

Solo Player One-Shot Creation Mechanism: The Pursuit *for NowUltraRPG*



BOZBAT GAMES

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for NowUltraRPG

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You will need ‘NowUltraRPG’ rules which can be found at:

(<https://bozbat.com/lite-rpg-system/nowultrarpg/>); and

perhaps the ‘Bestiary for Fiends and Phantasms &

NowUltraRPG — FREE’ which might be useful

(<https://bozbat.com/lite-rpg-system/bestiary-for-fiends-and-phantasms-nowultrarpg-free/>)

Introduction

This is not an adventure or even an adventure setting, but a framework that helps to create a solo player one-shot adventure, providing concrete examples of situations, obstacles, and NPCs. This will help a GM quickly generate a unique and engaging pursuit scenario without much notice, however, the GM will still need to expand upon the ideas. Perhaps this framework will do nothing other than plant a seed. I decided to add some pre-generated Characters to speed things up if need.

Premise: The Character(s) is/are currently being pursued.

Instructions for the GM or Player for quick setup: Roll a die (d4, d6, d8, or d10 as indicated) for each of the following categories to establish the core elements of your chase scenario. Some rolls may be re-rolled during the adventure as the situation evolves (e.g., for new obstacles or escape routes). This may result in a beginning of a campaign rather than a one-shot – it's up to the GM and Players to decide.

1. Who is pursuing the Character(s)?

(Roll 1d10) This roll determines the primary nature of your pursuers, with specific examples and details from the sources.

1-2: Rival Human Criminals

- **Situation:** The Character(s) is a jewel thief who encounters a team of 1d4 experienced criminals, who are also after the same objective. They could be involved in a tense standoff or a shootout. These criminals might be working for

a different employer, or even the same duplicitous benefactor.

3-4: Law Enforcement (Police/Security)

- **Situation:** The Character(s) is pursued by the city police after alarms are triggered.

5: Organized Criminals / Warlord's Forces

- **Situation:** The Character(s) is confronted by a vicious criminal kingpin with his bodyguard of 1d6+4 thugs.

6: Supernatural Creatures

- **Situations:** Roll 1d6 to find out if the Character(s) is chased by:
 - (1-2) **Zombies**, which might be "Non-Dead Zombies" created by a drug company experiments and in the area,
 - (3) Vampires might lurking in the area,
 - (4-5) 1d4 **Wights** attack.
 - (6) A **Segmented Ground Worm** surfaces in the area and attacks.

7: Technologically Enhanced Foes / Cyborgs

- **Situation:** The Character(s) breaks into a warehouse (perhaps out of curiosity or for theft) and confront an Armored Automaton guarding the warehouse entrance. If successful in entering the warehouse 1d4 bionically enhanced Machine-Warriors. In one of 5 locked room there is are two large Cyborg Dogs defending a

workshop with valuable blueprints. In another room there is a formidable Cyborg Spider in a "Top Secret Room" that must be entered through a hidden door – lots of treasure.

8: Agents of a Secret Organization / Conspiracy Cult

- **Situations:** The target location is a front for a secret organization dealing with supernatural artifacts, its agents could pursue the Character(s) to retrieve a powerful magical object. Alternatively, a local dark cult might be after certain items for "bizarre demonic rituals," such as stolen pages from a rare book.

9: Unexpected / Minor Adversaries

- **Situation:** The Character(s) is being pursued by a gang of local children who are working of a professional forger who uses the area to manage his business, and the children to warn him of any threats.

10: Undercover Agents / Betrayers

- **Situation:** The "rival thieves" pursuing the Character(s) might actually be undercover FBI agents investigating a crime boss and offering the Character(s) a deal to cooperate.

AFTER DETERMINING THE SCENARIO, THE PLAYER(S) NEEDS TO SELECT A CHARACTER OR CREATE ONE; OR PERHAPS THE GM AND THE PLAYERS CAN CONTINUE THE CREATION

PROCESS TO THE END, AND THEN SELECT OR CREATE A CHARACTER.

2. Where is the Character(s)?

(Roll 1d6) This roll sets the general environment for the pursuit, offering specific locations and details.

1-2: Dense Urban Core

- **Situation:** The pursuit could weave through the Museum District with lots of expensive restaurants, trendy bars, hotels, and of course police and security guards.

