

# All-purpose 1-Page Monster AI for Solo Roleplaying Games



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## How to Use

These simple tables provide a set of guidelines & randomization options for enemy AI and behavior during combat. They are designed to be abstract so they can work with a variety of RPG systems and combat scenarios. Because of this, however, some interpretation and improvisation is required. If a roll doesn't make sense for a particular enemy, re-roll, or simply do what makes the most sense. Common sense and logic should always take precedence.

On each monster's turn, follow steps below to determine the monster's behavior and target.

## Step 1: Is behavior obvious?

Is it completely obvious what the monster should do this turn? If so, **do that**. Otherwise, go to **Step 2**.

## Step 2: Strategy (D20)

**1: Panic:** If monster has < half HP, it must succeed on a DC 15 Wisdom saving throw or it attempts to flee combat. If successful, treat roll as *Defensive / Subterfuge*.

**2: Reckless / Wild:** Monster changes targets and performs *Basic Attack*.

**3: New Approach:** Monster changes weapons or general strategy if possible (ex: switches from melee to ranged weapon). If doing so would put it at risk, or if the meaning of this would not be immediately clear, treat roll as *Basic Attack*.

**4-5: Defensive / Subterfuge:** Monster focuses on defense, cover, or an opportunity to hide, ambush, or sneak attack etc. Uses shield or defense items if able.

**6: Helpful:** Monster prioritizes supporting or aiding its allies, if it can do so without putting itself at increased risk or danger.

**7: Sacrifice:** Monster prioritizes supporting or aiding its allies, regardless of the risk.

**8-20: Basic Attack.** Monster attacks its target.

## Step 3: Pick Target (D20)

If monsters need to choose a target, roll on this table.

**Once a target is acquired, monsters will remain focused on that target until:**

- their **Strategy** roll potentially requires a new target
- current target becomes incapacitated or unconscious
- monster is unable to attack the current target

**1-4: Random:** random target (*Tip: use the value, 1-4, to determine which specific PC*).

**5-12: Nearest:** prioritizes enemies by distance (closest first).

**13-16: Vulnerable:** prioritizes targets by which appear the weakest / most vulnerable (best guess).

**17-18: Revenge:** prioritizes targets that most recently attacked the monster.

**19-20: Strategic:** prioritizes targets it can likely do the most damage to while also providing itself the best defensive options (best guess).



**If monster is humanoid  
or capable of strategy,  
add 5 to Pick Target roll.**

(If a final tie break between multiple targets is needed, roll for it randomly.)