

## HOW TO PLAY

### Goals

A traveling party needs a purpose. To generate your party's motivation, roll on the Party Goals Table, or come up with your own. As soon as a goal is accomplished, replace that goal with another one.

### Character Responses

A character's response is their emotional, social, or mental reaction to a situation. Whenever a character's response is uncertain, roll 1d10 on a character's Response Chart. Roll during encounters, party discussions, NPC interactions, etc.

### Conflict ratings

Each response and NPC reaction has a conflict rating that increases (+) or decreases (-) the tension in a situation. During every encounter or interaction, sum the +/- symbols of the characters, animals, friends, and foes. A + and a - cancel each other out. If the end result is at least + + + +, a violent encounter begins.

*Example: The party (Stan and Goldfish) meets a trading courier. The player rolls responses for Stan (Flexible --) and Goldfish (Violent + + + +). The player rolls a mood roll for the Courier (Wary + +). Stan's -- and the courier's ++ cancel one another out, so the total conflict rating is + + + +, meaning a violent encounter begins.*

### Skill checks and saves

Whenever a character attempts something risky or endures something difficult, make a Skill Check or a Save against that character's most relevant Stat or Save number. Follow all normal procedures related to Stat Checks and Saves as outlined in the Cloud Empress Rulebook.

### Tracking successes and failures

Whenever a character is successful during a Stat Check or Save, mark an 'S' in the Party Morale box on the character sheet. Whenever a party member fails a Stat Check or a Save record an 'F' in the Party Morale box. Record these results chronologically.

## LOCATION SELECTION

When a Party Goal requires a random location, roll on the appropriate tables below.

**Populated location.** Whenever the party enters a populated location, roll 1d10. On the result of 5 or lower, gain a new party member (max 4).

1. Tack Town [B18]
2. Brownbearded Cran's Manor [B42]
3. Fort Snek [W19]
4. Dredgeopolis [W27]
5. Old Old Town Bunker [R18]
6. Order of the Broken Bread Hideout [W37]
7. Brood Monk camp [T15]
8. Harborville [T28]
9. Absolution Village [B15]
10. Acorn Village [B21]

### Rustbucket

Roll 1d20 and use the corresponding hex on the Rustbucket map.

### Random

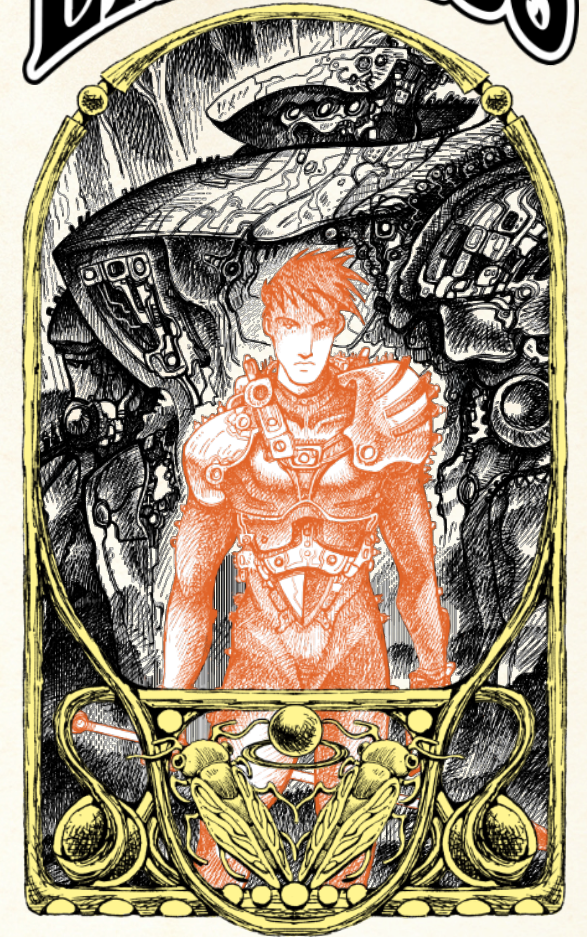
Roll 1d12 for the x coordinate (count from left to right), and 1d10 for the y coordinate (count from top to bottom). If the location of the goal doesn't make sense with the selected hex, re-roll until it does.