3-4: Urban Fringe / Commercial Area

- **Situations:** Roll a 1d4:
 - (EVEN) The Character(s) is in a suburban commercial area with a single large shopping mall with a few large industrial parks nearby, or
 - (ODD) a suburban area with a number of small shops, restaurants and industrial sites nearby.

5-6: Rural / Wilderness (Open, Forest)

- **Situations:** Roll a 1d4:
 - (EVEN) The chase takes place in undeveloped countryside, characterized by a few abandoned factories, a few ruined farmhouses, and a wasteland of old abandoned agro-industrial sites.

- (ODD) A farmstead near a National or State Park with a vast forest with a few developed but seldom used tracks, but mostly game trails. These areas may feature isolated civilians or roaming bands of looters.

3. How close are the pursuers?

(Roll 1d4) This determines the immediate urgency of the situation, focusing on relative proximity and its implications.

1: Just Spotted

- **Description:** The pursuers have just been seen by the Character(s) (or vice-versa) at a long distance (e.g., several blocks in a city, across an open field in rural areas). The Character(s) has a moment to assess and plan their initial move.

2: Closing In

- **Description:** The pursuers are within clear sight, actively gaining ground, but still some distance away. The Character(s) needs to make decisions quickly to maintain their lead.

3: On Your Heels

- **Description:** The pursuers are very close, almost within arm's reach or a single sprint away (e.g., in the next "space" or "square" in NowUltraRPG chase rules). Immediate, decisive action is required to avoid capture or confrontation.

4: Engaged!

- **Description:** The pursuers have caught up and are initiating physical contact or attack (melee or close-range missile attack). The Character(s) is in direct combat or a grappling contest immediately.

4. What routes might the Character(s) take to escape?

(Roll 1d8) This roll suggests immediate escape options available to the Character(s), heavily influenced by the chosen setting.

1: Public Street / Main Road

- **Situations:** The Character(s) could flee down wide, well-trafficked thoroughfares offering speed but high visibility and potential for vehicle or pedestrian interference.

2: Narrow Alleyways / Side Streets

- **Situations:** Escaping through tight, winding passages between buildings that offer concealment but risks dead ends or ambushes.

3: Rooftops / Multi-story Buildings

- **Situations:** Routes involving vertical movement across building tops or through multiple floors.

4: Underground / Sewers / Basements

- **Situations:** Confined, often dark, and potentially hazardous subterranean passages which might lead to an abandoned underground cistern or railway station.

5: Utility Right-of-Way / Construction Site

- **Situations:** Areas with exposed pipes, electrical lines, or ongoing construction, such as the machine shops and storage areas filled with construction materials. These offer numerous obstacles and rough terrain but often less direct surveillance.

6: Railroad Tracks / Industrial Area

- **Situations:** Industrial areas with active or disused railway lines, train yards, or general industrial sites presenting unique hazards and large, mobile cover.

7: Park / Green Space

- **Situations:** Well tended areas with trees, bushes, water features, and open lawns. These offer opportunities for hiding and breaking line of sight.

8: Abandoned Buildings / Ruins

- **Situations:** Large, often dilapidated structures filled with clutter and debris, providing cover and complex interior navigation.

5. What obstacles will confront the Character(s)?

(Roll 1d10) This provides a specific, immediate detail about the environment or situation that can influence the pursuit.

1: Environmental Hazard (e.g., severe weather, hazardous terrain, low light)

- **Situations:** Inclement weather like rain, fog, or snow could reduce visibility and make surfaces slippery.

2: Crowds / Moving Obstacles

- **Situations:** This could involve pursuit through a busy street, some public venue like a sporting arena, a bus or train station, a market place, or a mall creating a challenge for both Character(s) and pursuers.

3: Locked Doors / Security Systems

- **Situations:** The Character(s) might encounter sophisticated intrusion alarms, video surveillance, or access control systems requiring advanced hacking or specialized tools.

4: Direct Confrontation / Combat Encounter

- **Situations:** The Character(s) could be forced into a shootout with rival thieves, alerted security/police, a risk of confrontation with militiamen at checkpoints, angry neighbors in a spotty urban area potentially escalating to

combat. Perhaps even a confrontation with supernatural Monsters could occur.

5: Unexpected Event / Trap

- **Situations:** This could involve an ambush by waiting enemies, running into a dead-end street, or a pre-arranged trap. Perhaps, a car crash or sudden loud noise might create unwanted attention. A power outage might affect create unexpected darkness or system failures.

