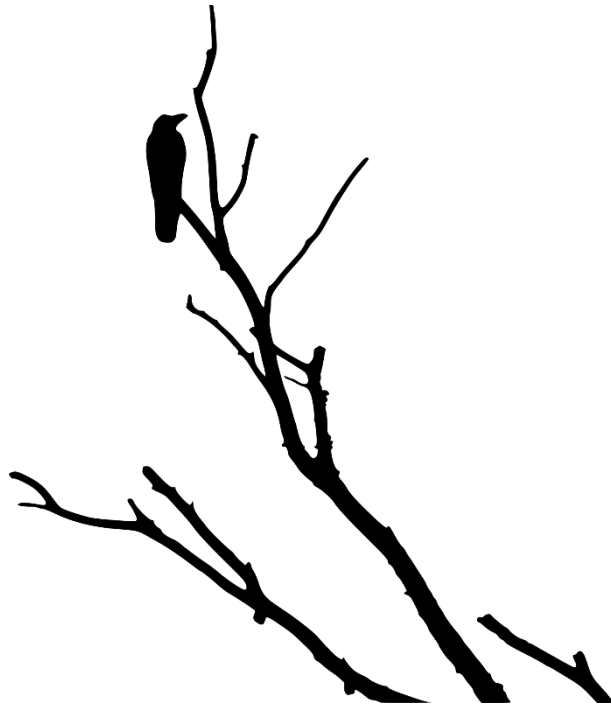




These rules allow solo playing of Trophy and Trophy derived games.



Trophy™ is a trademark of Hedgemaze Press. The Rooted in Trophy Logo is © Hedgemaze Press, and is used with permission.

This work is based on Trophy ([trophyrpg.com](http://trophyrpg.com)), product of Jesse Ross and Hedgemaze Press, and licensed for our use under the Creative Commons Attribution 4.0 License (<https://creativecommons.org/licenses/by/4.0/>) Trophy is adapted from Cthulhu Dark with permission of Graham Walmsley. Trophy is also based on Blades in the Dark (found at <http://www.bladesinthedark.com/>), product of One Seven Design, developed and authored by John Harper, and licensed for our use under the Creative Commons Attribution 3.0 Unported license (<http://creativecommons.org/licenses/by/3.0/>).

## TROPHY SOLO

This document is a simple extension to the rules of Trophy. The intention is that they will allow one player to assume the roles of both GM and player, treasure hunter, and play the game on their own.

You can get a copy of Trophy Here: [bit.ly/TrophyRPG](http://bit.ly/TrophyRPG)

## WHAT IS SOLO ROLE-PLAY?

Trophy is normally a collaborative story process with the players describing how they want to overcome challenges and the dice guiding the success or failure of those attempts. All of that remains in place.

With solo play you do not have a GM to guide the story and run the rest of the world. That part of the game is shaped through guided or prompted improvisation. You start with a basic entry point and let your adventure unfold from there.

## ENTRY POINT

In a regular game your GM would set the opening scene. Normally, it would be a chance to bring the characters together and set the tone of the game. It is also an opportunity to point the way towards the intended adventure.

In solo play the most important thing is you. Your character has their background, their occupation and all the related skills. You know the sort of adventure you want to have. You also don't need to do all that spoon feeding at the start. If this was a great novel it probably would not start with a bunch of unemployed treasure hunters sat in a tavern. Your solo adventures don't have to either.

Why not start with a headlong flight through the forest being chased by something both unseen and horrific? Now that is an exciting start to an adventure!

Throw yourself into the thick of the action and start gaming.

## TYPES OF QUESTION

Your character is equipped with skills and possibly rituals. None of this changes in solo play. What these rules cover is the rest of the world.

In solo play, without the GM there is no one to describe the scene or answer the questions. We use the solo rules to resolve the questions.

## TYPES OF QUESTION

There are broadly two types of question. Closed questions can be answered with a yes or no style response. Open questions are those that require a more freeform answer "What are they saying?", "What is in the box?"

Both questions are easily resolved using similar game mechanics. The golden rule is, you ask questions from the point of view of what is best for the game. Not what is best for your character. Your goal is to have an interesting story, and in Trophy things mostly do not end well for the character.

## CLOSED QUESTIONS

Closed questions are answered with a range of possible results on a spectrum of a most definite no, to a really positive yes.

You decide how likely the answer is likely to be a yes. If you think the answer is probably a yes, it

would make logical sense if the answer is yes, you roll 2d6 and take the best result

1-3	A quite emphatic no!
4-5	You're the answer is a yes, but there's a complication. The consider what may that means. Why is this not a clear cut yes? It a qualified yes doesn't make sense, the answer is no, but is there a way to turn this no around?
6	Definite Yes. Describe the most positive version of the truth.

