

# TRICUBE TALES: SOLO RULES

Tricube Tales is a rules-lite roleplaying system capable of handling a wide range of different genres and settings. Its simplicity lends itself well to solo play, and it should work with most generic solo rules, but these guidelines are designed to complement the Tricube Tales one-page settings.

Before you begin playing, you'll need to choose a one-page setting and create a character. Write down the main plot for your adventure (using the setting's adventure generator), and two subplots (roll on the setting's **Twist** table for inspiration). Finally, describe the opening scene in two or three sentences—are you in the office when the adventure kicks off? Drinking in a tavern? Walking through the park?

Now you know *who* you are, *where* you are, and *what* you need to do! Proceed with the adventure as normal, except instead of asking a GM, you roll the dice and interpret the results. Don't forget to use the **Twist** table and adventure examples from your one-page setting for further inspiration!

## SIMPLE QUESTIONS

When asking a question that requires a **yes** or **no** answer, decide the likelihood and roll a d6: If the likelihood is “very likely,” then the answer is **yes** on 2+, while “likely” is **yes** on 3+, “maybe” on 4+, “unlikely” on 5+, and “very unlikely” on a 6. If you roll *below* the target number, the answer is **no**.

## ADDING A CAVEAT

You can roll a second d6 to add a possible caveat if you wish: 1-2 adds a **but**, and 5-6 adds an **and**. Describe a caveat in the context of the question. For example, if you ask whether a door is locked, the answer might be “**yes and** barred,” or “**yes but** the lock is poor quality,” or “**no but** the hinges are very rusty,” or “**no and** the door is slightly ajar.”

## SCALED QUESTIONS

Some questions cover things like “how far away,” “how long,” “how big,” etc. The easiest way to ask such questions is to describe both extremes—for example, “on a scale of 1-6 where 1 means that he is openly hostile, and 6 means he appears helpful, what is the guard's initial attitude toward me?”

## WEIGHTED RESULTS

If a scaled question should be more likely to land at one extreme or the other, roll two or three dice and use the highest or lowest result.

## COMPLEX QUESTIONS

If a question cannot be answered with **yes** or **no**, roll separately on both of the following tables and interpret the result in a way that fits the question. Ignore a non-double roll on the second table.

The answer involves...	
■■ Abandonment	■■ Hate or anger
■■ Advice	■■ Illness or injury
■■ Agreement	■■ Investigation
■■ Arrival	■■ Jealousy
■■ Assistance	■■ Mistrust
■■ Attainment	■■ Love or desire
■■ Barrier	■■ Neglect
■■ Betrayal	■■ Prevention
■■ Communication	■■ Property
■■ Concealment	■■ Punishment
■■ Conflict	■■ Pursuit
■■ Control	■■ Rejection
■■ Creation	■■ Rivalry
■■ Deception	■■ Technology
■■ Delay	■■ Theft
■■ Destruction	■■ Transformation
■■ Exposure	■■ Trust
■■ Failure	■■ Vengeance
And could be related to...	
■■ Main plot	■■ Your character
■■ Primary subplot	■■ Random event (roll)
■■ Secondary subplot	■■ <b>Twist</b> table (roll) *

\* Use the **Twist** table from the back of your chosen one-page setting.



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## GENERAL ADVICE

Here are some quick tips for creating interesting solo adventures using these rules:

- Use your imagination to flesh out an opening scene—it's easier to use random tables after some story elements have been defined, and a detailed opening scene helps get the ball rolling.
- Random tables can give you inspiration and improvisational prompts, but the story is shaped and directed by your *own* imagination and ideas.
- Follow your initial instincts! Don't overthink your answers, or worry too much about how you should interpret the tables. It doesn't matter if an answer isn't a perfect match for the rolled result, as long as it fits the scene and overall story. The random tables are a tool, not a straitjacket.
- Drive the story forward whenever possible. If the adventure starts to run out of steam, consider generating a random event to spice things up.
- Don't keep asking questions over and over, try to stick with what you have got, and only ask more questions when you get stumped, or need fresh inspiration. If you already have a good idea for a particular question, there's no need to roll.
- Approach the adventure from the perspective of your character, limiting the questions to things they would know or can observe.
- Try speaking the story out loud or take notes, otherwise, it can feel like you're just daydreaming with dice rather than playing a game.



## STORY STRUCTURE

An adventure consists of 5-9 “scenes,” which you track using a standard deck of playing cards. It is up to you to decide when you’re ready to proceed to the next scene of the story.

For every scene (including the opening scene), draw a card, place it face-up in front of you, then look it up on the **Random Scenes** table.

## SCENE CHALLENGES

Each scene has a key challenge, which consists of a trait and a difficulty. Incorporate this challenge into the narrative of the scene—perhaps an agile challenge involves stealth or lock picking, while a brawny challenge might involve athletics, etc.

If you win the key challenge, place the card on your right—it represents a victory. If you fail, the card is placed on your left and represents a loss.

## ADVANCING A PLOT

If you draw a face card, one of the plots advances. A ♣ or ♠ suit is negative (for you) while a ♦ or ♥ is positive. Roll on the **Twist** table for inspiration if you wish, but always describe how the plot has progressed, then draw another card.

## CHANGING THE SCENE

If you draw an ace or joker, the scene undergoes an unexpected change. Roll on the table, describe the revised scene, then draw another card.

## CONCLUDING THE SESSION

Each time you draw a card, look at all spot cards (rank 2-10) on the table, including the one you’ve just drawn. If you have 3-4 spot cards of one suit and 2 of another suit, this will be the final scene.

If you ever reach 5 spot cards of the same suit (even if you have no other spot cards), then *this* is the final scene, and it will have an epic twist—roll on the **Twist** table and describe it!

If you win the final scene, then you successfully resolve the adventure. However, if you have more losses than victories, the outcome is only a partial success—describe the fallout from your session.



## RANDOM SCENES

### Draw a card for each new scene...

- A or JOKER Scene changes (roll), and draw again
- K Advance main plot, and draw again
- Q Advance primary subplot, and draw again
- J Advance secondary subplot, and draw again
- 10 Scene involves a hard crafty challenge
- 9 Scene involves a standard crafty challenge
- 8 Scene involves an easy crafty challenge
- 7 Scene involves a hard brawny challenge
- 6 Scene involves a standard brawny challenge
- 5 Scene involves an easy brawny challenge
- 4 Scene involves a hard agile challenge
- 3 Scene involves a standard agile challenge
- 2 Scene involves an easy agile challenge

### If the scene changes, roll and interpret...

- |                        |                       |
|------------------------|-----------------------|
| ■ Positive (for you)   | ■ New location (roll) |
| ■ Negative (for you)   | ■ New person (roll)   |
| ■ Twist table (roll) * | ■ New event (roll)    |

\* Use the **Twist** table from the back of your chosen one-page setting.

## TIPS & SUGGESTIONS

Included below are some tips and suggestions for narrating the story and describing the scenes.

## PACING THE STORY

The cards help you to structure the story, but the definition of a “scene” is entirely up to you. Only draw a card when you *want* the story to progress toward its conclusion—never feel *obliged* to draw another card, even if you’ve technically moved on to another stage of the story.

## FLESHING OUT THE SCENES

Roll on the random tables for creatures, locations and events when describing the different scenes, using the **Twist** and **Tag** tables to provide further details. This product contains random tables for urban, wilderness and dungeon areas, along with another page for voyages, and you can find many more random tables and solo tools online.

But remember, random tables are just a tool to provide you with inspiration. Never feel obliged to roll, or to stick with a result you don’t like.

## INTERPRET IN CONTEXT

Because the random tables are fairly generic, it’s important to interpret them within the context of the setting and story. A group of “goblins” might be small aggressive aliens in a space opera setting, or black-eyed children in a horror setting, just as a “tropical island” could be a tropical planet in a tale of interplanetary explorers.

