

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 chaos factor that needs to be tracked, and that provides a moving target for interpretation during rolls, it has an elegant system of chaos dice. When the chaos factor changes, move the chaos die up or down a step 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.

So here I have mashed up some ideas from Mythic, MCSV, and the excellent Plot Unfolding Machine (PUM), hopefully without infringing on the intellectual property of any of those.

For scene setup, what 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 use the PUM v3 table.

I may add additional oracle tables as inspiration and whim strike, but I have nothing planned right now.

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 |