

SOLIPSTRY

AN INTRODUCTION

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SOLIPSTRY?

Let me regale you with a small tale, oh reader. Once upon a time, on a bright spring day in the mid- 2000's, a boy and his sister got into an argument about which iteration of a popular roleplaying system was superior. After several hours of impassioned argument, they decided that neither version was perfect. The only solution was to create a horrifying Franken-game that was somewhere between the two. A month later, Solipstry was done.

Then their father mentioned offhand that they had only looked at two game systems when creating their new system.

He was right.

Seven years later, a functional version of Solipstry was released to the public. It had gained a truly wonderful artist, a small, but devoted, following, and a lot more polish and structure, and it had lost its spells and some really lame math.

COOL, BUT WHAT IS SOLIPSTRY?

Well, it is a system for a roleplaying game.

Woah, woah, woah. Back up. What is a roleplaying game?

Ah, reader, a roleplaying game is, at its most basic, a chance to tell a communal story and pretend to be someone you aren't, like Halloween once a week at a table covered in cheezey puffs and dice. And maybe with fewer costumes. It is also a great way to spend a few hours with some friends creating inside jokes and memorable stories.

Okay, so what do I need to do this?

In general? A set of dice (a set being a 20-sided die,

a 12-sided die, two 10-sided dice, and one each of eight, six, and four-sided dice; a piece of paper, character sheet, pencil or an electronic device that can emulate those supplies; and a table or piece of floor that is large enough to accommodate you and one to six of your closest, weirdest friends.

A word of warning: If this is your first time playing, you may want to wrangle in someone who has played this or other systems before to be your GM, or Game Master. A GM is the person who plays the world your characters explore. There are much easier systems for first-time GMs to get their feet under them than this one.

That said, if you have GMed before, or feel up to the challenge, Solipstry is a great way to recruit players who are brand new to roleplaying. The flexibility and ability to tailor characters very closely to a vision can really inspire people to get into the story telling that makes roleplaying games so fun.



WHAT MAKES SOLIPSTRY DIFFERENT?

Well, reader, there are a few key differences between Solipstry and other systems.

- **Universe-independent:** Solipstry doesn't prescribe the world your players or characters have to live in. You want to play a roving band of telekinetic sharks robbing trains in the Wild West? Sounds cool, let's do that. Or maybe dinosaurs driving giant mechs through space? We are down with that too. Or maybe you just want to run a classic fantasy game. One with Dungeons and...erm, things to fight. We can do that too.

- **Intuitive character progression:** One of the strangest things about most roleplaying games is the idea of levels. This is where you kill enough goblins that you suddenly and inexplicably get better at swimming and lying. Solipstry works differently.

For every skill in Solipstry, your character gets better the more she uses that skill. This means that if you



kill a bunch of goblins, you may get better at using your weapon, your special Abilities, your shield, or your armor, but you will not get better at convincing people to do things for you.

And, just like real life, when you first start to learn a skill, you progress very quickly, because every bit of knowledge you gain is a huge leap. As you move from proficiency to mastery, skills take more and more work to advance.

Lastly, almost everything in Solipstry is based on skills, and you can choose to emphasize or progress in any skills your character uses. If you want to focus on extremely disparate skills, it is totally possible. Acrobatics, Heavy Armor, and Disguise specialist? Absolutely. Make it happen.

• **Simple:** Very early on, we pledged that Solipstry would only ever take one book and less than 100 pages to play. There is no reason to worry about needing to get additional supplements to support the world you are playing in, or to get the shiny new classes or races. Everything you ever need to play is in one slim volume. Our goal was to be crunchy, or rules-y, enough for veteran players and light enough to avoid overwhelming players who were new to roleplaying games.

WHEN SHOULD I CHOOSE SOLIPSTRY?

I am so glad you asked, reader. See, the thing is, we want to be honest with you. Solipstry is not the end-all, be-all system that some others claim to be. We know that there are things we aren't great for. But, there are a lot of situations that we *are* really great for. Here are some times we suggest pulling Solipstry off the shelf:

- **A mixed group of veteran and brand new players.**

Because Solipstry is built on the bones of other great systems, it is a comfortable system for veteran players. They can spread their creative wings when they want more flexibility than the latest iteration of their go-to system offers them. And, because mechanics and options have been simplified, it is easy to teach new players as well.

