

# ZATHRUM

d20 RPG Solo Engine

ver. 3.0



Created by Riccardo Fregi (2017-2023)



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# INTRODUCTION

This set of rules you are reading is a Game Master Emulator or Solo Engine that allows you to play any Tabletop RPG in solitaire mode, with no need of a GM and other players. This system uses only one twenty sided dice (1d20 for short) and it is compatible with every tabletop RPG including BIVIUS (in this case just use the d20 as a B.R.O.). If you are curious about the name, Zathrum means 20 in Etruscan, an ancient and almost lost language.

## HOW TO PLAY

1. Create the adventure quest by combining the results of the following Tables: BEGINNING+MISSION+TARGET+COMPLICATION (there are 160.000 possible combinations!)
2. The adventure is divided in scenes, at the beginning of every scene use the THEME Table for inspiration.
3. Create two Options (A & B) about what's happening in the scene.
4. Set the Probability of Option A with a number between 2(almost impossible) to 19(almost sure), for a random probability roll a d20 and consult the PROBABILITY Table.
5. Roll one d20, if the number is lower or equal to the Probability then Option A happens, otherwise Option B happens.
6. If you need more details then ask questions and use the ORACLE Table to receive the answers. You can use the MUSE tables to get a complex answer.
7. If you need inspiration when you create a NPC or a player character then use the CHARACTER Table, it describes the class, background or attitude of the character. The PERSONALITY, MOTIVATION and DESCRIPTOR Tables add details to the character.

## EXAMPLE OF PLAY

My character is the human mercenary Rufus who is exploring the wreck of a galleon stranded on the shore of a renaissance fantasy kingdom. He goes down into the hold and a scene starts. I use the Theme Table and I roll 11 (Equipment Failure). What can it mean in Rufus's situation? Perhaps he discovers that the galleon wrecked because the keel crumbled (Option A) or maybe the ladder, that Rufus is going down, collapses (Option B). Based on what happened in the previous scenes of the adventure I decide that the first option is more likely and I choose a probability of 12. I roll a 9 therefore Option A is what happens to Rufus. I apply the RPG rules I'm using to perform various actions of my character such as exploring the hold, finding traces and clues, and so on. At some point I wonder if Rufus finds traces of something in the hold that can explain the cause of damage to the ship, I ask the question "Are there any signs of explosion?" I roll 1d20 and the Oracle Table answers "Yes (while)". I interpret the answer as if the explosion had taken place while the crew fought against some enemy...

# MORE IDEAS

Zathrum Tables can be used creatively in many ways for example:

## **Do you need an NPC?**

- 1) Use CHARACTER+DESCRIPTOR+PERSONALITY+MOTIVATION tables
- 2) If you want, you can define two options for other data such as age and gender then use the PROBABILITY table

## **Do you need an impromptu sidequest?**

- 1) Use the results from the tables: MISSION+TARGET+COMPLICATION
- 2) You can create a Patron as an NPC

## **Do you want to know an important event from a PC/NPC's past or any other backstory you need?**

- 1) Create an impromptu quest or use the THEME table
- 2) Ask oracle if the event was positive or negative

## **Do you want to define the reaction of NPC?**

- 1) Ask the oracle or define two options and use the PROBABILITY table
- 2) You can use the EMOTION table to know the emotional state of the NPC

## **Do you need ideas to explain something that happened or to interpret a result of other tables?**

- 1) Use MUSE part 1 + MUSE part 2
- 2) Choose the combination of results that seems most suitable to you

# TABLES

THE PROBABILITY TABLE can be used to determine the difficulty of a test (A corresponds to the probability of success of the test) but also to establish what happens between two events (options A and B) of different probability.

THE ORACLE TABLE answers Yes / No questions that the player will ask, in brackets there is an optional conditional that can better define the meaning of the answer.

