

# CHAOS

CYPHER SYSTEM GAME MASTER EMULATOR



GRAY WALSH

Requires the Cypher System Rulebook from Monte Cook Games.  
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**CYPHER**  
CREATOR  
SYSTEM



# CHAOS

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By Gray Walsh

REALMWEAVER  
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## INTRODUCTION

Have you ever been in a situation where you are itching to play your favourite tabletop RPG and had no one else play with? Or perhaps you don't have the time anymore for all the preparation that goes into being a Game Master? Or maybe you'd just like a quick fix and don't want to spend hours at the table? If so, the Chaos Cypher System Game Master Emulator is for you.

The Chaos emulator is an emulator developed to enable fans of the Cypher System to be their own Game Master.

It is ideal for solo play, or groups where you don't have a Game Master. Whether you want to play a quick encounter or two, a one shot game, an ongoing campaign, or use a pre generated adventure, the Chaos emulator is flexible enough to handle whatever you throw at it. And it can be used without any preparation.

What makes the Cypher System perfect for use with the Chaos emulator and for solo and GM-less play in general is the fact that the heart of the Cypher System is so simple: you assign something a difficulty rating between 1-10 and roll against that difficulty. Beyond this, you are more or less free to add as much or as little depth as you want to your game.

The Chaos emulator works on the premise of having an initial idea for an adventure - referred to as an Adventure Seed, then asking a series of yes / no questions about the information you have at your disposal for that scene and letting the emulator generate the results. As the status of the adventure changes, the odds of getting a predictable result from the Chaos emulator decrease, opening up creative avenues previously unconsidered.

The setup for the adventure need not be complicated, or have many details. It can be as simple as: 'Martha is drinking coffee and the doorbell rings'. If you are stuck for a setup, you could even use an image, a scene from a movie, or anything else you might wish to use and then just follow the four simple rules. And if at any point you wish to ignore a rule, feel free. The core philosophy is always to spark new ideas and threads, and have fun.

The Chaos Cypher System Game Master Emulator is compatible with all Cypher System settings, and assumes that you are already familiar with the Cypher System rules. Whenever you feel the need to expand on anything within this emulator manual, or need something genre or setting specific, please refer to your chosen Cypher System core rulebook.



## CHAOS EMULATOR QUICK REF

## ADVENTURE STATUS

Adventure Status	Target No.	Guidance
1. Solid	3	Scene situation is dull, nothing interesting is happening
2. Stable	6	Events are underway and are proceeding as expected
3. Average	9	Situation has the potential for the unexpected
4. Unstable	12	Events require players to be on high alert
5. Insane	15	Players in constant danger, anything could happen
6. Chaos	18	Situation is beyond all control

## GAME MASTER

Determine Odds	Yes Target No.	Guidance
1. Very Likely	3	Almost certain that the answer will be a yes
2. Likely	6	Good chance but don't take it for granted
3. Average	9	The Game Master is just as likely to say no
4. Unlikely	12	Players will need a bit of luck for a yes
5. Very Unlikely	15	Players are starting to push their luck
6. Improbable	18	Start praying for a yes

## ROLL MODIFIER

Target No.	Modifier	Guidance
Below	Add Developer	An extra scene or character development is called for
Equal	GM Intrusion	Insert GM intrusion at earliest opportunity
Above	Unmodified	The outcome proceeds unmodified

## DEVELOPER

Developer	Roll	Guidance
And...	1-2	Outcome is continued with an and...
But...	3-4	Outcome is interrupted with a but...
Introduce Key Plot Development	5-6	Insert an event that is in some way important to your plot
Increase / Decrease Task Level	7-8	7=Increase level / 8=Decrease level of next task by 1 step
Discover Cypher	9-10	PC discovers 1d6 random cyphers
Automatic Success / Failure	11-12	11=Automatic Success / 12=Automatic Failure of next task
PC Inhibitor	13-14	An event occurs that is detrimental to a PC's goal
PC Enabler	15-16	An event occurs that is beneficial to a PC's goal
NPC Inhibitor	17-18	An event occurs that is detrimental to a NPC's goal
NPC Enabler	19-20	An event occurs that is beneficial to a NPC's goal