- **A campaign in a very unique world or a mash-up between two unlikely genres.**

This is what Solipstry was designed for, for whale pirates in space and gloomy golem worlds where magic is always a sacrifice. This is where the flexibility of Solipstry shines.

- **A campaign in an established universe with great lore and a really unpleasant (or non-existent) set of rules.**

Sometimes mechanics are an integral part of gameplay. They lend depth to the lore that helps a system come alive. Sometimes they really don't. It is so heartbreaking to find a system with really immersive lore and less-than-stellar mechanics. Or to try to run in the world of your favorite novel or TV show, only to have the wonder ruined by lots of math and skill trees. Or to read a great campaign setting that would cost a month's rent to buy all the books to run it. Solipstry can solve these problems.

- **A group that likes to run short campaigns in myriad genres.**

Sometimes groups don't know what they want. Or have rotating GMs. Or like to explore a lot of stories, but don't want to spend three years on each one. With Solipstry, each time your group starts a new campaign, they don't have to buy more supplies and learn a new rules system. They can be ready to go no matter how odd the story is.

WHY IS THE NAME OF THIS THING SO WEIRD?

Between you and me, dear reader, it is a bit of an exercise in pretension. *Solipsism*, as I'm sure you know, is the philosophical conceit that everything that exists is only in your own mind.

Because roleplaying games in general, and this system in specific, really do exist more or less exclusively in your own mind, we decided it was a fitting title.

We believe that everyone has worlds inside them. Not just the figurative worlds of thought and experience, but really cool worlds with mushrooms who evolved into apex predators, or alternate timelines in which Constantinople continued to be a center of civilization and is experiencing an apocalypse or six. There are a lot of options for the worlds in your mind and heart, but whatever they are, we want to help you share them.

You may be thinking to yourself, "I'm not sure this makes any sense, actually." This is a fair enough response. Pretentious or not, we like our name, and it rolls off the tongue well. Plus, it wasn't already taken.

PUT YOUR SYSTEM WHERE YOUR MOUTH IS.

Well, reader, that is slightly rude. But you are right, there are hundreds of systems out there, and dozens of universe-independent systems. Baker's dozens, even. Let's take a look at how a character is born in Solipstry.

Mark (Player): Okay. Cool, so first thing we do is choose the Attribute set that we want. I'm thinking this is a fairly specialized character, he seems to be pretty extreme, so I am going to go with the extreme stat block, 30, 30, 30, 20, 20, 10, 10, 10. I tend to like that anyway, it gives them flaws. Obviously, he needs a high Charisma, so that is 30. Maybe high Dexterity? No, I think Speed, actually. And Luck for the last high stat. He seems like a lucky gambler type.

Rachel (GM): You can never get enough luck.

Mark: Right? And then I guess Dex will be a 10. It's a better story if he is really quick but clumsy and bumbly. Intelligence and Strength can be his other 20s. So that leaves 10 as Constitution, Dex, and then Wisdom.

Rachel: Great, stats are done!

Mark: That was easy. Skills are next, right?

Rachel: Sure. 5 skills to be special skills that start out as 25, and the other ones start at 10. Plus the modifier of the attribute connected to them.