## Party Goals

1d10	Action	What	Where
1-2	Deliver...	1-2. a large item 3-4. a priceless item 5-6. a person or corpse 7-8. a random item 9-10. a message	1-5. From one random populated location. 6-10. From one populated location to a random location.
3-4	Find...	1-2. a missing person 3-4. an ancient relic 5-6. an important person or rival 7-8. lost knowledge 9-10. natural beauty	1-2. in the Breadbasket. 3-4. in the Weeds. 5-6. In the Thickwood. 7-8. In the Rustbucket. 9-10. In a random location.
5	Warn...	1-2. of rampaging Imago. 3-4. of the waking Sleeping giant. 5-6. of an impending military attack. 7-8. of slippery weather on the horizon. 9-10. of a dangerous Lordling or Magician.	A random populated location.
6	Steal...	1-2. a stockpile of chalk 3-4. an ancient relic 5-6. a crest 7-8. a weapons stockpile 9-10. a tank	1-5. from a random location. 6-10. from a random populated location.
7	Plan...	1-2. a farmerling festival. 3-4. a joining ceremony. 5-6. a lordling dinner 7-8. a military offensive. 9-10. a naming ceremony.	1-5. In a random location 6-10. In a random populated location
8-9	Collect chalk.		1-4. From the Eastern Feeding Grounds 5-9. From the Western Feeding Grounds 10. From a random location
10	Hunt...	1-2. an ancient Imago in the Thickwood. 3-4. a fleshthresher in the Breadbasket. 5-6. a sniper-crow in the Breadbasket. 7-8. ten crab rats in the Rustbucket. 9-10. a Lordling in the Weeds.	

## ECOLOGICAL SCIENCE FANTASY RPG

# CLOUD EMPRESS



## SOLO PROTOCOL

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## SOLO PROTOCOL

Cloud Empress Solo Protocol enables you to play the *Cloud Empress Ecological Science Fantasy Roleplaying* game on your own. With the Solo Protocol you play as an entire traveling party simultaneously. To play, you'll need a copy of the *Cloud Empress: Rulebook*, the *Cloud Empress: Land of Cicadas* setting book and a Solo Protocol character sheet (downloadable at [cloudempress.com](http://cloudempress.com)). Take the group actions (travel, hunt & gather, rest) just as you would in a multiplayer game.

## GENERATING YOUR TRAVELING PARTY

1. Give your traveling party a name and record it.
2. Generate 2–3 characters using the character creation instructions in the *Cloud Empress Rulebook*. Record each character's stats, saves, AP, and some high-level details of the character's gear on a Solo Protocol character sheet.
3. Roll 1d10 for each party member's outlook. Their outlook determines why a character might leave the traveling party.
4. Fill in each character's Response chart. To create each character's chart:

First, roll 1d100 to determine the type of response.

Then, roll 1d6 to determine the probability of that response, outlining that many chart segments. Write the response name and conflict rating (the number of +'s or -'s next to it) in that outlined section.

Repeat this process, each time outlining the next section of the chart, until the entire circle has been divided into different response types. If your d6 roll exceeds the remaining number of segments, simply outline the remaining segments.

*Example: You roll a 62 (Violent + + + +) and a 5 (50% probability) for your character, Goldfish. You outline the first half of the circle and write "Violent + + + +" inside that outlined section. Then you roll a 31 (Guilty +), and a 3 and record the result. Finally, you finish the chart with a roll of 24 (Creative --), and a 4, outlining just the remaining two segments.*

## 1d10 OUTLOOKS

1	<b>Optimist.</b> This character leaves the party upon the completion of 3 goals.
2	<b>Pessimist.</b> This character leaves the party whenever the party fails three times in a row.
3	<b>Wild card.</b> This character has no set response profile. Roll 1d100 from all available responses in each encounter and interaction. This character leaves the party when they die or the party is disbanded.
4	<b>Follower.</b> This character is devoted to another party member and will leave when they leave.
5	<b>Protector.</b> When another party member would die or leave the party, this character leaves instead.
6	<b>Ambitious.</b> This character leaves the party whenever the party succeeds three times in a row.
7	<b>Thrill-seeker.</b> If the total number of successes and failures are ever equal, this character leaves the party (min. 5 each).
8	<b>Self-preservationist.</b> If this character ever has two wounds simultaneously, they leave the party.
9	<b>Half-hearted.</b> When the party achieves its next goal, this character leaves the party.
10	<b>Craven.</b> When this character would die from a wound, another character dies instead.