## PROBABILITY

1) Option A (5%) Option B (95%)	11) Option A (55%) Option B (45%)
2) Option A (10%) Option B (90%)	12) Option A (60%) Option B (40%)
3) Option A (15%) Option B (85%)	13) Option A (65%) Option B (35%)
4) Option A (20%) Option B (80%)	14) Option A (70%) Option B (30%)
5) Option A (25%) Option B (75%)	15) Option A (75%) Option B (25%)
6) Option A (30%) Option B (70%)	16) Option A (80%) Option B (20%)
7) Option A (35%) Option B (65%)	17) Option A (85%) Option B (15%)
8) Option A (40%) Option B (60%)	18) Option A (90%) Option B (10%)
9) Option A (45%) Option B (55%)	19) Option A (95%) Option B (5%)
10) Option A (50%) Option B (50%)	20) Option A (100%)

## ORACLE

1) No (On The Contrary)	11) Yes (Apparently)
2) No (And)	12) Yes (While)
3) No (Surprisingly)	13) Yes (But)
4) No (As Long As)	14) Yes (If)
5) No (Unless)	15) Yes (In Order To)
6) No (In Order To)	16) Yes (Unless)
7) No (If)	17) Yes (As Long As)
8) No (But)	18) Yes (Surprisingly)
9) No (While)	19) Yes (And)
10) No (Apparently)	20) Yes (On The Contrary)

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The BEGINNING TABLE is the adventure starter, use this table before creating the quest with MISSION and TARGET.

## BEGINNING

1) Help Request	11) Witness A Crime
2) Menace	12) Enemy Attack
3) Death	13) Enemy Attack (Failed)
4) Mysterious Message	14) En Route
5) Mysterious Item	15) On Reconnaissance
6) Mysterious Event	16) Stuck Somewhere
7) Innocent Disappeared	17) News
8) Offer	18) Discovery
9) Innocent In Danger	19) Accident
10) Dangerous Zone	20) Personal Matter



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MISSION and TARGET tables are used together to create the quest that the characters will face either because caused by events or offered by a patron.

## MISSION

1) Attack	11) Help
2) Defend	12) Hinder
3) Find	13) Repair
4) Hide	14) Damage
5) Create	15) Examine
6) Destroy	16) Guide
7) Chase	17) Escort
8) Escape	18) Steal
9) Free	19) Reach
10) Capture	20) Prepare

## TARGET

1) Friend	11) Crime
2) Enemy	12) Resource
3) Group	13) Enigma
4) Information	14) Equipment
5) Vehicle	15) Monster
6) Place	16) Sacred
7) Family	17) Authority
8) Organization	18) Treasure
9) Item	19) Alliance
10) Animal	20) Rebellion

COMPLICATION allows you to add some complications to a scene, for example due to the failure of some character tests. Used in combination with MISSION and TARGET makes a more interesting quest.

THEME defines the main element of a scene.

## COMPLICATION

1) Unusual Location	11) Disguise
2) Wrong Place	12) Innocent in Peril
3) Betrayal	13) Change of Mission
4) No Communication	14) Change of Target
5) Delay	15) Disadvantage
6) Trap	16) Troublesome Ally
7) Improvise	17) Troublesome Equipment
8) Dissent	18) Troublesome Target
9) Countdown	19) Aborted Agreement
10) Barter	20) Hostile Environment

## THEME

1) Enemy Action	11) Equipment Failure
2) Combat	12) News
3) Impasse	13) 3 <sup>rd</sup> Party Action
4) Death	14) Betrayal or Ilusion
5) New Enemy	15) Escape or Pursue
6) New Friend	16) Base or Location
7) Rescue	17) Animal
8) Enigma	18) Environment
9) Something Unusual	19) Discovery
10) New Equipment	20) Capture

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CHARACTER defines the archetype, class or background of a character  
PERSONALITY defines the attitude and psychology of a character.