## CHANGING CHALLENGES

Each scene has a key challenge, which you should incorporate into the narrative. Sometimes, it may be possible to justify using a different trait within the narrative—for example, if you’ve described a “standard agile challenge” as crossing over a log bridge, shouldn’t it be possible to *swim* across the river instead (i.e., a brawny challenge)?

Using an alternative trait always increases the difficulty of the key challenge by 1. This can take the difficulty over 6, requiring a perk to succeed.



## URBAN ADVENTURES

Most Tricube Tales scenarios take place in urban areas, and even those that don't will often involve the occasional foray into a town or city.

If you're using an existing setting (or the game takes place in a real-world location), there may be an official map you can reference. Otherwise, you can look online for a random map generator. But if you're focusing on the story, it's typically easier to ignore the map—particularly if your character isn't familiar with the settlement anyway.

## RURAL WAYPOINTS

While towns and cities tend to work better for an urban adventure, you can also use these tables for scenarios set in rural settlements, such as villages and hamlets. Roll on the urban tables for people, events, and locations as usual, but downscale and interpret the results where necessary to better fit the smaller settlement size.

## LARGE SETTLEMENTS

**This urban settlement is best described as a...**

■ Semirural village	■ Port town
■ Market town	■ Military town
■ Mining town	■ City/suburb

**And the populace initially seems to be...**

■ Cheerful/open	■ Distrustful/wary
■ Industrious/busy	■ Rude/inconsiderate
■ Indifferent/alooof	■ Nosy/prying

## SMALL SETTLEMENTS

**This rural settlement is best described as a...**

■ Homestead/outpost	■ Mining/lumber camp
■ Small hamlet	■ Farming village
■ Nomadic settlement	■ Fishing village

**And the populace initially seems to be...**

■ Welcoming/friendly	■ Frightened/nervous
■ Oppressed/abused	■ Weird/creepy
■ Indifferent/apathetic	■ Xenophobic/hostile



## URBAN LOCATIONS

**Interpret within the context of the setting...**

■ Abandoned place	■ Mansion/palace
■ Airport/wharf/port	■ Military building
■ Bank/moneylender	■ Museum/library
■ Bridge/crossroads	■ Nightclub/brothel
■ Church/temple	■ Office/workhouse
■ Depot/warehouse	■ Park/garden
■ Factory/mill	■ Pharmacy/herbalist
■ Film/art studio	■ Police station
■ Fire station/tower	■ Prison/guardhouse
■ Garage/workshop	■ Recreation area
■ Graveyard	■ Restaurant/tavern
■ Guild/corporation	■ School/academy
■ Gun store/armory	■ Sewer/subway
■ Hospital/physician	■ Slum/ruin
■ Hotel/inn	■ Smithy/craft shop
■ House/villa	■ Theater/cinema
■ Local landmark	■ Town hall/center
■ Mall/marketplace	■ Zoo/stable

## URBAN PEOPLE

**Interpret within the context of the setting...**

■ Actor/entertainer	■ Investigator/tracker
■ Bartender/server	■ Janitor/cleaner
■ Beggar/vagrant	■ Laborer/worker
■ Biker/outlander	■ Lawyer/judge
■ Bumpkin/peasant	■ Manager/foreman
■ Chef/cook/baker	■ Mechanic/artisan
■ Chemist/chemist	■ Merchant/vendor
■ Child/youngster	■ Musician/bard
■ Consultant/guide	■ Police officer/guard
■ Contractor/assassin	■ Priest/preacher
■ Cultist/fanatic	■ Reporter/town crier
■ Doctor/herbalist	■ Scientist/scholar
■ Driver/wagoner	■ Socialite/noble
■ Elder/senior figure	■ Soldier/mercenary
■ Engineer/architect	■ Spy/renegade
■ Farmer/smallholder	■ Teacher/tutor
■ Gangster/outlaw	■ Thief/criminal
■ Hunter/survivalist	■ Watchman/bouncer

## URBAN EVENTS

**Interpret within the context of the setting...**

■ Accident/breakage	■ Lost child/pet
■ Airplane/dragon	■ Military presence
■ Alarm/siren	■ Monstrous activity
■ Ambush/assault	■ Prowling vigilante
■ Assassination	■ Roadblock/barrier
■ Barking dog	■ Sabotage/vandalism
■ Broken vehicle	■ Screaming/shouting
■ Crying/arguing	■ Serious injury
■ Drone/surveillance	■ Shocking revelation
■ Dying victim	■ Speeding vehicle
■ Explosion/fire	■ Tech/magic terror
■ Feral/wild animals	■ Terrible weather
■ Fighting/brawling	■ Theft/mugging
■ Fleeing people	■ Traffic collision
■ Flood/burst pipe	■ Trapped people
■ Horrific violence	■ Troublemakers
■ Large gathering	■ Urban decay
■ Looting/robbery	■ Weird/supernatural



## WILDERNESS TRAVEL

Most of the micro-settings are based in a town or city, but sometimes you may wish to explore the outside world, in which case you should use these tables instead of the urban ones. You can also mix and match, “dipping in” to these tables for a scene or two when a mostly-urban adventure involves briefly traversing the wilderness.

## CONSIDER THE OBJECTIVE

People rarely just wander out into the wilderness to see what they find—they almost always have a certain goal or destination in mind. Consider this objective when you’re planning out the scenes.

## EXPLORATION

There are many options for handling wilderness exploration. Some settings provide official maps, which you can use to determine the terrain and major landmarks, filling in any remaining details during play. Likewise, games set in the real world can use the plethora of maps available online.

Another option is to utilize free online tools to generate random maps, and apply traditional hex crawl (or point crawl) techniques to flesh out the various regions as you explore.

However, if you’re only interested in the story, you can roll on the table below to determine the type of region where the current adventure takes place. There’s no need for a map in this case, just focus on the points of interest, and assume your character knows roughly where they’re going.

## WILDERNESS REGIONS

### The terrain in this region is primarily...

- |                       |                    |
|-----------------------|--------------------|
| ■ Canyon/valley       | ■ Marsh/swamp/bog  |
| ■ Forest/jungle/scrub | ■ Plains/plateau   |
| ■ Hills/mountains     | ■ River/lake/ocean |

### While the climate is best described as...

- |                    |                      |
|--------------------|----------------------|
| ■ Arctic/tundra    | ■ Temperate/moderate |
| ■ Cold/arid/barren | ■ Tropical/savanna   |
| ■ Hot/arid/barren  | ■ Warm/humid         |



## WILDERNESS FEATURES

### Interpret within the context of the setting...

- |                       |                      |
|-----------------------|----------------------|
| ■ Ancient shrine      | ■ Mysterious tower   |
| ■ Bones/corpses       | ■ Old battlefield    |
| ■ Briar/rocky maze    | ■ Ominous statue     |
| ■ Bridge/ford         | ■ Overgrown ruins    |
| ■ Broken vehicle      | ■ Pond/spring        |
| ■ Burial grounds      | ■ Quicksand/crevasse |
| ■ Cabin/hut           | ■ Raging river       |
| ■ Camp/firepit        | ■ Road/path/trail    |
| ■ Cave mouth          | ■ Rope/log bridge    |
| ■ Concealed garden    | ■ Sacred ground      |
| ■ Crumbling ruins     | ■ Sheltered spot     |
| ■ Edible fruit/plants | ■ Solitary building  |
| ■ Enchanted zone      | ■ Standing stones    |
| ■ Enigmatic monolith  | ■ Steep cliff/ridge  |
| ■ Extravagant tent    | ■ Stream/lake        |
| ■ Fortified building  | ■ Timeworn fountain  |
| ■ Gorge/ravine        | ■ Town/village/farm  |
| ■ Mine/quarry         | ■ Tranquil oasis     |

