Ginger Tea Solo Variations

A *Mythic*, *Morning Coffee Solo Variations*, & *Plot Unfolding Machine* Mashup

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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. Additionally, I 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. However, MCSV just gives the *and ...*, *but ...*, and *random event* modifiers for Yes/No questions. I always liked the *exceptional* results in Mythic, so I have modified the qualification table to add *exceptional* as an option.

Additionally, the probabilities of *and ...* and *but ...* modifiers in MCSV are much higher than I like. In this system they occur half as often, but combined with the *exceptional* result, there are still plenty of things happening.

I also like some ideas in the excellent Plot Unfolding Machine (PUM), so I have incorporated a few of those here, but in a way that only works for people who also have a copy of PUM. My tables direct you to look up additional results in the PUM tables. These are all options, so this system can work without PUM as well. Just don't use those optional scene alteration tables (tables 2 and 3).

For scene setup, which PUM wonderfully calls *Expectation Checking*, both Mythic and MCSV stick with the options of *interrupt scenes*, *altered scenes*, and *as expected*. PUM adds a number of other interesting outcomes which I have drawn on to add three different scene setup tables. You will need a copy of PUM to fully use those tables

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.

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.

- The *Classic* table 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.

Table 1: Classic

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

Table 2: 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.

Table 3: PUM v3

Chaos	Outcome
1	***Subject*** is ***Revelation***
2	Consider ***Circumstance***
3	The area is ***Describe***
4	***Who*** shows up, and ***Intent***
5 – 11	As expected
12+	And also ***Goal***

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+
Unsure	4+
Unlikely	5+
Doubtful	6

Qualifier

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

Appendix A: Probabilities

A note on formatting

Yes, I know the formatting is all over the place in this section. Some of the probability tables are too wide for the two-column layout, but I can't seem to get the DnD 5e LaTeXtemplate tables to play nicely with one-column layouts. I'm sure I can sort it out with some work, and maybe I will do that one day. But for now ...

Yes/No Oracle

Chance of a Yes

These tables show that within the range of *doubtful* to *certain* (Mythic *very unlikely* to *likely*), the GTSV Yes/No oracle has roughly similar outcomes.

Mythic Variations 2 Fate Check at Chaos Factor 5

Odds	Chance of Yes
Impossible	3%
No way	10%
Very unlikely	21%
Unlikely	36%
Unsure	55%
Likely	72%
Very likely	85%
Sure thing	94%
Has to be	99%

GTSV

Odds	Chance of Yes
Doubtful	17%
Unlikely	33%
Unsure	50%
Likely	67%
Certain	83%

Closest Equivalent Named Probabilities

Mythic Fate Check	GTSV
Very unlikely (21%)	Doubtful (17%)
Unlikely (36%)	Unlikely (33%)
Unsure (55%)	Unsure (50%)
Likely (72%)	Likely (67%)
Very likely (85%)	Certain (83%)

Chance of a Modifier

Note that the current version of GTSV gives much higher chances of oracle modifiers. Also note that in GTSV, random events can occur independently of other modifiers, further increasing the chance that something other than a straight yes or no answer will be obtained.

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 answer modification within the range of *doubtful* to *certain* (Mythic *very unlikely* to *likely*) is very similar between Mythic and GTSV.

Mythic Variations 2 Fate Check

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

GTSV

Modifier	d4	d5	d6	d8	d10	d12	d20
Exceptional	25%	20%	17%	12%	10%	8%	5%
Random Event	17%	17%	17%	12%	10%	8%	5%
Unmodified	25%	40%	50%	62%	70%	75%	85%
And ...	25%	20%	17%	12%	10%	8%	5%
But ...	25%	20%	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%

Table 1: GTSV Classic (Mythic) Scene Setup

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

The following two tables can't really be compared to the previous results, since the number of possible scene variation outcomes is much larger.

Table 2: Mythic & PUM v2 Scene Setup

Outcome	d4	d5	d6	d8	d10	d12	d20
Unexpected complication	25%	20%	17%	12%	10%	8%	5%
Interrupt	25%	20%	17%	12%	10%	8%	5%
Altered	25%	20%	17%	12%	10%	8%	5%
More challenging	25%	20%	17%	12%	10%	8%	5%
As expected	0%	20%	33%	50%	60%	58%	35%
Even better	0%	0%	0%	0%	0%	8%	45%

Table 3: PUM v3 Scene Setup

Outcome	d4	d5	d6	d8	d10	d12	d20
Subject is Revelation	25%	20%	17%	12%	10%	8%	5%
Consider Circumstance	25%	20%	17%	12%	10%	8%	5%
The area is Describe	25%	20%	17%	12%	10%	8%	5%
Who shows up, & Intent	25%	20%	17%	12%	10%	8%	5%
As expected	0%	20%	33%	50%	60%	58%	35%
And also Goal	0%	0%	0%	0%	0%	8%	45%