## HOW TO USE THE EMULATOR

### FOUR SIMPLE RULES

Whether playing a solo adventure or using the Chaos Cypher System Game Master Emulator as a replacement for a traditional Game Master, there are only four simple rules governing the entire system. The following section will explain each rule fully, but at a high level they can be summarised as:

1. Determine the Adventure Status
2. Use the Roll Modifier to see if the scene setup is to be altered
3. Ask the Game Master a question and / or refer to the Task Difficulty
4. Use the Roll Modifier to see if the outcome is to be altered

In addition to the four rules, the Chaos Emulator uses 1d20 die to generate all results. To keep everything as simple as possible, the roll result is structured in the same way as the core Cypher System rules - *The target number is always three times the specified level number.*





## RULES BREAKDOWN

### ADVENTURE STATUS

Adventure Status	Target No.	Guidance
1. Solid	3	Scene situation is dull, nothing interesting is happening
2. Stable	6	Events are underway and are proceeding as expected
3. Average	9	Situation has the potential for the unexpected
4. Unstable	12	Events require players to be on high alert
5. Insane	15	Players in constant danger, anything could happen
6. Chaos	18	Situation is beyond all control

### THE ADVENTURE STATUS

The Adventure Status describes the overall state of your scene. The higher the level of the Adventure Status, the more chaotic events are. To use the Adventure Status, you first establish a premise, then decide whether that premise is relatively stable or chaotic. For example, if your premise is 'Martha is drinking a cup of coffee and the doorbell rings', you might decide that the Adventure Status for this premise is 'Solid'. If, however, your premise is 'John is being chased by a pack of wild dogs with Uzis', you'd be right to assume that events were out of hand, and you may decide to set the Adventure Status at 'Insane'. There are six level options available in the Adventure Status ranging from 'Solid' to 'Chaos'. It is entirely up to you how go about determining your

Adventure Status option.

Each option in the Adventure Status table has a corresponding Target No. which is three times higher than the Adventure Status level. Once you have determined the status of your scene, note the corresponding Target No. So, if you decide that the status of your adventure is 'Average', you note the number 9 which will be used as your Target No. whenever the Adventure Status is referenced throughout the rest of your scene. This is important because, as we shall see, the higher the level of the Adventure Status, the more chance there is of scene alterations and modifications later on. You will also find that as you progress from scene to scene, the Adventure Status will change depending on how events play out. So follow this rule at the beginning of each new scene.

### THE GAME MASTER

Determine Odds	Yes Target No.	Guidance
1. Very Likely	3	Almost certain that the answer will be a yes
2. Likely	6	Good chance but don't take it for granted
3. Average	9	The Game Master is just as likely to say no
4. Unlikely	12	Players will need a bit of luck for a yes
5. Very Unlikely	15	Players are starting to push their luck
6. Improbable	18	Start praying for a yes

### CONSULTING THE GAME MASTER

Once you have determined your Adventure Status and noted the Target No, it's time to start asking The Game Master yes / no questions based on the information available to you. Here's how it works: Let's say that John is exploring an abandoned city and you want to know if there are any creatures lurking. First you decide what the odds of there being any creatures lurking are. You decide that the odds are 'Average' as although there are a number of bodies lying around, they look as though they have been undisturbed for some time. With odds of

'Average' this means that if The Game Master roll is 9 or more, then The Game Master has answered yes and there are creatures lurking in the abandoned city. Any result below 9 and there are no creatures lurking. On the other hand, let's say that the bodies look to have been recently killed. In this case you might decide that the odds of there being creatures lurking are 'Very Likely'. In this scenario The Game Master roll would only need to be 3 or more for the answer to be: 'Yes, there are creatures lurking'. Most situations can be reduced to a yes / no answer, so if you are struggling to arrive at a satisfactory result, try altering the question.



### TASK DIFFICULTY

The previous section explained how to use The Game Master to determine the answer of a yes / no question. This differs from setting Task Difficulty in one important way. In the above example, The Game Master was consulted to discover *if* there were creatures lurking in an abandoned city, not what level the creatures were. Once you have determined the answer to all yes / no questions, which will logically lead to a task resolution situation,

then, if you need to, refer to the official Task Difficulty tables in your setting core rules book and use in exactly the same way as you would when using the Cypher System in a traditional environment. You are, of course, free to determine the Task Difficulty whenever you see fit, deciding logically on a difficulty level between 1-10. The section on handling encounters expands upon this, but as a general rule, you should assign Task Difficulty when all yes / no questions have been exhausted.

