Solo Campaign Frameworks

Choose one framework or blend elements to create your own.

1. Lone Wanderer

Concept: You're a solo explorer, trader, or exile surviving across settlements. Build reputation, gather resources, and carve out a place in the world.

Structure:

- Session = one mission or journey
- Track reputation with factions (5-point scale: hostile to allied)
- Build resource stockpile over time
- Long-term goal: establish home base, gain faction membership, or achieve legendary status

Key Mechanics:

- Use Mission Generator for each session
- Track water tokens, equipment, and faction standing
- Introduce recurring NPCs (allies, rivals, contacts)
- Catch your breath = arrive at new settlement or find shelter

2. Settlement Caretaker

Concept: You manage a small outpost (20-50 inhabitants). Deal with resource shortages, external threats, and internal disputes.

Structure:

- Session = one crisis (water shortage, superstorm, diplomatic incident)
- Track settlement resources: Water (1-10), Power (1-10), Provisions (1-10)
- Track population morale (1-10)
- Long-term goal: achieve stability (all resources 7+) or relocate

Key Mechanics:

- Use Complication Tables to generate crises

- Each session, roll d6: 1-2 = resource depletes 1 point, 3-4 = stays same, 5-6 = improves 1 point
- Morale changes based on how you resolve crises
- Catch your breath = one week passes, resources shift

3. Caravan Escort

Concept: You're a trader or guard protecting caravans between settlements. Navigate weather, predators, and politics.

Structure:

- Session = one journey segment (settlement to settlement)
- Create route map with 3-5 waypoints per journey
- Roll for complications at each waypoint
- Track cargo (type and value), employer reputation
- Long-term goal: join caravan guild, establish trade monopoly, or retire wealthy

Key Mechanics:

- Use Location Generator for waypoints
- Use Environmental Events and Predator Encounters at each waypoint
- Catch your breath = reach settlement, resolve cargo delivery
- Build relationships with recurring employers and rivals

4. Ruin Seeker

Concept: You investigate ancient Earth technology and Duskaran mysteries. Explore Deep Roads, day-side ruins, and alien structures.

Structure:

- Session = one expedition into dangerous location
- Use loot checks to find clues and artifacts
- Build mystery over multiple sessions (e.g., "What caused the *Stellar Horizon* to crash?")
- Track discoveries in journal
- Long-term goal: decode major mystery, recover legendary artifact, or publish findings

Key Mechanics:

- Use Location Generator (focus on ruins, caves, day-side)
- Use Complication Tables for environmental hazards
- Introduce rival explorers and faction interference
- Catch your breath = return to settlement, catalog findings

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