## WILDERNESS FOLK

### Interpret within the context of the setting...

- |                       |                       |
|-----------------------|-----------------------|
| ■ Adventurers         | ■ Malevolent spirit   |
| ■ Arrogant noble      | ■ Man-eating plant    |
| ■ Bandits/outlaws     | ■ Merchant/tinker     |
| ■ Bear/wolves/big cat | ■ Military force      |
| ■ Bounty hunter       | ■ Mischievous fey     |
| ■ Capricious nymph    | ■ Monster/undead      |
| ■ Caravan/wagon       | ■ Pilgrims/lepers     |
| ■ Carrion birds       | ■ Runaway/deserter    |
| ■ Curious animal      | ■ Rustler/poacher     |
| ■ Deer/horses/cattle  | ■ Scavengers/foragers |
| ■ Elemental guardian  | ■ Scouts/raiders      |
| ■ Explorers/travelers | ■ Skilled ranger      |
| ■ Ghostly figure      | ■ Sorcerer/witch      |
| ■ Honorable knight    | ■ Stalker/predator    |
| ■ Hungry insects      | ■ Territorial beast   |
| ■ Hunting party       | ■ Traveling artist    |
| ■ Invisible faeries   | ■ Venomous snake      |
| ■ Loner/hermit        | ■ Wandering minstrel  |

## WILDERNESS EVENTS

### Interpret within the context of the setting...

- |                       |                       |
|-----------------------|-----------------------|
| ■ Accident/breakage   | ■ Rolling log/boulder |
| ■ Ambush/attack       | ■ Running animal      |
| ■ Avalanche/landslide | ■ Shout/scream        |
| ■ Circling vultures   | ■ Sickness/injury     |
| ■ Collapsing ground   | ■ Sounds of battle    |
| ■ Criminal activity   | ■ Spoiled supplies    |
| ■ Curious animal      | ■ Stalked/followed    |
| ■ Eerie sounds        | ■ Stampede/charge     |
| ■ Falling tree/rocks  | ■ Storm/blizzard      |
| ■ Heavy rain/snow     | ■ Strong winds        |
| ■ Helicopter/dragon   | ■ Sudden silence      |
| ■ Hopelessly lost     | ■ Technology/magic    |
| ■ Howling wolf        | ■ Thick fog/mist      |
| ■ Hunting predator    | ■ Thunder/lightning   |
| ■ Mirage/illusion     | ■ Unusually hot/cold  |
| ■ Miserable weather   | ■ Warning sign/shot   |
| ■ Monstrous activity  | ■ Weird/supernatural  |
| ■ Pungent odor        | ■ Wildfire/earthquake |



## DUNGEON CRAWLS

Some adventures may involve dungeon crawling, exploring caves and ancient temples—or perhaps derelict spaceships and space stations, depending on the genre of your setting!

You can also dip into these tables for a scene or two—an urban adventure could require a journey through the city sewers, while a wilderness quest might involve a brief stint in some old ruins.

## POPULATING DUNGEONS

Most dungeons will be populated by a single type of creature, so you'll usually only roll once on the **Dungeon Denizens** table, and then interpret and extrapolate the result to fit your setting.

## EXPLORATION

If you like mapping out your dungeons, there are many online tools for generating random layouts, and tiles that you can arrange on the fly. But for a story-driven adventure, it's usually easier to focus on the key areas of interest, similar to the popular "five-room dungeon" method.

## TRACKING PROGRESS

Your progress through a dungeon can be tracked with cards as normal, but you don't need to treat every dungeon location as a separate scene. Only draw cards when you want to advance the story, letting the adventure unfold at your own pace.

## TRAPS AND COMBAT

Key challenges in a dungeon usually involve traps or combat, and failure generally costs resolve, in addition to counting as a scene loss.

An agile challenge could be narrated as evading an arrow trap, leaping over a pit, or participating in a ranged combat encounter.

A brawny challenge can be described as raising a portcullis, resisting poisonous gas, or engaging in melee combat against some sort of monster.

A crafty challenge might involve spotting a trap or ambush, tricking or intimidating a monster, or engaging in magical combat.



## DUNGEON FEATURES

### Interpret within the context of the setting...

■ ■ Altar/table/desk	■ ■ Macabre apparatus
■ ■ Arcane/alien device	■ ■ Markings/writing
■ ■ Architectural oddity	■ ■ Mold/moss/plants
■ ■ Bed/bunk/coffin	■ ■ Odd paraphernalia
■ ■ Books/computers	■ ■ Painting/tapestry
■ ■ Chasm/fissure	■ ■ Pantry/larder/meat
■ ■ Chest/cupboard	■ ■ Pillars/stalagmites
■ ■ Cryptic clue/puzzle	■ ■ Prisoner/corpse
■ ■ Defaced/vandalized	■ ■ Slick/smooth floor
■ ■ Dirt/decay/rot	■ ■ Stains/damage
■ ■ Distinctive smell	■ ■ Statue/sculpture
■ ■ Drafty/ventilated	■ ■ Steps/stairs/ladder
■ ■ Fireplace/pit	■ ■ Sticky/magnetic
■ ■ Fountain/pool	■ ■ Uneven/rotten floor
■ ■ Furs/hides/blankets	■ ■ Unusual lighting
■ ■ Gruesome scene	■ ■ Vermin nest/hole
■ ■ Guard animal/pet	■ ■ Vines/roots/wires
■ ■ Lavish decorations	■ ■ Weaponry/tools

## DUNGEON DENIZENS

### Interpret within the context of the setting...

■ ■ Animals/vermin	■ ■ Hydra/serpent
■ ■ Animated plants	■ ■ Lich/necromancer
■ ■ Bandits/outlaws	■ ■ Lizardfolk
■ ■ Chimera/hybrid	■ ■ Minotaurs/centaurs
■ ■ Cockatrice/wyvern	■ ■ Mutants/beastmen
■ ■ Constructs/robots	■ ■ Ogres/trolls
■ ■ Demons/imps	■ ■ Orcs/hobgoblins
■ ■ Dragon/drake	■ ■ Otherworldly beasts
■ ■ Eldritch horrors	■ ■ Priests/cultists
■ ■ Elemental/nymph	■ ■ Scientist/artificer
■ ■ Fairies/fae/elves	■ ■ Skeletons/zombies
■ ■ Frogfolk/merfolk	■ ■ Terror birds
■ ■ Ghosts/wraiths	■ ■ Titans/giants
■ ■ Ghouls/cannibals	■ ■ Vampire/mummy
■ ■ Giant worms/bugs	■ ■ Werebeasts/shifters
■ ■ Gnomes/dwarves	■ ■ Wights/draugar
■ ■ Goblins/kobolds	■ ■ Witch/hag
■ ■ Harpies/griffins	■ ■ Wizard/sorcerer

## DUNGEON EVENTS

### Interpret within the context of the setting...

■ ■ Ambush/sniper	■ ■ Pungent odor
■ ■ Barking/growling	■ ■ Raised alarm
■ ■ Blade trap	■ ■ Rear attack
■ ■ Crushing trap	■ ■ Rockfall/collapse
■ ■ Deception/illusion	■ ■ Shouting/roaring
■ ■ Entangled/pinned	■ ■ Slippery patch
■ ■ Explosion/smoke	■ ■ Sound of movement
■ ■ Fall/trip/stumble	■ ■ Spear/dart trap
■ ■ Frontal attack	■ ■ Stalked/shadowed
■ ■ Guard patrol	■ ■ Sticky floor
■ ■ Hidden surprise	■ ■ Strange sounds
■ ■ Hit-and-run attack	■ ■ Tilting floor
■ ■ Murmur of voices	■ ■ Tripwire
■ ■ Noisy floor	■ ■ Unexpected visitor
■ ■ Pincer attack	■ ■ Vermin/beast
■ ■ Pit trap	■ ■ Wandering monster
■ ■ Poisonous gas/trap	■ ■ Weeping/screaming
■ ■ Pressure plate	■ ■ Wrong turn



## DISTANT VOYAGES

Some adventures follow a ship's journey at sea, or a spacecraft's voyage among the stars, or even an airship's expedition to distant lands. You can also mix and match with other tables if you wish.