6: Moral Dilemma / Social Challenge

- **Situations:** The Character(s) might face a decision whether to pay a bribe to a policeman or other authority figure or risk a fight. Finding a nervous young boy (Timmy) or other civilian to share information. Dealing with a wary local without resorting to violence... hopefully. Or perhaps even face a choice between saving an innocent bystander instead of escaping.

7: Physical Barrier (e.g., walls, broken stairs, difficult climb)

- **Situations:** The Character(s) might need to climb the walls a secure area, navigate a complicated warehouse, crawling into a basement creating a physical challenge, breaking through sturdy steel doors requiring a significant physical effort.

8: Technological Glitch / Disruption

- **Situations:** Old security systems could malfunction or be difficult to interface with, requiring Hacking skills, or the Character(s) may have to deal with a non-functioning transport in a hostile environment.

9: Supernatural Manifestation

- **Situations:** A dangerous NPC empowered with a strange 'magical' power might attempt to curse the Character(s) if they act against his interests. Perhaps the area itself is somehow cursed with a "strange silence" where sound is consumed by the dead. Special abilities like "Create Illusion" or "Create a 'Real' Projection" could be used by foes, confusing the environment.

10: Unique Creature or Monster (immediate encounter)

- **Situations:** The Character(s) could be immediately confronted by a Golem or some other Monster in what seemed like a safe place. This should be a specific dangerous creature relevant to the setting.

6. Is the Character(s) searching for a MacGuffin; if so, what?

(Roll 1d6, then 1d6 if 'Yes') This determines if the Character(s) has an objective beyond mere escape, and what that objective is.

- **Roll 1d6 for "Is the Character(s) searching for a MacGuffin?"**
 - **EVEN:** No, the Character(s) is simply trying to escape and survive.
 - **ODD:** Yes, the Character(s) is trying to acquire or secure a MacGuffin. (If Yes, roll on the table below).
- **If Yes, Roll 1d6 for "What kind of MacGuffin?"**
 - **1: Valuable 'Magical' Artifact**
 - **Examples:** A magical weapon. other magical items, legendary items such as the Spear of Destiny, Arc of the Covenant, or the Hand of Saint Peter, countless priceless artworks stolen from conquered lands, or scientific/technological miracles weapons.
 - **2: Rare Book, Document, or Art**
 - **Examples:** A priceless painting, missing pages from a valuable first edition medieval book, the original copy of a modern book which contains secret instructions from the author, designs for advanced rocketry, or ancient 'lost' books

on magic, sorcery, demonology, and necromancy, or lost jewelry from royal treasures.

- **3: Cure / Formula / Secret Data**
 - **Examples:** The serum to cure some terrible disease, a "white paper" detailing horrible experiments and methods for creating 'living' zombies, or secrets regarding drug companies running illegal experiments among impoverished populations.
- **4: Monetary / Resource Cache**
 - **Examples:** Lots of gold, platinum, or silver bars found in a locker in some abandoned warehouse or secret bunker.
- **5: Personal Item / Loved One**
 - **Examples:** A sick family member afflicted with an 'incurable' disease, a lost family heirloom desired for sentimental reasons.
- **6: Evidence of a Conspiracy**
 - **Examples:** Evidence to prosecute doctors for their unethical experiments, proof against a famous crime boss or corrupt political leaders, or uncovering that an important social institution is actually a front for a secret organization.

7. What other challenges/obstacles must be overcome?

(Roll 1d8) These challenges often layer on top of the immediate pursuit and MacGuffin objective.

1: High-Stakes Skill Checks

- **Situations:** The Character(s) might need to perform difficult Hacking checks to bypass security systems (alarms, cameras, access control) or the keypad of a vault door. Maintaining Stealth is crucial to avoid motion sensors, video surveillance, guards, or zombies. Deception can mislead security guards or deflect attention. Raw Physical prowess needed for climbing, running (e.g., through crowded streets or hazardous terrain), or breaking through physical barriers.

2: Social / Negotiation Dilemma

- **Situations:** The Character(s) may need to use Communication skills to resolve conflicts with police, security guards, etc. (perhaps with bribes or pleas for restraint) or to convince local civilians to offer aid. Negotiating with rival thieves could be an option during a museum standoff. The Character(s) might need to persuade a lunatic with careful social interaction to avoid a confrontation.