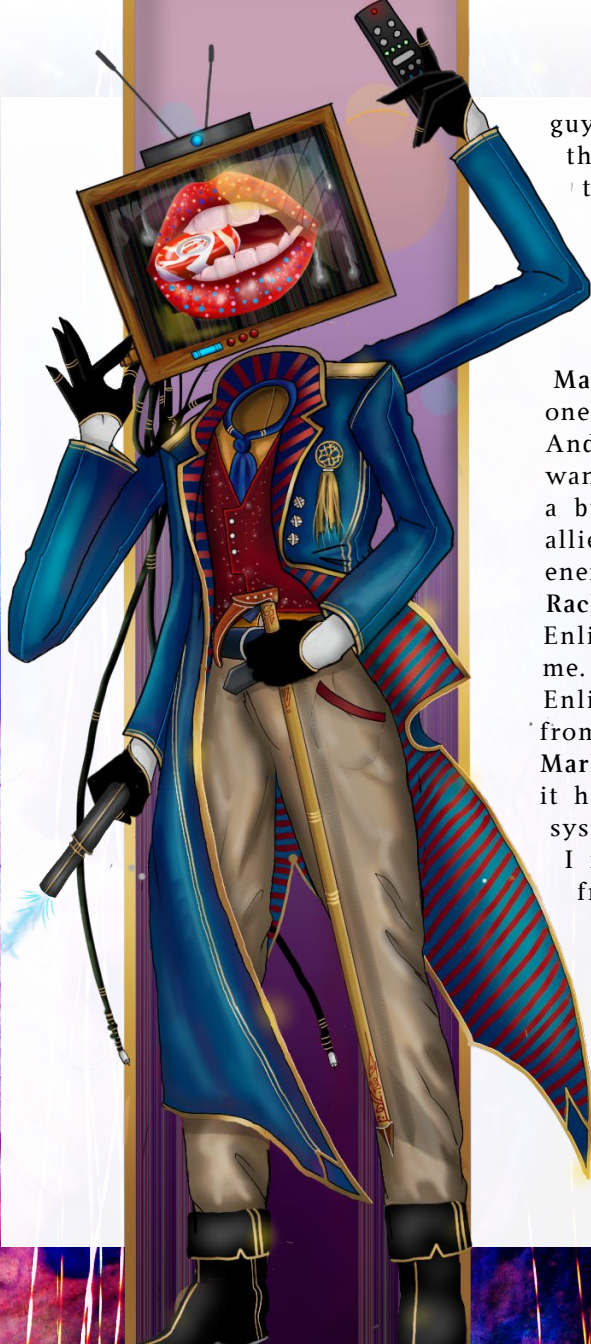
Mark: Cool. So, let's see if the skills that exist cover everything I want him to do. Control seems good; that's an Ability type, right?

Rachel: Right, and Abilities cover the extra special things your character can do. Everything from advanced technology to alchemical reagents, to superpowers, to good old-fashioned wizardry. Control is all about manipulating people and things around you.

Mark: I definitely want that. Oh man, but his Wisdom is pretty bad.

Rachel: That's okay, the extra 25 to start off with is going to be a bigger difference in Skill than the mod is, really. Although Wisdom does govern Ability Points, how much he has to spend to make Abilities happen.

Mark: Hmm. Okay, we will have Control be one of his five main skills. He seems like a mind-control sort of



guy, especially with the remote. And then interaction covers all the lying and scaring and convincing people, right?

Rachel: Yeah.

Mark: Great, that'll be one of the main skills. And in combat I think I want him to be more of a buffer-style, helping allies and messing with enemies.

Rachel: Sounds like Enlightenment to me. Where does his Enlightenment come from?

Mark: Oh, right, because it has to have a belief system behind it, right?

I feel like his comes from karma and luck. He believes that everything is random, but ends up for the best... specifically for him. He seems pretty self-centered. Maybe manipulating the

fabric of chance.

Rachel: Cool! Abilities will help with that as well.

Mark: Yeah. And he should have some way to protect himself, so I think I will give him Destruction. He'll have a lot of Abilities, which maybe he can channel through his cane?

Rachel: Ha! Channel. Because he's a TV. Nice.

Mark: And then I think I'll give him Security. That is used for hacking, right?

Rachel: Yep, as well as traps and locks.

Mark: Great! That's the main skills. The rest are at ten, right?

Rachel: Plus the modifiers, yep.

Mark: Okay. Choosing a race! It is fairly obvious he is of a unique race, especially with four arms, and he seems like a medium creature... But I think I want to make him small, actually. It's fun if he tries to be intimidating.

Rachel: Okay, so he gets a bonus 5 to stealth and 1 to reflex, but his damage die goes down.

Mark: Right. So Stealth would be 10, because it isn't a main skill for him, plus 1 for his Dexterity modifier, and then plus 5 for being small, so 16. Okay. But he has other stuff too, right? And that all comes down to you as the GM?

Rachel: Yeah, the idea is that if you have advantages, you should have equally impactful disadvantages. There's not a science to that or anything, and it can even vary by campaign. If he has extra arms, the fact that he is at least in part an electrical appliance could be used to balance that.

Mark: Sure, an EMP or other discharge could shut him down entirely.