## CHARACTER

1) Healer	11) Priest
2) Leader	12) Spy
3) Crafter	13) Prisoner
4) Servant	14) Guardian
5) Thief	15) Outcast
6) Hunter	16) Trainer
7) Student	17) Harvester
8) Merchant	18) Transporter
9) Entertainer	19) Scholar
10) Warrior	20) Special

## PERSONALITY

1) Introverted	11) Serious
2) Extroverted	12) Witty
3) Cheerful	13) Taciturn
4) Sad	14) Chatty
5) Calm	15) Ascetic
6) Impulsive	16) Pleasure Seeker
7) Humble	17) Cunning
8) Vain	18) Naive
9) Rude	19) Short-Tempered
10) Kind	20) Cautious

DESCRIPTOR adds a detail to a scene, an item, a location or an NPC.

## DESCRIPTOR

1) Color	11) Precious
2) Sound	12) Poor
3) Smell	13) Dirty
4) Emotion	14) Water
5) Light	15) Air
6) Darkness	16) Fire
7) Inactive	17) Earth or Stone
8) Incomplete	18) Metal
9) New	19) Movement
10) Old	20) Size

## MOTIVATION

1) Glory	11) Freedom
2) Wealth	12) Knowledge
3) Adventure	13) Justice
4) Survival	14) Destroy Something
5) Revenge	15) Defeat Someone
6) Duty	16) Health
7) Redemption	17) Discover Your Past
8) Find Something	18) Pleasure
9) Find Someone	19) Defend Something
10) Career/Ambition	20) Defend Someone

EMOTION describes the reaction of a NPC or the mood of a scene.

DUNGEON lets you make a random dungeon by defining locations significant to the adventure, other parts of the dungeon can be ignored or created without tables. A 'dungeon' can also be the inside of an alien spaceship or the headquarters of a megacorporation, whatever you need.

## EMOTION

1) Love	11) Hatred
2) Jealousy	12) Friendship
3) Joy	13) Respect
4) Fear	14) Contempt
5) Disappointment	15) Nostalgia
6) Pride	16) Sadness
7) Anger	17) Pity
8) Desire	18) Curiosity
9) Serenity	19) Indifference
10) Remorse	20) Ambition

## DUNGEON

1) Short Corridor	11) Downhill Tunnel
2) Medium Corridor	12) Dead End
3) Long Corridor	13) Square Room
4) Curve On The Right	14) Rectangular Room
5) Curve On The Left	15) Circular Room
6) T-Junction	16) Polygonal Room
7) Intersection	17) Square Hall
8) Stairs Down	18) Rectangular Hall
9) Stairs Up	19) Circular Hall
10) Uphill Tunnel	20) Polygonal Hall

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MUSE: roll 1d20 for part1 and roll 1d20 for part2. Choose one concept from part 1 result and one from part 2 result then combine the two any time you need an inspiration during the game.

*For example: you roll 5 on MUSE part 1 (Creation or Destruction) and 12 on MUSE part 2 (Property or Wealth), you can choose one combination from Creation + Property, Creation + Wealth, Destruction + Property, Destruction + Wealth*

### **MUSE Part 1**

1) Beginning or End	11) Revelation or Concealment
2) Abundance or Shortage	12) Acquisition or Loss
3) Growth or Decline	13) Separation or Union
4) Change or Stasis	14) Strength or Weakness
5) Creation or Destruction	15) Imprisonment or Release
6) Victory or Defeat	16) Obstacle or Help
7) Control or Rebellion	17) Gift or Memory
8) Cause or Consequence	18) Evil or Cure
9) Judgement or Punishment	19) Need or Inutility
10) Temptation or Guilt	20) Dirt or Truce

### **MUSE Part 2**

1) Mind or Body	11) Truth or Deception
2) Chaos or Order	12) Property or Wealth
3) Life or Death	13) Mystery or Secret
4) Technology or Nature	14) Freedom or Friendship
5) Love or Hate	15) Art or Project
6) Travel or Place	16) Past or Tradition
7) Purity or Corruption	17) Pain or Sacrifice
8) Fortune or Misfortune	18) Authority or Glory
9) Magic or Consciousness	19) Cunning or Naivety
10) External or Internal	20) Security or Fear