

ORACLES

CHAOS FACTOR

The Chaos Factor table and mechanic is from Morning Coffee Solo Variations.

Generally speaking, high chaos (here represented by a smaller die) means things are going badly for your PC. Low chaos means things are going well.

In this system, the chaos factor influences the likelihood of scenes running as planned, as well as the likelihood of modifiers and random events on Yes/No questions. Unlike Mythic, it does not change the likelihood of getting a yes or a no.

CHAOS FACTORS

Chaos Factor	Chaos Die
Boring ^a	d20
Under Control	d12
Average	d10
Out of Control	d8
Madness	d6
Abject Chaos ^a	d5 ^b
Plaything of the Gods ^a	d4

^a Optional chaos settings

^b Roll a d10 and divide by 2, rounding up

SCENE SETUP

After setting up your scene, roll the chaos die against one of these tables to test your expectations.

- *Mythic* generates Interrupt and Altered scenes with similar frequencies to the Mythic system.
- *Mythic & PUM v2* adds complications and challenges from the Plot Unfolding Machine v2 to the Mythic altered and interrupt scenes.
- *PUM v3* generates outcomes from Plot Unfolding Machine v3. This is the least Mythic-like option.

You will need a copy of the Plot Unfolding Machine to use the two PUM tables. This is particularly the case for the *PUM v3* table.

MYTHIC

Chaos	Outcome
1, 2	Interrupt
3, 4	Altered
5+	As expected

MYTHIC & PUM v2

Chaos	Outcome
1	Unexpected complication ^a
2	Interrupt
3	Altered
4	More challenging ^b
5-11	As expected
12+	Even better ^c

^a Roll on PUM *Scene Complication* table, consult Mythic detail tables, or otherwise add complications.

^b Roll on PUM *Challenge Type & High Stakes* tables, add a skill challenge, or somehow make the scene more challenging.

^c Similar to the *PC Positive* events in Mythic.

PUM v3

Chaos	Outcome
1	Subject is <i>Revelation</i>
2	Consider <i>Circumstance</i>
3	The area is <i>Describe</i>
4	Who shows up, and <i>Intent</i>
5+	As expected
12+	And also <i>Goal</i>

Bold and italicized items indicate the tables to roll in PUM v3.

YES OR NO

First determine the odds of success, then roll a d6 and the chaos die. In the event that the chaos die is a d6, use different colors to tell the dice apart.

OUTCOME (1d6)

Odds	Yes if
Certain	2+
Likely	3+
50/50	4+
Unlikely	5+
Doubtful	6

QUALIFIER

Chaos Die	Qualification
1, 2	Exceptional
3	And ... something good
4	But ... something bad
5+	Unmodified
Oracle and Chaos die match	Random event