Rachel: Yeah. Or a common disadvantage is the necessity to charge somehow, whether that is plugging in, or if he is solar powered so he has to spend an amount of time in the sun. Or maybe he has a crazy mini nuclear reactor in the

SOLIPSTRY

NAME CANDI3
 PLAYER Mark
 RACE Teleivnoid

HEIGHT 4'3"
 WEIGHT 250
 AGE 1

OCCUPATION Gambler
 ASPIRATION God-emperor of the universe
 BACKGROUND Factory accident gone rogue

ATTRIBUTE	SCORE	MOD
Charisma	30	3
Constitution	10	1
Dexterity	10	1
Intelligence	20	2
Luck	30	3
Speed	30	3
Strength	20	2
Wisdom	10	1

ARMOR CLASS

Heavy Armor AC: 14 + Heavy Armor mod + CON mod
 Light Armor AC: 10 + DEX mod + Light Armor mod
 11 (your average ability)

11

REFLEX

Heavy Armor: 5 SPD + INT + Heavy Armor mod
 Light armor: 10 SPD or DEX mod

14

WILL 10 + WIS mod	11
FORTITUDE 10 + CON mod	11
FORTUNE LUK. mod	
DIURN	
MOVEMENT 3 SPD mod	6
INITIATIVE 3 SPD mod	3
CURRENCY	X

TALLIES	
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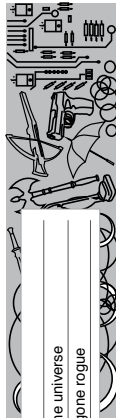
SKILL	ATR.	SCORE	SKILL MOD	TALLIES
Acrobatics	DEX*	11	1	
Athletics	STR	12	1	
Block	SPD	13	1	
Chemistry	INT	12	1	
Control	WIS*	26	2	
Craft	INT	12	1	
Destruction	WIS*	26	2	
Disguise	CHA	13	1	
Engineering	INT	12	1	
Enhancement	WIS*	11	1	
Enlightenment	CHA	26	2	
Escape	DEX*	11	1	
Heavy Armor	CON	11	1	
Interaction	CHA	23	2	
Knowledge	INT	12	1	

ABILITY POINTS	5 WIS score
TOTAL	50
CURRENT	
RESERV	20
INT score	

HIT POINTS	15 CON score
TOTAL	15
CURRENT	

SKILL	ATR.	SCORE	SKILL MOD	TALLIES
Light Armor	SPD	13	1	
Medicine	WIS	11	1	
Melee Weapon	STR	12	1	
Perception	WIS	11	1	
Ranged Combat	DEX	11	1	
Ride/ Drive	DEX	11	1	
Security	INT	27	2	
Sense Motive	WIS	11	1	
Sleight of Hand	DEX*	11	1	
Stealth	DEX*	16	1	
Survival	WIS	11	1	
Unarmed Combat	STR	12	1	
Utility	WIS*	11	1	

WEAPON/ UNARMED	ATTACK	AUGMENT	RANGE	DAMAGE
Canes	+1		melee	1d4*1
ADDITIONAL INFO	two-handed			
ADDITIONAL INFO				
ADDITIONAL INFO				
ADDITIONAL INFO				



back of his head, but if he gets hit there, he is going to have big problems. So, technology is cool because it has built in disadvantages.

Mark: I like that, but what if we went a different direction? I mean, since he is a robot, he wouldn't need to eat or drink or breathe, and I think I would like a disadvantage tied to the fact that he has a remote. Maybe if someone else gets control of it, they can take control of him and shift him around.

Rachel: Physically, or like mind-controlling?

Mark: I think shifting moods, like changing his channels.

Rachel: Okay, so that balances the not needing to eat or drink, right, without power source?

Mark: Yes, but I think he does need to shut down, to sleep, or he takes the same effects as anyone else would.

Rachel: So what about the arms?

Mark: I think he is probably really sensitive to electricity, it hurts him a lot. Is there any way to make that happen?

Rachel: Vulnerabilities are absolutely a thing. If you are hit with electricity, you will take say 5 more damage from it.

Mark: Does that seem fair though?

Rachel: Damage types aren't necessarily abundant, but there's a decent amount in Abilities, and the character flaw of being extremely nervous around electricity, and I think also water, would make up for it. Like, thunderstorms are going to be his worst nightmare.

Mark: Okay, water and electric seems fair.

Rachel: Alright, so vulnerable 5 to electricity and water, and that takes care of race.