### NAVIGATION

Much like wilderness adventures, voyages usually involve a journey to a specific destination, even if the hero doesn't initially know *exactly* where they are going. Resolving the adventure will generally imply reaching the destination.

Maps can be useful tools for plotting a voyage, particularly if you need travel time estimates, but you can always hand-wave the route if you prefer to focus on narrating the story.

### VEHICULAR CHALLENGES

Key challenges on a voyage often involve steering a vessel around dangerous obstacles or engaging the enemy in combat.

An agile challenge could be narrated as relying on reflexes to avoid a collision, running silent to evade the enemy, or manning a cannon to shoot a hostile vessel during a naval battle.

A brawny challenge can be described as using strength to turn the ship's wheel during a storm, enduring a long ornithopter flight, or sprinting to the engineering deck to fix a malfunction.

A crafty challenge might involve calculating a safe route, using sharp eyesight to spot and avoid some rocks, or inspiring the crew to row harder.

## WEATHER CONDITIONS

### The sky overhead is currently...

☐ Clear/sunny	☐ Overcast
☐ Mostly clear/sunny	☐ Overcast with drizzle
☐ Mostly cloudy	☐ Overcast with rain

### While the wind is best described as...

☐ Calm	☐ Strong breeze
☐ Light breeze	☐ Gale-force winds
☐ Moderate breeze	☐ Storm/hurricane



## VOYAGE LANDMARKS

### Interpret within the context of the setting...

☐ Ancient monument	☐ Plague island
☐ Archipelago	☐ Platform/oil rig
☐ Castle/space station	☐ Port town/city
☐ Coastal village	☐ Reef/asteroid field
☐ Dangerous passage	☐ Rocky shore
☐ Estuary/inlet/strait	☐ Sandy beach
☐ Fishing village	☐ Sea/asteroid cave
☐ Floating island	☐ Sea fort/moon base
☐ Foggy coastline	☐ Sheltered bay/cove
☐ Fortified island	☐ Ship cemetery
☐ High rocky outcrop	☐ Shipwreck
☐ Iceberg/pumice raft	☐ Submerged island
☐ Island fortress	☐ Sunken ruins
☐ Islet/asteroid	☐ Tall cliffs
☐ Leviathan bones	☐ Tropical island
☐ Lighthouse/beacon	☐ Uninhabited island
☐ Mining island	☐ Volcanic island
☐ Penal colony	☐ Whirlpool/vortex

## VOYAGE ENCOUNTERS

### Interpret within the context of the setting...

☐ Abandoned ship	☐ Merchant galleon
☐ Adrift survivor	☐ Mermaids/cecaelias
☐ Alluring sirens	☐ Nymph/elemental
☐ Cargo ship	☐ Passenger ship
☐ Colony transporter	☐ Patrol boat
☐ Convoy of ships	☐ Pirate vessel
☐ Disguised vessel	☐ Pompous noble
☐ Exploration ship	☐ Penal transport
☐ Fast sailboat/yacht	☐ Raiders
☐ Fishing boat	☐ Scouting vessel
☐ Flotilla of boats	☐ Sea/space serpent
☐ Ghostly/alien ship	☐ Slave ship
☐ Giant turtle/whale	☐ Small warship
☐ Glowing jellyfish	☐ Smugglers
☐ Hungry shark/alien	☐ Someone on a raft
☐ Kelpie/shapeshifter	☐ Undead/cannibals
☐ Kraken/monster	☐ War galley
☐ Large warship	☐ Whaling vessel

## VOYAGE EVENTS

### Interpret within the context of the setting...

☐ Ambush/attack	☐ Kraken/shark attack
☐ Betrayal/trickery	☐ Missing person
☐ Bounty hunter	☐ Mutiny/treachery
☐ Brawl/violence	☐ Land ahoy!
☐ Confrontation/duel	☐ Pollution/wreckage
☐ Crash/explosion	☐ Pursuing pirates
☐ Curse/bad omen	☐ Raft/escape pod
☐ Damaged ship	☐ Saboteur/spy
☐ Dead calm	☐ Salvage/booty
☐ Distress signal	☐ Sea serpent
☐ Dolphins/good luck	☐ Storm/tsunami
☐ Dream/vision	☐ Stowaway/intruder
☐ Drunken crewman	☐ Strong/stellar wind
☐ Fishing incident	☐ Theft/murder
☐ Flaring tempers	☐ Thick fog
☐ Floating corpse	☐ Treasure/bounty
☐ Floating debris	☐ Unusual fish/alien
☐ Injury/sickness	☐ Weird/supernatural



## PLANES & PLANETS

Some adventures involve visiting new worlds or alternate dimensions. The precise means of travel depends on the setting, but might involve arcane devices, powerful spells, wormholes, interstellar gateways, starships, or something else entirely.

### DEAD WORLDS

Not every plane and planet will be inhabited, and even advanced civilizations eventually die. If you are visiting a random planet, considering asking a **Simple Question** to see if it can even *support* life.

## PLANAR TRAVEL

### The dimension is best described as...

- |                     |                           |
|---------------------|---------------------------|
| ☐☐ Heavenly/divine  | ☐☐ Physical/material      |
| ☐☐ Hellish/infernal | ☐☐ Astral/spiritual/limbo |
| ☐☐ Elemental/primal | ☐☐ Mental/dreamlike       |

### Which takes the form of...

- |                          |                             |
|--------------------------|-----------------------------|
| ☐☐ An endless realm      | ☐☐ A city, town, or village |
| ☐☐ A castle or labyrinth | ☐☐ A god or titan's corpse  |
| ☐☐ A microcosm           | ☐☐ A distortion of reality  |

### And contains dangers such as...

- |                          |                          |
|--------------------------|--------------------------|
| ☐☐ Hostile inhabitants   | ☐☐ Hard to navigate      |
| ☐☐ Ever-changing terrain | ☐☐ Ever-changing terrain |
| ☐☐ Weird physics         | ☐☐ Unpredictable magic   |

## PLANETARY TRAVEL

### The world takes the form of a...

- |                           |                     |
|---------------------------|---------------------|
| ☐☐ Small rocky planet     | ☐☐ Artificial world |
| ☐☐ Large rocky planet     | ☐☐ Habitable moon   |
| ☐☐ Gas giant with habitat | ☐☐ Large asteroid   |

### With an orbit best described as...

- |                           |                       |
|---------------------------|-----------------------|
| ☐☐ Earthlike orbit        | ☐☐ Binary star system |
| ☐☐ Tidally locked         | ☐☐ Orbits a red dwarf |
| ☐☐ Rogue planet (no star) | ☐☐ Dying star system  |

### And an approximate technology level of...

- |                         |                            |
|-------------------------|----------------------------|
| ☐☐ Primitive/Antiquity  | ☐☐ Modern-day Earth        |
| ☐☐ Medieval/Classical   | ☐☐ Postmodern high-tech    |
| ☐☐ Industrial/Victorian | ☐☐ Interstellar/futuristic |



