

GINGER TEA SOLO VARIATIONS v2.3.3

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. 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.

- 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 tables 2 and 3.

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 <i>Revelation</i> |
| 2 | Consider <i>Circumstance</i> |
| 3 | The area is <i>Describe</i> |
| 4 | Who 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 | Exceptional |
| 2 | And ... something good |
| 3 | But ... something bad |
| 4+ | 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

| 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% |

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% |
| 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.

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% |