Mark: Equipment! Okay, I think he starts with a cane as his starting weapon, so that would be so that would be two-handed, I think, like a baseball bat, which means it starts as a d6, right? Times... oh, I have a 12 in Melee Weapon, so times 1. Which is okay.

Rachel: Right, except you are small, so it is actually a d4.

Mark: Right. Man, that Melee Weapon skill is just not very good.

Rachel: Well, no, but remember, because you start at 12, every time you successfully use it, the skill will increase. The threshold for that skill is only one right now. So a single good fight, and you could be doing 1d4 times 2 in no time!

Mark: That makes me feel slightly better. So shield, I don't think he needs a shield. Ranged weapon, something like a shocker, maybe exploiting a glitch? I don't want to do too much combat stuff. We'll just do the basics. So, a flashlight... Can I build that into the television set.

Rachel: Yeah, like a blank white channel?

Mark: Yeah, like a spotlight circle.

Rachel: Cool. We could also do it as a free Ability, Illuminate.

Mark: Okay! And he has 50 foot of rope.

Rachel: His cords?

Mark: I actually think I want it to be his ascot, like a bad stage magician, he has a collection of scarves and pulls and they just keep coming.

Rachel: Awesome.

Mark: And I don't think I need the 3 days' rations.

Rachel: Well, you could have him have like a pack of batteries for the remote?

Mark: That would be a good thing, because eventually they will run out.

Rachel: Right, he won't need to plug in, he's self-charging, but his remote is not.

Mark: And if the batteries run out, he will die. Which also means he has to have a good bond with a party member so he can be like, hey if I power off, please replace my batteries. I'm assuming it takes two to replace them each time, so maybe 6?

Rachel: I'd be comfortable with him having like a 12-pack of AA.

Mark: Because obviously he is AA. I don't think he'd be able to keep currency around, so we will skip that. I think he is probably a really bad gambler. He's all about manipulating luck other times, but games of chance just ruin him... but he needs armor! Definitely light armor.

Rachel: Maybe some reinforced silk.

Mark: So that is 7+ Speed or Dex mod.. I'll pick speed, plus, Light Armor mod which is just 1. So 11.

Rachel: Yep.

Mark: And then some math.. And Fortune Points are equal to his luck mod, so three. What do those do again?

Rachel: You can use those to add to a roll, increase your defense for a turn, or, if you have five, take an extra standard action. And there are talents that can add on options.

Mark: Okay, cool. So we still have to choose Abilities, right?

Rachel: Yes.

Mark: So we had 25 Control, 25 Destruction, and 10 Enhancement and Utility. So that's two each of the first two and one each of the last, right?

Rachel: Yes.

Mark: Okay. Oh! Well, there we go! We talked about using the shock gun earlier and I decided against it, but this Ability, Disorient, is ranged control, and- Oh, it costs 60 points to cast it. Hm.

Rachel: You can always cast over your max amount. It will stun you until you regenerate enough to be at 0. He can nova, cast it, and spend the next round basically rebooting after he spit out his guts.

Mark: So the question is, is this good enough for that.

Rachel: And how often do you think it'll come up.

Mark: Hm, I'm concerned though because it only hits one person... Oh, I do like Drain Ability though, like he is some

kind of energy vampire, siphoning off the energy from others.

Rachel: Oooh, spooky. I like it.

Mark: It says here hit, 20 Ability points, miss 10?

Rachel: Right, so even if you miss with the attack, they still lose 10 AP.

Mark: Cool. Oh, and mass deafen would be cool, because he has a speaker?

Rachel: Yeah, that's cool.

Mark: Sweet, so that's Control. Destruction!

Rachel: *explosion noises*

Mark: Right. Oooh, I want Gambit. These luck ones are sooo good!

Rachel: It is perfect for this character. There are a few more like that.

Mark: Yeah, Lottery's cost is 125.

Rachel: Ouch, that may be a little too spicy for you.

Mark: I think I am going to do it though, as a big nova. It'll shut him down for the rest of combat, but it's so good.

Rachel: Sometimes, yeah.

Mark: Right. Okay, so Enhancement I get one. I think I want Do-Over, and I get one Utility. Speak seems good, speaking every language for awhile, he just finds the right channel for the moment.

Rachel: Nice!