## REALM FEATURES

### Roll, interpret, and combine 1-3 results...

- |                         |                          |
|-------------------------|--------------------------|
| ☐☐ Beautiful oasis      | ☐☐ Powerful storms       |
| ☐☐ Dangerous vermin     | ☐☐ Prison realm          |
| ☐☐ Deadly diseases      | ☐☐ Ruins of civilization |
| ☐☐ Dying world/plane    | ☐☐ Shrieking winds       |
| ☐☐ Eldritch horrors     | ☐☐ Sprawling forests     |
| ☐☐ Emotional influence  | ☐☐ Strange geometries    |
| ☐☐ Ferocious predators  | ☐☐ Thick fog or mist     |
| ☐☐ Fierce oceans        | ☐☐ Towering peaks        |
| ☐☐ Floating islands     | ☐☐ Toxic environment     |
| ☐☐ Hard to breathe      | ☐☐ Untamed lands         |
| ☐☐ High gravity         | ☐☐ Unusual terrain       |
| ☐☐ Incompatible food    | ☐☐ Valuable resources    |
| ☐☐ Incorporeal entities | ☐☐ Vast wilderness       |
| ☐☐ Low gravity          | ☐☐ Vile stench           |
| ☐☐ Mysterious vista     | ☐☐ Volcanic landscape    |
| ☐☐ Natural defenses     | ☐☐ Water is acidic       |
| ☐☐ Pitch dark           | ☐☐ Weakened magic        |
| ☐☐ Post-apocalypse      | ☐☐ Weird sounds          |

## NATIVE SOCIETIES

### Roll, interpret, and combine 1-3 results...

- |                         |                         |
|-------------------------|-------------------------|
| ☐☐ Astonishing talent   | ☐☐ Old-fashioned ideas  |
| ☐☐ Baffling etiquette   | ☐☐ Oppressive regime    |
| ☐☐ Bizarre rituals      | ☐☐ Outsiders are feared |
| ☐☐ Bribery is common    | ☐☐ Pacifism is popular  |
| ☐☐ Corrupt officials    | ☐☐ Powerful factions    |
| ☐☐ Cruel punishments    | ☐☐ Reliant on tech      |
| ☐☐ Cutthroat politics   | ☐☐ Respect for elders   |
| ☐☐ Dangerous customs    | ☐☐ Rigid caste system   |
| ☐☐ Easily manipulated   | ☐☐ Skilled builders     |
| ☐☐ Honor and chivalry   | ☐☐ Sorcery is outlawed  |
| ☐☐ Illogical laws       | ☐☐ Strange diet         |
| ☐☐ Influential religion | ☐☐ Thriving trade       |
| ☐☐ Intolerant outlook   | ☐☐ Unusual beliefs      |
| ☐☐ Magic means status   | ☐☐ Utopian veneer       |
| ☐☐ Might makes right    | ☐☐ Vicious attitudes    |
| ☐☐ Money is power       | ☐☐ Warlike culture      |
| ☐☐ Mysterious tech      | ☐☐ Wealth disparity     |
| ☐☐ Mystical heritage    | ☐☐ Weird burial rites   |

## MAJOR EVENTS

### Roll and interpret a major event if you wish...

- |                         |                        |
|-------------------------|------------------------|
| ☐☐ Alien invasion       | ☐☐ Otherworldly virus  |
| ☐☐ Amazing invention    | ☐☐ Pestilence          |
| ☐☐ Angry dragons        | ☐☐ Radiation           |
| ☐☐ Apocalyptic cult     | ☐☐ Religious conflict  |
| ☐☐ Approaching comet    | ☐☐ Rise of a tyrant    |
| ☐☐ Behemoth rampage     | ☐☐ Shocking discovery  |
| ☐☐ Black hole           | ☐☐ Spreading darkness  |
| ☐☐ Changing climate     | ☐☐ Strange new fashion |
| ☐☐ Cryptic events       | ☐☐ Supernatural event  |
| ☐☐ Deadly pandemic      | ☐☐ Superstition/fear   |
| ☐☐ Dust clouds          | ☐☐ Superweapon         |
| ☐☐ Earthquakes          | ☐☐ Toxic fog/mist      |
| ☐☐ Eldritch corruption  | ☐☐ Tsunami/flood       |
| ☐☐ Famine/drought       | ☐☐ Undead hordes       |
| ☐☐ Horrific infestation | ☐☐ Unstable seasons    |
| ☐☐ Implausible crisis   | ☐☐ Volcanic eruption   |
| ☐☐ Meteorite impact     | ☐☐ War/revolution      |
| ☐☐ Mysterious deaths    | ☐☐ Witch hunt          |



## CRIMES & MYSTERIES

If you're running investigative games, try to build up the story as you progress through the scenario rather than revealing too much in advance. Start by generating the mystery or crime, then roll for clues as you interact with witnesses and examine crime scenes. A criminal's motive might be clear from the start or not revealed until later. Perhaps their *true* motive differs from the *apparent* one!

If you have difficulty matching a table result to the scenario, consider reading the dice in reverse (e.g., 2 3 becomes 3 2), or reroll—or even *choose* something that fits. As always, the tables are there to provide inspiration, not limit creativity.

### GENRE-SPECIFIC CRIMES

Try to interpret the table results in a way that fits your scenario. If this isn't possible (e.g., you roll "cybercrimes" in a medieval setting), replace the crime with something common or specific to the game's genre, such as petty theft or witchcraft.



## UNSOLVED MYSTERIES

### Interpret within the context of the setting...

☐☐ Alien sighting	☐☐ Lost treasure
☐☐ Ancient technology	☐☐ Magical relic/device
☐☐ Astral projection	☐☐ Missing person
☐☐ Bedeviled object	☐☐ Murder-suicide
☐☐ Blood drinkers	☐☐ Occult rituals
☐☐ Cannibalism	☐☐ Phantom hitchhiker
☐☐ Crop circles	☐☐ Psychic visions
☐☐ Cursed land	☐☐ Ritualistic killings
☐☐ Demonic possession	☐☐ Savaged corpse
☐☐ Disappearance	☐☐ Secret door/room
☐☐ Faith healing	☐☐ Spooky woods
☐☐ Forbidden grimoire	☐☐ Sunken ship
☐☐ Ghost vehicle	☐☐ Strange lights
☐☐ Ghostly sighting	☐☐ Unnatural sickness
☐☐ Haunted house	☐☐ Urban legend
☐☐ Horrific mutilations	☐☐ Vanished flight
☐☐ Human sacrifice	☐☐ Violent beast
☐☐ Impossible crime	☐☐ Weird drownings

## SUSPECTED CRIMES

### Interpret within the context of the setting...

☐☐ Armed robbery	☐☐ Hijacking
☐☐ Arson	☐☐ Hostage-taking
☐☐ Assassination	☐☐ Illegal possession
☐☐ Assault	☐☐ Impersonation
☐☐ Blackmail	☐☐ Insider trading
☐☐ Bribery	☐☐ Kidnapping
☐☐ Burglary	☐☐ Money laundering
☐☐ Coercion	☐☐ Murder
☐☐ Conspiracy	☐☐ Piracy
☐☐ Counterfeiting	☐☐ Racketeering
☐☐ Cybercrimes	☐☐ Rebellion
☐☐ Embezzlement	☐☐ Sabotage
☐☐ Espionage	☐☐ Smuggling
☐☐ Exploitation	☐☐ Solicitation
☐☐ Extortion	☐☐ Terrorism
☐☐ Fraud	☐☐ Trafficking
☐☐ Grand theft auto	☐☐ Treason
☐☐ Harassment	☐☐ Vandalism

