Bandit".  
I'll pick "Daring Bandit".

As a narrator of the story, describe what you see in this scene.

Inside the laboratory at the top floor of his tower, Nimbus cackles maniacally while brewing a potion. A window behind him shatters, and he turns to see a bearded man climb in through the hole.

Try to keep it simple, be obvious, and use no more than a couple of sentences.

## 3. ESTABLISH OBJECTIVE

Now, we need to define your objective - something that you want from the character you met in this scene (it can be information, item, some help, or an action on their part).

Your objective may be obvious based on the scene you have established, but if not - you can roll on the "targets" table to help you come up with an idea.

I rolled "Hidden Treasure" and "Secret Letter".  
I'll pick "Hidden Treasure".

From your character's perspective, describe what you want in this scene.

I want to complete my experiment without any distractions, but this bandit broke into my tower to steal my treasure. I need to get rid of him.

As before - try to keep it simple, be obvious, and use no more than a couple of sentences.

## 4. TAKE ACTION

**Describe what you say or do** to achieve your goal. You can:

- Use social skills (like persuasion, deception, or intimidation)
- Take a physical action (like fighting, running, or sneaking)
- Use some special ability it would make sense for your character to have (like a skill you're good at, a supernatural power you have, or a useful item in your possession).

For example, I'll try using intimidation:

Nimbus turns to the bandit. "Oh my, what timing! You're just the test subject I've been waiting for! See this bubbling concoction? One drop turns ordinary bandits into talking toads in precisely 73 seconds. Now, would you prefer to leave through the window you broke, or shall we proceed with today's experiment?"

## 5. ROLL THE DICE

**Make a roll to determine the outcome**, and describe how the other character responds. If you roll 10 or higher, describe how you succeed and get what you want:

I roll 15, I succeed!  
The bandit gulps and stammers, scrambling back toward the broken window. "Um... I'm so sorry, there must've been a mistake, n-no need for experiments, sir wizard! I must have the wrong tower entirely."

If you fail - describe a complication it creates, or an obstacle you encounter.

The bandit smirks, casually drawing his dagger. "Nice try, old man. Hand over the key to your treasure vault, or we'll see how well wizards fly from tall towers."

## YOUR CHALLENGE

Play through your first scene. I suggest the following format:

**CHARACTER:** One sentence describing your name, appearance, personality, and occupation.

**SETUP:** One or two sentences describing where the scene takes place, and the character you meet there.

**ACTION:** Describe what you want from the other character, and the things you say or do to get it.

**RESOLUTION:** Describe character's reaction and the outcome of the scene based on your roll.

## WHAT'S NEXT?

That's it, you've just roleplayed!

If you have completed this exercise once, you can repeat it to continue playing more scenes as your character.

Once you're comfortable with this process, you can layer story structure and more interesting gameplay mechanics on top of it. I recommend trying a very simple game system, like:

### THE WAYFARER

<https://rpgadventures.io/the-wayfarer>

A novice-friendly Solo RPG about exploration and worldbuilding. Start playing quickly, journey through your world, and discover it as you play, one scene at a time.

### THE PERFECT HEIST

<https://rpgadventures.io/heist>

You are the best thief in the world. You go on heists to steal things - for yourself, for hire, or to help those in need.

# RANDOM TABLES

## LOCATIONS

- 1 Ancient Castle
- 2 Bustling Tavern
- 3 Dark Forest
- 4 Looming Tower
- 5 Sacred Temple
- 6 Simple Workshop
- 7 Guarded Gates
- 8 Old Ruins
- 9 Dusty Road
- 10 Occult Lair
- 11 Spooky Cemetery
- 12 Remote Outpost
- 13 Shady Hideout
- 14 Lavish Manor
- 15 Peaceful Farm
- 16 Chaotic Battlefield
- 17 Majestic Ship
- 18 Busy Port
- 19 Fancy Restaurant
- 20 Gloomy Dungeon

## CHARACTERS

- 1 Eccentric Wizard
- 2 Honorable Knight
- 3 Shady Merchant
- 4 Cunning Thief
- 5 Pompous Priest
- 6 Humble Peasant
- 7 Arrogant Noble
- 8 Kind Healer
- 9 Daring Bandit
- 10 Rowdy Pirate
- 11 Clumsy Apprentice
- 12 Charming Prince
- 13 Grumpy Dwarf
- 14 Fierce Barbarian
- 15 Ruthless Assassin
- 16 Cheerful Bard
- 17 Vain Princess
- 18 Elegant Vampire
- 19 Flamboyant Actor
- 20 Raging Barbarian

## TARGETS

- 1 Magic Scroll
- 2 Hidden Treasure
- 3 Experimental Technology
- 4 Priceless Art
- 5 Stolen Crown
- 6 Secret Letter
- 7 Urgent Message
- 8 Legendary Weapon
- 9 Forbidden Tome
- 10 Lost Map
- 11 Holy Relic
- 12 Unusual Plant
- 13 Rare Potion
- 14 Dangerous Package
- 15 Ancient Curse
- 16 Mysterious Egg
- 17 Cursed Idol
- 18 Escaped Animal
- 19 Scary Monster
- 20 Fake Document