Mark: So that's Abilities. Now he has to choose Truths.

Rachel: Actually, he doesn't. What truths you have access to are determined by your score, like a threshold. So he gets everything up to 25. That's why they are all printed on the second page of the character sheet there is because everyone sort of gets the same ones.

Mark: Oh, okay, cool. And then you create effects by burning enlightenment points?

Rachel: Yes. And you can take the Talent "Share the

Enlightenment” to apply Truths to you or to your allies, instead of just you.

Mark: Oh right, Talents... Hm, maybe Premonition? Yeah, that seems good. Okay, so we are done, right?

Rachel: Actually, we still have perks for skills, so every skill over 25 grants you an extra special thing. They are all listed in the creation chapter.

Mark: Except in Abilities, right?

Rachel: Right. Getting better Abilities and getting better at using them is enough of a perk.

Mark: Okay, let's get these other ones written down... And then it's just his basics, right? Name and stuff?

Rachel: The most important stuff.

Mark: Okay, so player, that's me. Race will be Televinoid. Height will be 4'3", and his weight will be really high, like 450 or so? The TV is really heavy. And he's super young, like 1 year old. Recently manufactured.

Rachel: Occupation?

Mark: Gambler? If that is an occupation? I think he was a factory accident. He was supposed to be a butler type thing, but they messed up.

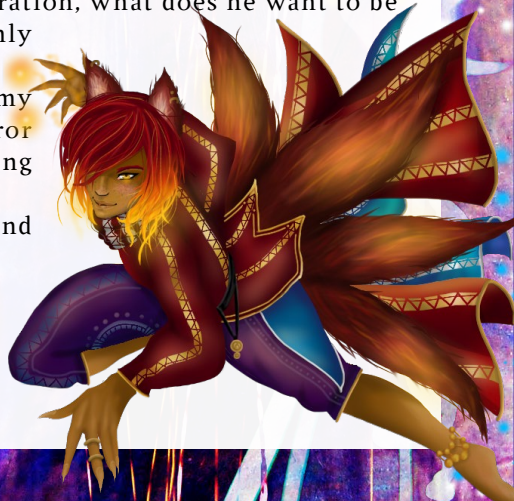
Rachel: Awesome. And aspiration, what does he want to be when he grows up? He's only one, he's a wee baby.

Mark: Mmmmm, well my instinct is to say god-emperor of the universe. And I'm going to roll with that.

Rachel: That seems right. And last, but not least? A name.

Mark: Hm... C-4-N-D-1-3.

Rachel: Cool, I like it. So, this is Candy!



THAT WAS PRETTY COOL.

Yes, dear reader. It sure was. And just think, all this could be yours! Would you like to see another example of what gameplay in Solipstry looks like?

YES, I WOULD.

Great. Feast your eyes, reader.



IS THAT A TEDDY BEAR?

Yes.

Imagine a world in which the only thing that stands between sweet small children and some truly terrible, soul-sucking obliteration is the toys you just can't let go of. A favorite stuffed animal or two, that yellow truck that beeps when it is backing up, maybe a chintzy plastic wand from a movie party last year.

These things are what separates the sweet innocent babes from the cth'nagl, a collection of drippy, spiny, be-tentacled horrors from under the bed and beyond.

Fighting against these horrors are a blue and yellow Fire Tires car, Ryder, who comes complete with button-activated windshield wipers and a trunk that really opens, an old and well-loved teddy bear named Bo, the kindergarten class guinea pig, Fitz, who came home over Winter break, and two Love Bunnies, Shamrock Shimmer and Rosey Revels.

Although they are weary from a long day of playing, they can hear creaking coming from the dark and scary land of Inthe'Closet. The brave adventurers traverse the gloomy wasteland of Onthe'Rug, scattered with sleeping allies, lit only by the soft green fluorescence of the My Little Fairie nightlight. In the otherworldly glow, the normally charming room takes on a sinister cast.

Bo: I'd like to take a peek into the closet. The door is closed, right?

GM: Yes, it is.

Fitz: If you want, Bo, I can use my Phasing Ability on you.

Bo: Yeah, perfect!

Fitz: Okay. I spend 50 Ability Points, and call upon the

spirits of my great Guinea Ancestors, the Pigmystics of Old. Bo, you are Phasing now, so you can move through that door.