## APPARENT MOTIVES

### Interpret within the context of the setting...

☐☐ Accidental	☐☐ Intolerance
☐☐ Anger/rage	☐☐ Jealousy/grudge
☐☐ Artistic expression	☐☐ Long-term agenda
☐☐ Convenience	☐☐ Love/passion
☐☐ Curiosity/boredom	☐☐ Lust/desire
☐☐ Desperation	☐☐ Mistaken identity
☐☐ Destroy a rival	☐☐ Paid to do it
☐☐ Disagreement	☐☐ Power/influence
☐☐ Distraction	☐☐ Practice/training
☐☐ Following orders	☐☐ Protect someone
☐☐ Forced to do it	☐☐ Revenge/vendetta
☐☐ Greater good	☐☐ Self-preservation
☐☐ Greed/selfishness	☐☐ Status/prestige
☐☐ Hatred/resentment	☐☐ Stress/fear
☐☐ Honor/pride	☐☐ Teaching a lesson
☐☐ Idealism/morality	☐☐ Tying up loose ends
☐☐ Incidental/random	☐☐ Undermine/ruin
☐☐ Independence	☐☐ Wealth/security

## CRIME SCENE CLUES

### Interpret within the context of the setting...

☐☐ Article of clothing	☐☐ Hair, skin, or fur
☐☐ Blood spatter	☐☐ Hand-written note
☐☐ Bullet or casing	☐☐ Internal organ
☐☐ Carpet fibers	☐☐ Lost button
☐☐ Chemicals	☐☐ Paint or varnish
☐☐ Cigarette butt	☐☐ Photo or picture
☐☐ Claw marks	☐☐ Piece of paper
☐☐ Coins or jewelry	☐☐ Pool of vomit
☐☐ Dark stains	☐☐ Powder or dust
☐☐ Discarded wrapper	☐☐ Receipt or letter
☐☐ Dog-eared book	☐☐ Small card
☐☐ Dry residue	☐☐ Specks of dirt
☐☐ Ear, nose, or eyeball	☐☐ Tire tracks
☐☐ Finger, nail, or claw	☐☐ Tooth or fang
☐☐ Fingerprint	☐☐ Traces of drugs
☐☐ Footprint	☐☐ Verbal statements
☐☐ Glass fragments	☐☐ Video evidence
☐☐ Glove or boot	☐☐ Weapon or tool



## SOCIAL INTERACTION

Conversations can be awkward to handle in solo games, but you don't need to play out a full word-by-word exchange—it's often enough to focus on the general gist of the characters' interaction.

## DISPOSITION & INTERESTS

The first step is to determine the general attitude of whoever you are addressing. If it's not obvious, then roll a d6: "1" is negative, "6" is positive, and anything else is neutral. If someone is *likely* to be hostile, 1-2 (or even 1-3) is negative—and 5-6 (or even 4-6) is positive if they're *probably* friendly.

You can also roll for their subject of interest: If the NPC starts the conversation, they will discuss this subject—and if *you* initiate the conversation, they'll try to incorporate it into the discussion.

If desired, you can also roll for the character's general demeanor and speech/mannerisms, then incorporate those into the narrative as well.



## GENERAL Demeanor

### Interpret within the context of the setting...

☐☐ Accepting/casual	☐☐ Distrustful/fearful
☐☐ Aggressive/pushy	☐☐ Emotional/excitable
☐☐ Aloof/haughty	☐☐ Empathetic/astute
☐☐ Ambitious/eager	☐☐ Energetic/spirited
☐☐ Anxious/restless	☐☐ Forthright/sincere
☐☐ Assertive/confident	☐☐ Gloomy/grumpy
☐☐ Bossy/commanding	☐☐ Hesitant/reluctant
☐☐ Brooding/reflective	☐☐ Impatient/irritable
☐☐ Callous/insensitive	☐☐ Lighthearted/lively
☐☐ Candid/blunt	☐☐ Merry/cheerful
☐☐ Careful/cautious	☐☐ Opinionated/cocky
☐☐ Caring/worrier	☐☐ Passionate/ardent
☐☐ Cold/calculating	☐☐ Relaxed/calm
☐☐ Condescending	☐☐ Self-absorbed
☐☐ Conservative	☐☐ Skeptical/doubtful
☐☐ Cynical/sarcastic	☐☐ Stoic/apathetic
☐☐ Daring/impulsive	☐☐ Thoughtful/discrete
☐☐ Disagreeable/rude	☐☐ Wary/vigilant

## NEGATIVE ATTITUDE

### The character's general attitude involves...

☐☐ Accusations/insults	☐☐ Mocking/taunts
☐☐ Boasts/bluster	☐☐ Threats/intimidation
☐☐ Demands/bullying	☐☐ Yelling/ranting

## NEUTRAL ATTITUDE

### The character's general attitude involves...

☐☐ Boredom/distraction	☐☐ Politeness/civility
☐☐ Inquisitive/nosy	☐☐ Preaching/insistence
☐☐ Joking/teasing	☐☐ Teaching/explaining

## POSITIVE ATTITUDE

### The character's general attitude involves...

☐☐ Assistance/guidance	☐☐ Flirting/flattering
☐☐ Beseeching/groveling	☐☐ Praising/admiring
☐☐ Entertaining/regaling	☐☐ Sympathizing

## SUBJECT OF INTEREST

### Interpret within the context of the setting...

☐☐ Animal/pet	☐☐ Local news/gossip
☐☐ Assault/invasion	☐☐ Murder/death
☐☐ Behavior/sin	☐☐ Mystery/secret
☐☐ Brawl/battle/duel	☐☐ Person/faction
☐☐ Celebrity/luminary	☐☐ Personal agenda
☐☐ Children/relatives	☐☐ Physique/beauty
☐☐ Clue/rumor/story	☐☐ Private matters
☐☐ Courage/heroism	☐☐ Profession/vocation
☐☐ Disaster/accident	☐☐ Quest/adventure
☐☐ Discovery/creation	☐☐ Recent event
☐☐ Disease/sickness	☐☐ Relationship/love
☐☐ Family/heritage	☐☐ Religion/faith
☐☐ Festival/party	☐☐ Resources/property
☐☐ Geography/place	☐☐ Skill/talent/aptitude
☐☐ History/past	☐☐ Status/reputation
☐☐ Intellect/wits	☐☐ Theft/robbery
☐☐ Item/equipment	☐☐ Wealth/treasure
☐☐ Knowledge/study	☐☐ Weather/climate

## SPEECH/MANNERISMS

### Interpret within the context of the setting...

☐☐ 1000 yard stare	☐☐ Mumbles/slurs
☐☐ Always interrupts	☐☐ Often clears throat
☐☐ Avoids eye contact	☐☐ Picks nose/teeth
☐☐ Bites lip/nails	☐☐ Plays with hair
☐☐ Breathes loudly	☐☐ Rubs eyes/mouth
☐☐ Chain smoker	☐☐ Scratches a lot
☐☐ Chews gum/leaves	☐☐ Slouching posture
☐☐ Constant snacking	☐☐ Speaks quietly
☐☐ Cracks knuckles	☐☐ Strokes chin/beard
☐☐ Darting eyes	☐☐ Stutters/pauses
☐☐ Drinks excessively	☐☐ Talks/laughs loudly
☐☐ Drums fingers	☐☐ Taps foot
☐☐ Fiddles/fidgets	☐☐ Touches/traces scar
☐☐ Folded arms	☐☐ Tilts head & frowns
☐☐ Gestures wildly	☐☐ Tugs ear/clothing
☐☐ Giggles/chuckles	☐☐ Twists jewelry
☐☐ Hands in pockets	☐☐ Unusual accent
☐☐ Hums/whistles	☐☐ Whispers/rasps



## CHARACTER NAMES

There are many ways to choose names for NPCs. The quickest method is to make them up, but this can soon become mentally taxing, so some prefer random name generators. There are loads of free ones online, or you can search for popular names by country and create your *own* custom tables.

### NAME GENERATOR

The name generator provided here is designed to fit most Tricube Tales micro-settings, so the real-world names are primarily North American; roll for a forename and surname and look them up on the appropriate table. Each of the entries has two names—the first name is Anglo-American, while the second is Hispanic-American.

