

# Ginger Tea Solo Variations

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

Daniel

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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 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 I 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, 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 <sup>a</sup>	d20
Under Control	d12
Average	d10
Out of Control	d8
Madness	d6
Abject Chaos <sup>a</sup>	d5 <sup>b</sup>
Plaything of the Gods <sup>a</sup>	d4

<sup>a</sup> Optional chaos settings

<sup>b</sup> 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 <sup>a</sup>
2	Interrupt
3	Altered
4	More challenging <sup>b</sup>
5 – 11	As expected
12+	Even better <sup>c</sup>

<sup>a</sup> Roll on PUM *Scene Complication* table, consult Mythic detail tables, or otherwise add complications.

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

<sup>c</sup> Similar to the *PC Positive* events in Mythic.

### PUM v3

Chaos	Outcome
1	<b>Subject</b> is <i>Revelation</i>
2	Consider <i>Circumstance</i>
3	The area is <i>Describe</i>
4	<b>Who</b> shows up, and <i>Intent</i>
5 – 11	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+
Unsure	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



# APPENDIX A: PROBABILITIES

## YES/NO ORACLE

### PROBABILITY OF YES IN *MYTHIC VARIATIONS 2* FATE CHECK AT CHAOS FACTOR 5

Odds	Probability 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%

### PROBABILITY OF YES IN GTSV

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

### CLOSEST EQUIVALENT NAMED PROBABILITIES BASED ON CHANCE OF A YES

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%)

## SCENE SETUP

### PROBABILITIES OF DIFFERENT SCENE OUTCOMES FOR EACH CHAOS DIE

#### MYTHIC SCENE SETUP TABLE

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

#### MYTHIC & PUM v2 SCENE SETUP TABLE

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

#### PUM v3 SCENE SETUP TABLE

Outcome	d4	d6	d8	d10	d12	d20
Subject is ...	25%	17%	12%	10%	8%	5%
Consider ...	25%	17%	12%	10%	8%	5%
The area is ...	25%	17%	12%	10%	8%	5%
Who shows ...	25%	17%	12%	10%	8%	5%
As expected	0%	33%	50%	60%	58%	35%
And also goal	0%	0%	0%	0%	8%	45%