Bo: Okay, I am going to move on through. Can I make a Stealth check?

GM: Of course you may.

Bo: I rolled a 12, plus my 2 in Stealth, that gives me 14. And, I suppose Perception. I only have a plus 1 in Perception, and rolled a 4. So that's 5 for Perception. Yikes. What do I see?

GM: You see darkness, mostly. You can faintly see some looming shapes above you. The creaking is definitely louder in here, but with your Perception, the darkness is disorienting and the closet is unfamiliar territory. You aren't sure where the creaking is coming from. Take a tally for Stealth.

Shimmer: I could use my Truth, Detect Evil.

Revel: After all, the power of evil is the opposite of friendship!

Ryder: If cars could feel nausea, I'd headlight-deep in it.

GM: Okay. Detect Evil will tell you if anything nearby actively intends to harm you, Shimmer.

Shimmer: Sure. I spend 20 points from my Enlightenment Pool and use Detect Evil.

GM: Don't forget your Friendship Tidbit. Remember, Enlightenment is based upon your sharing deep wisdom with those around you. Take an Enlightenment tally, and tell me, what is Shamrock Shimmer's friendship fact?

Shimmer: "You're less likely to get killed with friends around!"

GM: We will see about that.

Ryder: Yeah, I glow bright green in your sight, radiating intent to harm you as you prattle off some foolishness about friendship being magical or whatever. Can you rev



an engine derisively? I do that.

GM: As Ryder revs his engine, Bo, you hear a skitter and the sound of tearing fabric from Inthe'Closet, and Shimmer, you see something else start to glow from Inthe'Closet.

Bo: Uh, I'd like to dip back out. I don't want to face whatever this is alone.

Ryder: I want to get ready to turn on my headlights, to use the Illuminate Ability, once I can hear the thing.

GM: Sounds good, Ryder. Bo, as you pass back through the closed door, you hear a deep growling and another swish. Does 12 hit your Reflex?

Bo: No, it doesn't.

GM: Bo, you make it out, just as a loud thunk hits the door. Ryder, you definitely hear that. You see a massive talon start to poke though behind you. Let's roll Initiative.

Bo: I got a 15.

GM: Alright. Shimmer?

Shimmer: 8

GM: And Ryder?

Ryder: 18, baby!

GM: Sweet. Fitz and Rosie?

Fitz: 19.

Revel: Uh... 4.

GM: Yikes. And this thing here has a 14. Alright, Fitz, you will go first with 19.

Fritz: Well, I think the first step is to use an Ability. Maybe Dishearten?

GM: Sweet. So you spend 25 Ability points and then?

Fitz: Make an attack against this thing's Will. Can we see it?

GM: Yeah, it is big and slimy and scaly and hunched. It's eyes are glowing silver. It has long, thick fingers with wicked looking talons at the end, and it is dragging a mess

of slick tentacles behind it like a wedding train.

Fitz: Gross. And it looks like it wants to hurt us?

GM: Yes. It has started making an unpleasant noise, like a car's tires rolling over broken glass, and it is picking up speed as it rushes toward you.

Fitz: Okay, I'm going to Dishearten this thing. So I rolled well, that's a 17 plus my Control mod of 3. So 20?

GM: Heck yeah. What happens? Take a tally and tell me a story.

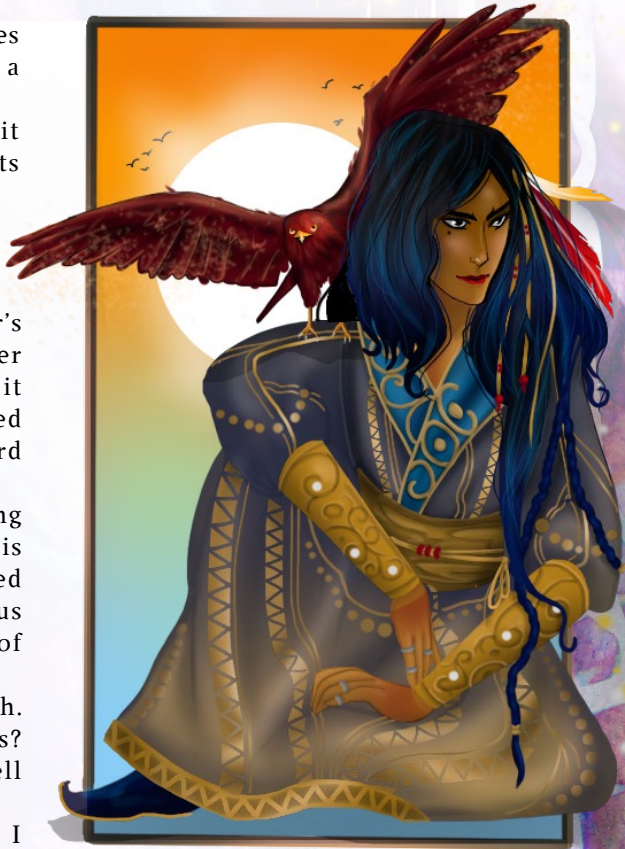
Fitz: Okay, well, I take my little staff