The fictional name table is intended for fantasy settings but may also suit science fiction or even horror (e.g., for demon names). Roll twice on the table, combining a prefix and suffix to determine the character's name (e.g., ■■ ■■■ is "Andyn").



## FICTIONAL NAMES

### Roll twice and combine a prefix and suffix...

■■ And (-aer)	■■■ Mord (-ild)
■■ Barth (-ak)	■■■ Ness (-in)
■■ Cart (-alis)	■■■ Nol (-ion)
■■ Cyn (-ard)	■■■ Ord (-ique)
■■ Dar (-as)	■■■ Port (-ith)
■■■ Denn (-astin)	■■■ Quint (-obund)
■■ Eld (-ed)	■■■ Rabb (-ock)
■■ Fill (-egar)	■■■ Roth (-on)
■■ Gal (-en)	■■■ Sard (-ond)
■■■ Gor (-ent)	■■■ Sim (-op)
■■ Haeth (-er)	■■■ Tann (-orish)
■■■ Hord (-eray)	■■■ Thelm (-uis)
■■ Izz (-esia)	■■■ Ulin (-uli)
■■ Jaer (-ey)	■■■ Venc (-un)
■■ Kyn (-ia)	■■■ Vepp (-unak)
■■ Lok (-ian)	■■■ Wald (-ustin)
■■ Lyth (-iek)	■■■ Wern (-utier)
■■■ Mag (-ig)	■■■ Zar (-yn)

## MALE FORENAMES

### Roll and pick one of the two forenames...

■■ Adam/Alonso	■■■ Jeffrey/Jose
■■ Anthony/Andrés	■■■ Jonathan/Leonardo
■■ Benjamin/Antonio	■■■ Joseph/Lorenzo
■■■ Brian/Benicio	■■■ Kevin/Luca
■■ Charles/Bruno	■■■ Matthew/Luciano
■■■ Craig/Carlos	■■■ Michael/Manuel
■■ Daniel/Diego	■■■ Paul/Marco
■■ David/Eduardo	■■■ Phillip/Mateo
■■ Edward/Elías	■■■ Raymond/Mauricio
■■■ Eric/Emiliano	■■■ Robert/Miguel
■■ Frank/Emmanuel	■■■ Shane/Pablo
■■■ Gary/Enzo	■■■ Stephen/Pedro
■■ George/Felipe	■■■ Thomas/Rafael
■■ Gregory/Fernando	■■■ Timothy/Rodrigo
■■ Harold/Francisco	■■■ Todd/Santino
■■ Howard/Franco	■■■ Walter/Sergio
■■ James/Ismael	■■■ Wayne/Simón
■■■ Jason/Jorge	■■■ William/Tadeo

## FEMALE FORENAMES

### Roll and pick one of the two forenames...

■■ Alice/Abigail	■■■ Julia/Julieta
■■ Amy/Adriana	■■■ Karen/Lola
■■ Anna/Alicia	■■■ Katie/Luciana
■■■ Barbara/Amelia	■■■ Kimberly/Luna
■■ Bethany/Aurora	■■■ Laura/María
■■■ Carol/Catalina	■■■ Lisa/Martina
■■ Catherine/Chloe	■■■ Louise/Miranda
■■ Christine/Clara	■■■ Margaret/Natalia
■■ Deborah/Claudia	■■■ Michelle/Nicole
■■■ Diana/Daniela	■■■ Pamela/Olivia
■■ Dorothy/Danna	■■■ Patricia/Penélope
■■■ Elizabeth/Delfina	■■■ Rachel/Rafaela
■■ Emily/Elena	■■■ Rebecca/Regina
■■ Gail/Elisa	■■■ Ruth/Sofia
■■ Grace/Francesca	■■■ Samantha/Valentina
■■ Helen/Gabriela	■■■ Sarah/Violeta
■■ Jennifer/Isabella	■■■ Susan/Ximena
■■■ Jessica/Josefa	■■■ Tiffany/Zoe

## SURNAMES

### Roll and pick one of the two surnames...

■■ Allen/Aguilar	■■■ Lee/López
■■ Anderson/Alvarado	■■■ Little/Madrigal
■■ Baker/Barrios	■■■ Mason/Magaña
■■ Campbell/Burgos	■■■ Miller/Martínez
■■ Clark/Calderón	■■■ Moore/Morales
■■■ Cook/Castillo	■■■ Nelson/Paredes
■■ Davis/Cruz	■■■ Parker/Pérez
■■ Evans/Díaz	■■■ Price/Portillo
■■ Ford/Estrada	■■■ Robinson/Reyes
■■■ Foster/Fernández	■■■ Rogers/Rivera
■■ Gibson/Flores	■■■ Ross/Rodriguez
■■ Green/Garcia	■■■ Scott/Rojas
■■ Harris/Gómez	■■■ Smith/Romero
■■ Hill/González	■■■ Taylor/Salas
■■ Jackson/Guerra	■■■ Thompson/Sanchez
■■ Johnson/Gutiérrez	■■■ Watson/Santiago
■■ Jones/Hernández	■■■ Wilson/Torres
■■■ Kelly/Jiménez	■■■ Young/Vargas



## ARCANE ITEMS & SPELLS

Tricube Tales treats equipment as a narrative tool to justify a character's capabilities, and the player must usually "buy" magic items as perks in order to use them fully. But if magic items are common in your setting, treat them as free perks, and give them a narrowly defined scope (so that they don't overshadow the "real" perks).

To create a magic item, roll for an **Arcane Item** and its **Item Feature**. For weapons or armor, roll for their offensive or protective **Power Trapping**. Other items have an **Arcane Spell** which they can cast with a **Power Trapping**—name the spell, and briefly describe what it does (and its limitation).

## ARCANE SPELLS

### The spell allows the caster to...

☐☐ Animate minion	☐☐ Entangle/entrap
☐☐ Aura/armor	☐☐ Fly/surf/levitate
☐☐ Barrier/wall	☐☐ Forcefield/shield
☐☐ Blind/deafen	☐☐ Heal/repair
☐☐ Bolt/ball/blast	☐☐ Illusion/deceive
☐☐ Communicate	☐☐ Protect/adapt
☐☐ Conceal/obscure	☐☐ Ray/bear/arc
☐☐ Cone/fan/spray	☐☐ Reduce/shrink
☐☐ Control/charm	☐☐ Repel/deflect
☐☐ Create/restore	☐☐ Reveal/identify
☐☐ Destroy/weaken	☐☐ Shapeshift/mutate
☐☐ Detect/sense	☐☐ Sphere/globe
☐☐ Dispel/Banish	☐☐ Stun/confuse/fear
☐☐ Divination/scry	☐☐ Summon/conjure
☐☐ Drain/absorb	☐☐ Teleport/stride
☐☐ Enchant/imbue	☐☐ Touch/strike/smite
☐☐ Endure/resist	☐☐ Transmute/shape
☐☐ Enhance/enlarge	☐☐ Ward/symbol/trap

### With the following limitation/drawback...

- ☐ Causes collateral/environmental damage
- ☐ Drains caster resolve instead of costing karma
- ☐ Requires a focus, raw material, or components
- ☐ Only *directly* targets the caster and their gear
- ☐ Ritualistic and requires a few minutes to cast
- ☐ Requires gestures and/or incantations