3: Resource Depletion

- **Situations:** The Character(s) could face limited cash where ATMs are rare or non-existent, shortage of ammunition for firearms or other specialized equipment that could run low during or after extended combat encounters, or loss of other important resources.

4: Time-Sensitive Objective

- **Situations:** The target of a theft needs to be secured before it's moved. Dealing with a disease that could spread, but where there is a cure that is most effective in early stages. A stolen item needs to be delivered to the buyer/employer within a very short amount of time.

5: Unmasking a Betrayer / Fake

- **Situations:** The Character(s) might discover that the item they stole is a clever forgery that was swapped before the heist. They could learn that a mysterious employer also hired the rival thieves, playing both sides. Alternatively, the "rival thieves" might actually be undercover FBI or CIA agents.

6: Intense Combat Sequence

- **Situations:** The Character(s) could be forced into a shootout with rival thieves, museum security, and police. Battling a rival gang boss

and his thugs. Confrontations with multiple supernatural Monsters such as zombies, vampires, wights, etc.

7: Environmental Navigation Challenge

- **Situations:** Navigating the complex floor plan of the target facility. The countryside is a "wasteland of abandoned villages, farms, and small industrial sites requiring careful navigation. A secret underground bunker is a maze of rooms, passageways, and locked store rooms. Flooding caused by torrential rains.

8: Moral Compromise

- **Situations:** During a shootout on a bus, train, or airplane, the Character(s) risk hitting the driver/pilot or innocent passengers. Success might require causing harm to innocents, or perhaps the very opposite – taking morally ambiguous actions. Using a very dangerous weapon despite its danger.

8. How might the adventure end?

(Roll 1d6) This roll determines the overall resolution and outcome of the pursuit and the adventure.

1-2: Clear Success

- **Description:** The Character(s) achieves their primary objective, such as escaping the pursuers, successfully retrieving the target item, and exposing villains. They are generally safe

from immediate threats and may receive promised rewards or a sense of accomplishment.

3: Ambiguous Victory

- **Description:** The Character(s) escapes or achieves part of the objective, but with significant unresolved questions. Perhaps they discover the item they obtained was a forgery, that there is a larger conspiracy, or new dangers emerging in the world (e.g., unleashing forces).

4: Narrow Escape

- **Description:** The Character(s) gets away by the skin of their teeth, potentially injured (suffering damage to Hit Points or Strength Stat), having lost the valuable item, or barely surviving a critical encounter with powerful foes. The immediate threat is gone, but the objective may or may not have been fully achieved.

5: Capture / Confrontation

- **Description:** The Character(s) is caught or captured, or are forced into a direct, decisive confrontation with their primary pursuers or the main antagonist leading to a final, high-stakes encounter or a cliffhanger for a future adventure.

6: Failure / Retreat

- **Description:** The Character(s) fails to achieve their objective, or is forced to abandon it and

retreat. This might involve suffering losses, facing ongoing consequences, or realizing the mission is impossible under current circumstances.

Five Pre-Generated Level 1 Characters

The Player(s) can choose one of the following pre-generated characters to embody for this one-shot adventure, or create a new Character using the rules.

Name: James "Jaws" Miller

Heroic Class: Strong & Tough

Occupation: Military

Level: 1

Stats:

Strength (STR): 16 (+3 Bonus)

Dexterity (DEX): 12 (+1 Bonus)

Mind (MIND): 12 (+1 Bonus)

Armour Class (AC): 11 (10 + DEX Bonus)

Hit Points (HP): 20 (STR Stat 16 + 4)

Melee Attack Bonus: +6 (STR Bonus + Level + 2 for Talent)

Missile Attack Bonus: +4 (DEX Bonus + Level + 2 for Talent)

Skills (Skill Rank = Level + Occupation/Heroic Class Bonus):

Physical: +2 (1 Level + 1 Occupation)

Subterfuge: +1 (1 Level)

Knowledge: +2 (1 Level + 1 Occupation)

Communication: +1 (1 Level)

Key Talents (Choose two from Military): Personal Firearms and Specialty Military Weapons Proficiency, Martial Arts.