in my tiny guinea paws, and shoot a beam of light at this creepy thing. And he feels really sad about his life and stuff. And now any time he attacks or saves, he takes a -3.

Ryder: Nice, Fitz! So I am going to use an Ability as well. I am going to use Headlights!

GM: Cool, that's the same as Illuminate, right? So that actually scares him off, back into the closet.

Revel: Oh no, friends! Let's go get him!



I WANT TO PLAY, BUT THE THING I WANT DOESN'T EXIST.

No, the thing you want doesn't exist *yet*. See, a system with no connection to any particular type of story or universe has some drawbacks. Basically, we could either:

- Skip some stuff that people will almost certainly want or need, like the mechanics of space travel and the ability to conjure some flying bears.

- Accidentally lean too far into a particular setting, thereby making it more difficult for players and GMs in other settings to use *Solipstry*.

- Publish one 400-page long tome which would be inordinately and prohibitively expensive.

- Publish a billion tiny supplements which would invariably require people to purchase two or three of them regardless of how carefully we tried to group things or what type of worlds people were running.

We chose the first option.

This means, however, that you make up the difference. If there is something you want, an enemy, an Ability, a Talent, a Skill, whatever, it is up to you to make it so. If you are the player, make sure you check in with your GM during this process. Buy them a delightful beverage and sit down to talk with each other like people until you figure it out.

THAT SOUNDS WEIRD. HOW DO I DO THAT?





To be honest, yeah. It can be a little daunting at first. Like most things, though, it isn't so difficult once you break it up.

The first step is to figure out what mechanic works best for the thing you want to make happen. Let's use conjuring a panda as an example.

Conjuration is a common magic in many fantasy systems, but it doesn't really make sense in many other settings, so it isn't in *Solipstry*.

However, if you want to play an old school wizard, or maybe a superhero who uses the force of his spirit to create things in the world around him, conjuring is a must.

Generally, there are four big ways to customize your character. Race, Talents, Abilities, and Skills.

When you choose to customize character's Race, that means that it is innate to that Race. Your character didn't have to learn to do it, and other people of the same Race could do the same thing. It also means thinking about what the trade-off might be for that feature.

If you make a new Talent, it should affect another specific aspect of your Character directly, and be something that extremely specialized training or modification could teach someone.

If you make something an Ability, it should be a special power, something that directly affects the world around your character, or affects your character in a way beyond the scope of normal beings.

If you choose to make a new Skill, it should be something that anyone in your universe could conceivably learn to do, and something that one could improve at with practice.

In the example of my classic conjuration wizard, you might create a skill, Conjunction, with the same rules as the other types of Abilities.

Then, you could create a handful of Abilities with the help of your GM to balance the cost of the Ability with the effect.

For example, your GM might decide that Summon Panda is a cost of 20, but the panda only lumbers around looking for bamboo and falls off of stuff. Basically, it would be an adorable, fluffy distraction.

However, if you spend 75 Ability Points, maybe you could summon a significantly scarier grizzly bear, who can attack for you as long as you spend 15 Ability Points each round you keep him summoned. Or maybe he only lasts a number of rounds equal to your Conjunction modifier. It's up to you and your GM to decide.

SO WHAT NOW?

I think you are ready to begin, reader. Go make something new, have fun, and let us know what you think!



“I think the market has been looking for something in about this level of complexity for a while now.”

-A Fan

“Solipstry is the system that turned me into a full-stack

GM”

-Zack Lovisa