Imagine for a second that your character decides to shelter in a cave in the forest. You need to rest and take stock. The question is, is there a dangerous animal already living in the cave? In this instance I think that it is not that likely so I roll just 1d6. The result is a 4, yes but a complication. I decide that as my character enters the cave there is all the evidence of a creatures lair, cracked bones litter the floor and rocks are stained with blood, but whatever lives here is not here right now. This solution or interpretation satisfies the need for a yes answer but at the same time has created a potential threat or hazard. It could be a bear, it could be a wolf. Where is it? If I sleep will it come back? Will track and hunt me down when it does get my scent? These are all the complications.

## DOOMING

These rules introduce a feature called Dooming. Dooming starts at 0. When the final result of a closed question is a 1, your Dooming increases by 1. When your Dooming reaches 6 there is a Complication. You then reduce Dooming back to 0 and the process starts again.

## COMPLICATIONS

When Dooming reaches 6 there is a complication. A complication is a turn of events that takes several factors into account. The first is the question you asked, the second is the story so far, and the last is the type of adventure you want to have. What happens with a complication is an event or plot twist that renders the last question asked irrelevant. If we had asked about that cave, hoping to get some rest and respite, a complication could be a whole pack of wolves emerging from the trees, or it could be an earth tremor causing stones to shift and the rocks start to fall inside the cave mouth. It could be an agonised scream from just out of sight within the forest.

Complications serve two purposes. The first is to prevent your story becoming a box canyon. If every question you ask is a no, your story can struggle to progress. Roll enough no results and your Dooming ticks up and then you get a complication that shakes up the story.

Complications also make you think what is an unexpected event that could happen right here. They keep your story going in new and unusual directions.

You do not need to wait for your Dooming to reach 6 for a complication. Any time you ask a question that is likely to be a yes and both dice roll a 1 you automatically get a complication.

## OPEN QUESTIONS

Open questions are much more interpretive. Roll both dice with the light die being the first and the dark die the second.

With those results look on the table below and construct a short sentence.

### FIRST DIE

- 1 Plotting against
- 2 Uncovering
- 3 Supporting
- 4 Opposing
- 5 Creating
- 6 Discovering

### SECOND DIE

- 1 an ally or colleague.
- 2 a foe or traitor.
- 3 a new force or old enemy.
- 4 old lore or magic.
- 5 a death or murder.
- 6 an alliance or surrender.

Here are three typical situations for open questions.

- 1) Your character finds an old book. You read the title page. What is it about?
- 2) You overhear an outlaw leader talking to a subordinate. What are they talking about?
- 3) You open a small wooden box inside is a?

To answer these questions, you get a prompt to drive your imagination.

If you had rolled a 3 and a 4 that would read as Supporting old lore or magic. Applying that to each question it looks like the book is a history or treaties on old magic. That makes sense. The outlaws talking? For me, the first thing that came to me was that he leader was invoking an old superstition to guarantee the loyalty of the subordinate. Inside the box I could imagine so small artefacts that are obviously indicative of some old religion or lore. Something that may make me look at the owner in a new light. I could imagine a small ritual doll or such.

The thirty-six possible combinations are in themselves open to many different interpretations depending on context. They

should be more than adequate for Trophy which is not intended for long campaigns.

## FLASHBACKS

There is no need for everything to be entirely linear in solo play. If you start to think, with my characters occupation or background they would have thought of that. Then stop, play out a short flashback scene to see what would have happened.

Flashbacks should be short enough that they require no more than a single skill test. Imagine the scene, how did your character learn this piece of knowledge, how did they gain this piece of equipment. Test their skill and if you are successful you can snap back to the present and act on that piece of information. If the test failed then you know that your character doesn't know or doesn't have that piece of gear.



## WHAT COMES NEXT?

Solo play does not have to be a solitary hobby. We may have our adventures alone, but there are tens of thousands of solo role-players out there.

You can follow me on Twitter at:

<https://twitter.com/PPMGamer>

I have a very different philosophy to solo play. I don't want to use one set of solo rules for every game. I want my solo rules to be the lightest touch possible and not get in the way, or not feel like they are from a different game.

For that reason, I make rules on a system basis. Yes, it means that there are subtly different rules for every game. I appreciate that you paid good money for this booklet. Buying one of the larger more expansive sets of rules would have set you back nearer \$20 compared to the pocket money price of this booklet and all the others I have created. My logic was that you could buy half a dozen of these little booklets and still have paid out less than just buying one mega system. For me, solo play does not need 150 to 300 pages of random tables.

If the way I work appeals to you. I have an email announcement list:

<http://www.ppmgames.co.uk/newsletter/>

It is only used to announce new products and to share discount vouchers, often hand in hand. I will not be hitting your inbox week in week out with stuff you simply would not be interested in.

If you have a shelf full of games you have never got to play, or not played in a long time, please consider subscribing.