Ginger Tea Solo Variations v3.0

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. 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 optional, 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.

> You will need a copy of the Plot Unfolding Machine to use tables 2 and 3.

Classic

Use the *Classic* scene setup table for a traditional Mythic feel. You get interrupt, altered, and unmodified scenes with comparable frequencies to the original Mythic system.

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

Classic with a Twist

This scene setup table adds complications and challenges from the Plot Unfolding Machine v2 to the Mythic altered and interrupt scenes.

A classic feel with a new twist.

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.

Narrative

This table generates outcomes from Plot Unfolding Machine v3. This is the least Mythic-like option. The options here have a narrative feel, putting plot, action, characters, and conflict at the forefront.

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

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.

Standard Oracle

Outcome (1d6)

Odds	Yes if Oracle die rolls
Certain	2+
Likely	3+
Unsure	4+
Unlikely	5+
Doubtful	6

Standard Qualifiers (Chaos Die)

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

Deceptive Oracle

Nearly identical to the standard oracle, this version gives an ambiguous or deceptive answer when a 4 is rolled on the chaos die.

An ambiguous result means you should treat whatever answer you receive as unclear or uncertain. Your character may not have enough information to know the answer, or you may need to ask again later when more events have transpired. Alternately, you might introduce a skill check or challenge to have the character learn the answer in-game.

A deceptive result means the answer you obtained will somehow appear in the game as its opposite. If you ask "Is the chest trapped?" and get a deceptive no, then it may mean the chest appears to be trapped when inspected, but the trap has malfunctioned and may as well not be there. A deceptive yes to "Is it raining?" might mean it isn't raining now, but a sudden storm will appear very soon.

If you can't think of an ambiguous or deceptive result right away, then feel free to ignore it, and treat your answer as unmodified.

Deceptive Qualifiers (Chaos Die)

Chaos Die	Qualification
1	Exceptional
2	And ... something good
3	But ... something bad
4 and Oracle die is **even**	Deceptive
4 and Oracle die is **odd**	Ambiguous
5+	Unmodified
Oracle and Chaos die match	Random event

Appendix A: Probabilities

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.

A Note on Column Totals

In these 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 four main outcomes totals 100% while the random events have their own separate pool. They occur or not in combination with one of the four main outcomes.
- The *Total Random Event 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.

Mythic Variations 2 Fate Check

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

GTSV Standard

Modifier	d4	d5	d6	d8	d10	d12	d20
Unmodified	25%	40%	50%	62%	70%	75%	85%
Exceptional	25%	20%	17%	12%	10%	8%	5%
And ...	25%	20%	17%	12%	10%	8%	5%
But ...	25%	20%	17%	12%	10%	8%	5%
Total Random Event Chance	17%	17%	17%	12%	10%	8%	5%
Random & Exceptional	4%	3%	3%	2%	2%	1%	1%
Random & And...	4%	3%	3%	2%	2%	1%	1%
Random & But...	4%	3%	3%	2%	2%	1%	1%
Random & Unmodified	4%	7%	8%	6%	5%	4%	2%

GTSV Deceptive

Modifier	d4	d5	d6	d8	d10	d12	d20
Unmodified	0%	20%	33%	50%	60%	67%	80%
Exceptional	25%	20%	17%	12%	10%	8%	5%
And ...	25%	20%	17%	12%	10%	8%	5%
But ...	25%	20%	17%	12%	10%	8%	5%
Deceptive	12%	10%	8%	6%	5%	4%	2%
Ambiguous	12%	10%	8%	6%	5%	4%	2%
Total Random Event Chance	17%	17%	17%	12%	10%	8%	5%
Random & Exceptional	4%	3%	3%	2%	2%	1%	1%
Random & And...	4%	3%	3%	2%	2%	1%	1%
Random & But...	4%	3%	3%	2%	2%	1%	1%
Random & Unmodified	4%	7%	8%	6%	5%	4%	2%

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%

The following two tables can't really be compared to the previous results, since the number of possible scene variation outcomes is much larger. However, the general trend of reduced complications and increased good outcomes is seen as chaos moves from high to low.

Classic with a Twist

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%

Narrative

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%