## 1d100 CHARACTER RESPONSE TYPES

00–01	Adaptive (--)	50–51	Trusting (--)
02–03	Brave (-)	52–53	Agitated (++)
04–05	Charming (---)	54–55	Aggressive (++++)
06–07	Collected (--)	56–57	Argumentative (++)
08–09	Compassionate (--)	58–59	Arrogant (++)
10–11	Confident (-)	60–61	Bitter (++)
12–13	Creative (--)	62–63	Broken (++)
14–15	Decisive (-)	64–65	Brutal (++++)
16–17	Deductive (-)	66–67	Critical (++)
18–19	Direct (-)	68–69	Dishonest (++++)
20–21	Ethical (--)	70–71	Emotional (+)
22–23	Flattering (---)	72–73	Frightened (++)
24–25	Flexible (--)	74–75	Guilty (+)
26–27	Friendly (--)	76–77	Haughty (++)
28–29	Heroic (-)	78–79	Haunted (+)
30–31	Honest (-)	80–81	Idealistic (++)
32–33	Humble (---)	82–83	Jealous (+)
34–35	Inspiring (-)	84–85	Jumpy (++++)
36–37	Knowledgeable (-)	86–87	Manipulative (++++)
38–39	Mercantile (-)	88–89	Obsessive (++)
40–41	Observant (--)	90–91	Protective (+)
42–43	Patient (---)	92–93	Stealthy (+)
44–45	Practical (--)	94–95	Suspicious (++)
46–47	Prepared (--)	96–97	Unforgiving (+)
48–49	Professional (--)	98–99	Violent (++++)

## NPC MOOD TABLE (SOLO)

1d10 Roll on the Mood Table whenever an NPC's attitude is uncertain.

1	Generous (---)
2	Friendly (--)
3	Curious (-)
4	Needy
5	Disinterested (+)
6	Wary (+)
7	Afraid (++)
8	Defensive (++++)
9	Aggressive (++++)
10	Cruel (++++)

## Gem the Wise

## Full Grown

NAME & ALIAS

AGE

*She/her*

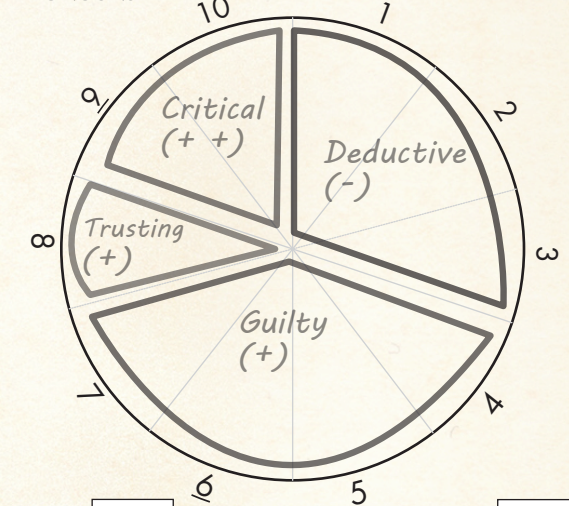
*Self-Preservationist*

*Sellsword*

PRONOUNS

OUTLOOK

JOB



MIND	22	ARMOR	0
HEART	19	REALITY	22
STRENGTH	30	FEAR	25
SPEED	48	BODY	56
		DAMAGE	
		WOUNDS	
		STRESS	

JOB CONDITION:

*When friends see you Panic, they must make a FEAR SAVE or they PANIC too.*

SKILLS:

*Blades, Street Savvy, Singing, Medicine*

GEAR (max 10):

*Prison rags (0 AP), ankle manacles, 2 stolen military hand bombs (1 Wound), a radio emitting dental implant, a stick of chalk.*

Notes, spells, and consequences:

*Escaped from a Cloudling prison, Spells: Sleepy Clone Shape, traveling with a massive Imago drinking horn*