## POWER TRAPPINGS

### The spell/item uses or has power over...

☐☐ Acid/magma	☐☐ Insects/bugs
☐☐ Air/wind/gas	☐☐ Life/vitality/health
☐☐ Animal/beast	☐☐ Light/sunlight
☐☐ Birds/airborne	☐☐ Metal/mineral
☐☐ Blades/spikes	☐☐ Mind/thought
☐☐ Blood/ichor	☐☐ Plant/wood/bark
☐☐ Body/flesh/muscle	☐☐ Poison/venom
☐☐ Bone/chitin	☐☐ Shadow/gloom
☐☐ Darkness/void	☐☐ Smoke/fog/mist
☐☐ Death/undead	☐☐ Sonic/sound
☐☐ Earth/clay	☐☐ Soul/spirit/ghost
☐☐ Feeling/emotion	☐☐ Space/cosmic
☐☐ Fire/heat	☐☐ Stone/rock/sand
☐☐ Fish/aquatic	☐☐ Tentacles/monster
☐☐ Force/kinetic	☐☐ Thunder/lightning
☐☐ Gravity/pressure	☐☐ Time/entropy
☐☐ Human/creature	☐☐ Water/liquid
☐☐ Ice/cold	☐☐ Weather/storm

## ARCANE ITEMS

### The item has the following form...

☐☐ Amulet/necklace	☐☐ Leather/light armor
☐☐ Axe/machete	☐☐ Mace/club/hammer
☐☐ Belt/girdle	☐☐ Manual/tome
☐☐ Boots/shoes	☐☐ Metal/heavy armor
☐☐ Bottle/flask	☐☐ Polearm/lance
☐☐ Bow/rifle	☐☐ Potion/oil/dust
☐☐ Bracers/bracelet	☐☐ Quiver/bandolier
☐☐ Cloak/cape	☐☐ Ring/band
☐☐ Crossbow/shotgun	☐☐ Robe/vest/shirt
☐☐ Dagger/knife	☐☐ Scroll
☐☐ Figurine/statuette	☐☐ Shield/buckler
☐☐ Flail/whip	☐☐ Single arrow/bolt
☐☐ Gem/crystal	☐☐ Skull/deck/cube
☐☐ Gloves/gauntlets	☐☐ Sling/pistol
☐☐ Goggles/mask	☐☐ Spear/trident
☐☐ Hat/helm/circlet	☐☐ Staff/scepter
☐☐ Haversack/bag	☐☐ Sword/blade
☐☐ Horn/flute/harp	☐☐ Wand/rod

## ITEM FEATURES

### The item has this distinctive feature...

☐☐ Adamantine/tough	☐☐ Invokes anger/rage
☐☐ Animal motif	☐☐ Light/balanced
☐☐ Animated/living	☐☐ Mundane form
☐☐ Bane (specify foe)	☐☐ Mystical glow
☐☐ Beautiful/artistic	☐☐ Notched/tattered
☐☐ Blood drinker	☐☐ Odd smell/sounds
☐☐ Crudely fashioned	☐☐ Ornate/decorative
☐☐ Distinctive emblem	☐☐ Radiates energy
☐☐ Distorts light	☐☐ Sentient/speaks
☐☐ Emits a faint hum	☐☐ Soul devourer
☐☐ Engraved/runic	☐☐ Spectral/ethereal
☐☐ Gem-encrusted	☐☐ Strange feeling
☐☐ Heavy/awkward	☐☐ Tarnished/rotten
☐☐ Holy/blessed	☐☐ Unholy/demonic
☐☐ Horrific visage	☐☐ Unique appearance
☐☐ Hot/cold sensation	☐☐ Valuable material
☐☐ Inspires dread	☐☐ Vorpel/keen-edged
☐☐ Intricate/detailed	☐☐ Weird/alien design



### DESCRIPTIVE TAGS

If you want to add flavor to people and locations, use the appropriate **Tag** table for inspiration. You can even roll multiple times; if this should lead to contradictory results, treat one as *external* and the other as *internal*—for example, an attractive noble might have an ugly personality, while a decrepit-looking old house could have a modernized and extravagantly decorated interior.

### PERSON TAG TABLE

Interpret within the context of the setting...	
▣▣ Arrogant/proud	▣▣ Injured/sick
▣▣ Attractive/seductive	▣▣ Intoxicated/crazy
▣▣ Brutal/violent	▣▣ Lazy/apathetic
▣▣ Caring/protective	▣▣ Loud/unsubtle
▣▣ Charming/suave	▣▣ Muscular/strong
▣▣ Clever/cunning	▣▣ Nosy/prying

### LOCATION TAG TABLE

Interpret within the context of the setting...	
▣▣ Abandoned	▣▣ Large/sprawling
▣▣ Barricaded/locked	▣▣ Modernized
▣▣ Cheap/slipshod	▣▣ Mysterious/strange
▣▣ Clean/tidy	▣▣ New/renovated
▣▣ Cool/cold/drafty	▣▣ Old/decrepit
▣▣ Crowded/cluttered	▣▣ Old-fashioned

## VISUALIZATION

Tags cover motivation and personality, but if you need help envisioning the NPC's appearance and mannerisms, imagine your game is a movie, and think about which actors you would cast in each role. Write down your NPC's name, followed by their actor's name in brackets.

You can do the same with places. If a region or building reminds you of somewhere in a photo or movie (or perhaps your hometown), make a note of it, and visualize the place when you're playing.

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■■■ Clever/cunning	■■■ Nosy/prying
■■ Clumsy/inert	■■ Overconfident
■■ Cowardly/timid	■■ Paranoid/cautious
■■ Creepy/weird	■■ Pious/righteous
■■■ Cruel/ruthless	■■■ Quick/nimble
■■ Envious/suspicious	■■ Selfish/vain
■■■ Friendly/affable	■■■ Smelly/filthy
■■ Greedy/impatient	■■ Sneaky/devious
■■ Gullible/foolish	■■ Squeamish/fussy
■■ Helpful/supportive	■■ Stubborn/resolute
■■ Hostile/aggressive	■■ Treacherous/tricky
■■ Humble/shy	■■ Ugly/monstrous
■■■ Ignorant/oblivious	■■■ Unfriendly/rude

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





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Interpret within the context of the setting...	
■■ Abandoned	■■ Large/sprawling
■■ Barricaded/locked	■■ Modernized
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■■ Clean/tidy	■■ New/renovated
■■ Cool/cold/drafty	■■ Old/decrepit
■■ Crowded/cluttered	■■ Old-fashioned
■■ Damaged	■■ Overwhelming
■■ Damp/flooded	■■ Polluted/toxic
■■ Demolished	■■ Prominent
■■ Dirty/messy	■■ Scorched/burning
■■ Empty/looted	■■ Secure/guarded
■■ Exposed/open	■■ Small/cramped
■■ Forbidden/closed	■■ Spooky/creepy
■■ Fortified/reinforced	■■ Unassuming
■■ Functional/spartan	■■ Underwhelming
■■ Gloomy/unlit	■■ Vandalized
■■ Imposing/lavish	■■ Warm/hot
■■ Infested/overrun	■■ Well-stocked

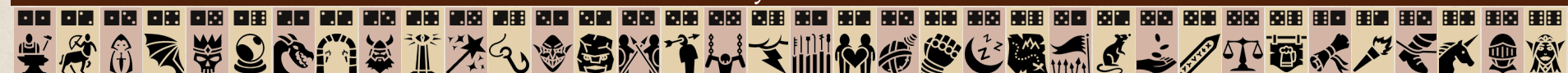
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## GENERIC TWIST TABLES

These solo rules are designed to be paired with one of the Tricube Tales one-page settings, each of which offers a **Twist** table on the back page. If you're using your own setting instead, you will either need to borrow a **Twist** table from another setting, design your own, or use one of the generic **Twist** tables below.

For inspiration, roll two dice on a **Twist** table and use the symbol as an improvisational prompt (you don't need to interpret it literally). For example,   on the fantasy table might indicate someone is scrying on you, or that you need to undertake some reconnaissance, while   on the horror table could mean that someone has left (or discovered) a fingerprint at a crime scene, and   on the science fiction table could represent a bright idea or an intelligent foe.

### Fantasy Twist Table



### Horror Twist Table



## Science Fiction Twist Table

