

solum^{1.0}

Create your hero.

Complex systems typically get bogged down in numerics so we will use the **Solum system**: Roll 3d6 each for Body, Smarts, Will. Each starts at 1 and each even number rolled is a +1. Hit Points equal the Body score. Next, roll 3d6, each even number rolled is a slot for a cliché. Be creative and shit.

Determine goals & set up first Scene.

Figure out why your character is there and where in the story they are. *Are they plundering a tomb? Rescuing the princess?* This is a short description of where our hero is and what's happening. Imagine a starting point for the adventure.

Begin asking questions.

Ask a question that has a yes or no answer, it is important to keep it simple and able to be answered in this means. *Do I encounter a trap? Are guards present?*

For each question, roll a d6 and read the result below. If the hero has an applicable cliché or advantage, roll a second d6 and choose the result. If a significant disadvantage is present, roll 2d6 and use the lowest result.

- 1-No and
- 2-No
- 3-No But
- 4-Yes But
- 5- Yes
- 6-Yes And

"And" & "but" Results.

"And" means more than you expected - a good thing, "But" means there is a limited effect or a drawback. "And" can also mean a good interpretation on the roll below, "But" can be a negative interpretation on the roll below.

- 1-Nothing significant
- 2-Trap or some obstacle
- 3-Unique feature, helpful
- 4-Unique feature, hurtful
- 5-NPC (1-3 friendly, 4-5 neutral, 6 not friendly)
- 6-Monster (1 friendly, 2-3 neutral, 4-6 not friendly)

You can use the above method to determine the outcome of encounters, or use the optional rule below to expand the depth of the system.

Contests. (opt. rule)

When your character comes into dangerous or risky situations Determine Difficulty (either via narratory license or dice, *see below*). Use dice equal to Body, Smarts, or Will for the check. If a cliché is applicable, add one die to the roll. If ONE die rolls the Difficulty or higher, you succeed!

Determine Difficulty.

Randomly determine difficulty of a task, roll a d6:

- | | |
|----------|----------|
| 1-Simple | 4-Tricky |
| 2-Easy | 5-Tricky |
| 3-Easy | 6-Hard |

Taking/Causing Damage.

If you succeed in a contest, subtract one HP from the enemy, if you fail, subtract one of your HPs. When you reach zero, you are dead.

Example clichés.

The Bravest Warrior, Knowledgeable Monk, No-it-all-asshole rogue, Sneaky little fucker, I can feel the magic, Apothecary to the King, Spellbinder of the elemental flames, Cleric of the White Light of Assaradin, Sticky fingers

Sample Characters:

Alessandor the Blade B: 2 S:1 W: 1 HP: 2 Cleric of Pastorin, Healer of the Wounded
Byran Spellslinger B: 1 S: 3 W: 2 HP: 1 Mage of the Forgotten Water Splendids

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