Wealth: \$12,500 (Wealth Factor: d4+2. Rolled 3+2=5; 5 * \$2500)

Name: Chloe "Dash" Evans

Heroic Class: Fast

Occupation: Athlete

Level: 1

Stats:

Strength (STR): 12 (+1 Bonus)

Dexterity (DEX): 16 (+3 Bonus)

Mind (MIND): 12 (+1 Bonus)

Armour Class (AC): 13 (10 + DEX Bonus)

Hit Points (HP): 16 (STR Stat 12 + 4)

Melee Attack Bonus: +4 (STR Bonus + Level + 2 for Talent)

Missile Attack Bonus: +6 (DEX Bonus + Level + 2 for Talent)

Skills (Skill Rank = Level + Occupation/Heroic Class Bonus):

Physical: +3 (1 Level + 2 Occupation)

Subterfuge: +1 (1 Level)

Knowledge: +1 (1 Level)

Communication: +1 (1 Level)

Key Talents (Choose two from Athlete): Run, Gymnastics.

Wealth: \$30,000 (Wealth Factor: d4+2 * d4Exploding.

Rolled (2+2)=4, then 3 for exploding die; 4 * 3 * \$2500)

Name: Dr. Oliver "Prof" Hayes

Heroic Class: Smart

Occupation: Academic

Level: 1

Stats:

Strength (STR): 10 (0 Bonus)

Dexterity (DEX): 12 (+1 Bonus)

Mind (MIND): 16 (+3 Bonus)

Armour Class (AC): 11 (10 + DEX Bonus)

Hit Points (HP): 14 (STR Stat 10 + 4)

Melee Attack Bonus: +3 (STR Bonus + Level + 2 for Talent)

Missile Attack Bonus: +4 (DEX Bonus + Level + 2 for Talent)

Skills (Skill Rank = Level + Occupation/Heroic Class Bonus):

Physical: +1 (1 Level)

Subterfuge: +1 (1 Level)

Knowledge: +3 (1 Level + 2 Occupation)

Communication: +1 (1 Level)

Key Talents (Choose two from Academic): Research, Languages (e.g., German, French).

Wealth: \$20,000 (Wealth Factor: d6+4. Rolled 4+4=8; 8 * \$2500)

Name: Vincent "Vinnie" Black

Heroic Class: Cunning

Occupation: Criminal

Level: 1

Stats:

Strength (STR): 12 (+1 Bonus)

Dexterity (DEX): 14 (+2 Bonus)

Mind (MIND): 14 (+2 Bonus)

Armour Class (AC): 12 (10 + DEX Bonus)

Hit Points (HP): 16 (STR Stat 12 + 4)

Melee Attack Bonus: +4 (STR Bonus + Level + 2 for Talent)

Missile Attack Bonus: +5 (DEX Bonus + Level + 2 for Talent)

Skills (Skill Rank = Level + Occupation/Heroic Class Bonus):

Physical: +1 (1 Level)

Subterfuge: +5 (1 Level + 1 Heroic Class + 3 Occupation)

Knowledge: +0 (1 Level – 1 Occupation)

Communication: +1 (1 Level)

Key Talents (Choose two from Criminal): Stealthy, Picking Locks.

Wealth: \$30,000 (Wealth Factor: d10 * d4Exploding. Rolled 6 for d10, then 2 for exploding die; 6 * 2 * \$2500)

Name: Grace "Doc" Kelly

Heroic Class: Dedicated

Occupation: Emergency Services

Level: 1

Stats:

Strength (STR): 14 (+2 Bonus)

Dexterity (DEX): 13 (+1 Bonus)

Mind (MIND): 12 (+1 Bonus)

Armour Class (AC): 11 (10 + DEX Bonus)

Hit Points (HP): 18 (STR Stat 14 + 4)

Melee Attack Bonus: +5 (STR Bonus + Level + 2 for Talent)

Missile Attack Bonus: +4 (DEX Bonus + Level + 2 for Talent)

Skills (Skill Rank = Level + Occupation/Heroic Class Bonus):

Physical: +2 (1 Level + 1 Occupation)

Subterfuge: +0 (1 Level – 1 Occupation)

Knowledge: +4 (1 Level + 1 Heroic Class + 2 Occupation)

Communication: +1 (1 Level)

Key Talents (Choose two from Emergency Services):

Treat Illness or Injury, General Repair and Maintenance.

Wealth: \$17,500 (Wealth Factor: d4+4. Rolled 3+4=7; 7 * \$2500)

