Ginger Tea Solo Variations v5.4.3

Introduction

I HAVE USED THE MYTHIC system for a long time. I love the creativity and modularity of that system, but I have always felt just a little unsatisfied with the way that the chaos factor changes the likelihood of getting a yes. I also wanted a system that was simpler to use, with less reliance on modifiers, multiple dice, and tracking of numeric chaos factors.

Morning Coffee Solo Variations (MCSV) comes very close to what I wanted. Rather than a moving chaos factor and modifiers, it has an elegant system of chaos dice. When the chaos factor changes, move the chaos die up or down a step ranging from d4 to d20. The chaotic outcomes for scene setup and Yes/No questions use fixed numbers for each result. This makes the outcomes easier to remember.

In the original MCSV, modifiers or complications occur too frequently for my preference. I have reduced the odds to be a close match to Mythic.

In the spirit of Morning Coffee Solo Variations, I have called this mashup the *Ginger Tea Solo Variations* (GTSV), since I was drinking ginger tea at least some of the time while working on this.

Chaos Factor

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 when asking an oracle question.

If you are just starting an adventure and don't know what the chaos level is, then *Average (d10)* is a good choice.

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 this table to test your expectations. This table generates interrupt, altered, and unmodified scenes with comparable frequencies to the original Mythic system.

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

Oracle

The Yes/No oracle is used to answer questions about your RPG world, the characters, and events within it. Unlike Mythic, the odds of yes or no are not altered by the chaos factor.

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.

Note that the *Extreme Yes* and *Extreme No* results of Mythic are hiding in this system. If the outcome is positive and you get *and something good...*, then that's an *Extreme Yes*. If the outcome is negative and you get an *and something bad...*, then that's an *Extreme No*. Unlike Mythic, this system also gives mixed results that can be interpreted as *success with a cost* and *failure with a consolation*.

Outcome (1d6)

Odds	Yes if Oracle die rolls
Certain	2+[a]
Very likely	2+
Likely	3+
Unsure	4+
Unlikely	5+
Very unlikely	6
Impossible	6[b]

a Roll 2d6 and discard the **lowest** die before checking for complications.
b Roll 2d6 and discard the **highest** die before checking for complications.

Complications (Chaos Die)

Chaos die	Complication
1	And something good...
2	And something bad...
3+	No complication
Oracle and Chaos die match	Random event

Appendix A: Probabilities

Yes/No Oracle
Chance of a Yes

This table shows that the GTSV Yes/No oracle has roughly the same chances of a *Yes* result as the Mythic Variations 2 Fate Check for the same named odds.

Chance of a Yes at Chaos Factor 5

Odds	Mythic Variations Fate Check	GTSV
Impossible	3%	3%
Nearly impossible	10%	—
Very unlikely	21%	17%
Unlikely	36%	33%
Unsure	55%	50%
Likely	72%	67%
Very likely	85%	83%
Nearly certain	94%	—
Certain	99%	97%

Chance of a Modifier

In all tables the highest chaos factor is on the left, decreasing towards the lowest setting on the right.

As with the chance of a yes, the chance of getting an exceptional or unmodified result is very similar between Mythic and GTSV across all comparable chaos levels. The chance of a random event is slightly lower in GTSV.

Note that when comparing the modifier probabilities, the approximate match between *Mythic Variations II* chaos factors and GTSV chaos is:

Equivalent Chaos Factors

Chaos Level	Mythic Fate Check	GTSV
Under Control	3	d12
Average	4	d10
Out of Control	5	d8
Madness	6	d6

A Note on Column Totals

In the following tables, adding all percentages in a column should total to 100% since this is the total chance of anything happening at all. In some cases it may appear that the total is not 100%. There are a few reasons for this:

- I have rounded the fractional results to whole numbers. Rounding errors then make it appear as though things don't quite add up. The software I use to calculate these results gives the precise fractional odds. For example there is a $1/48$ chance of a *random & exceptional* outcome with chaos die d8.
- In MCSV and GTSV, random events occur independently of other outcomes. The chance of the main outcomes totals 100% while the random events have their own separate pool. They occur or not in combination with one of the main outcomes.
- The *Random* chance in the GTSV table is the total chance of any random event happening at all. This is the sum of all the separate random event combinations.

Modifier	Chaos 6	Chaos 5	Chaos 4	Chaos 3
Unmodified	64%	70%	76%	82%
Exceptional	15%	12%	10%	8%
Random	21%	18%	14%	12%

GTSV

Modifier	d4	d5	d6	d8	d10	d12	d20
Unmodified	50%	60%	67%	75%	80%	83%	90%
Exceptional	25%	20%	17%	12%	10%	8%	5%
But …	25%	20%	17%	12%	10%	8%	5%
Random	17%	17%	17%	12%	10%	8%	5%

SCENE SETUP

GTSV SCENE OUTCOMES

Note that I am primarily comparing to the newer *Mythic Variations II Fate Check*. In this system, the chaos factor only varies between 3 and 6.

Once again, within the range of *doubtful* to *certain* (Mythic *very unlikely* to *likely*), the chances of scene alterations are roughly similar when comparing Mythic and GTSV. They are not as close as with the Yes/No oracle, but they are close enough to feel similar in play.

MYTHIC GME SCENE SETUP PROBABILITIES

Modifier	Chaos 6	Chaos 5	Chaos 4	Chaos 3
Interrupt	30%	20%	20%	10%
Altered	30%	30%	20%	20%
Unmodified	40%	50%	60%	70%

CLASSIC

Outcome	d4	d5	d6	d8	d10	d12	d20
Interrupt	50%	40%	33%	25%	20%	17%	10%
Altered	50%	40%	33%	25%	20%	17%	10%
Unmodified	0%	20%	33%	50%	60%	67%	80%