### ROLL MODIFIER

Target No.	Modifier	Guidance
Below	Add Developer	An extra scene or character development is called for
Equal	GM Intrusion	Insert GM intrusion at earliest opportunity
Above	Unmodified	The outcome proceeds unmodified

### USING THE ROLL MODIFIER

The Roll Modifier is used at each stage following the Adventure Status. Once the Adventure Status has been established and the corresponding Target No. has been noted, roll a d20. The result will tell you if the scene setup requires a Developer to be added to it, if a GM intrusion is required, or if the scene is to remain unmodified. For example, if you have determined that the Adventure Status is 'Average', this has a target number of 9. If you then roll a 7, which is below the target number, the Roll Modifier instructs you to add a Developer to the start

of your scene. Use the Roll Modifier in the same fashion following The Game Master roll result, each time rolling a d20 and referring back to the Adventure Status Target No. to determine if the d20 Roll Modifier result requires a Developer to be added, a GM intrusion, or if the result is to remain unmodified. For example, if the Adventure Status is 'Average (9)' and The Game Master has determined that there are creatures lurking, roll a d20. If the result is below the Adventure Status Target No, add a Developer. If the result is equal to the Adventure Status Target No, add a GM intrusion. If the result is above the Adventure Status Target Number, then the situation proceeds unmodified.

### DEVELOPER

Developer	Roll	Guidance
And...	1-2	Outcome is continued with an and...
But...	3-4	Outcome is interrupted with a but...
Introduce / Retreat From Theme	5-6	5= Introduce new theme / 6=Retreat from current theme
Increase / Decrease Task Level	7-8	7=Increase level / 8=Decrease level of next task by 1 step
Discover Cypher	9-10	PC discovers 1d6 random cyphers
Automatic Success / Failure	11-12	11=Automatic Success / 12=Automatic Failure of next task
PC Inhibitor	13-14	An event occurs that is detrimental to a PC's goal
PC Enabler	15-16	An event occurs that is beneficial to a PC's goal
NPC Inhibitor	17-18	An event occurs that is detrimental to a NPC's goal
NPC Enabler	19-20	An event occurs that is beneficial to a NPC's goal





## ADDING A DEVELOPER

If, when using the Roll Modifier, you roll a number below the Adventure Status Target No, a Developer is triggered. For example, let's say that your Adventure Status is 'Unstable' and have decided that the odds of creatures lurking in an abandoned city are 'Likely' and you rolled a 7. The Game Master would inform you that yes, there are creatures lurking. In addition to this you consulted the Roll Modifier and rolled a 5. As your Adventure Status is 'Unstable', your Target No. is 12. Your Roll Modifier result is below this target, triggering a Developer. Simply roll a d20 and check the corresponding Developer. Feel free to interpret these in a way that benefits your scene. For example, if you roll a 17 this would trigger a 'NPC Inhibitor' development. This could refer to a character, or it could be an object of some kind. If you like, feel free to change one or all of the Developers to fit your setting. You are, of course, free to bypass the Roll Modifier at any time, eliminating the chances of a Developer being added to the situation. Again, do whatever you feel is most logical for your scene.

The following sections will provide you with some extra options and examples of the Chaos emulator in use, but you do not need to know anything else to use the emulator.

Remember, there are only four rules governing the Chaos emulator. Let's recap:

1. Determine the Adventure Status
2. Use the Roll Modifier to see if the scene setup is to be altered
3. Ask The Game Master a question and / or refer to the Task Difficulty
4. Use the Roll Modifier to see if the outcome is to be altered





## CREATURE AND NPC ENCOUNTERS

### HANDLING ENCOUNTERS

One of the cool things about the Cypher System is that NPC and Creature encounters are designed to fit within the context of the adventure or story. There are no hard and fast rules of matching a PC's tier to a difficulty rating. For example, there is no rule that says tier 1 characters should only be matched against level 1 difficulty NPC's. The world generally doesn't work like that, and your adventure will be far richer if you bear this in mind. To have an automated system or formula where, say, you rolled 1d6 and added 4 to arrive at a encounter difficulty rating doesn't make sense (although you are free to do that if you really want!). In a system like this, you could end up with a level 10 tentacled beast that spits acid when all you wanted your characters to do was talk their way past a stubborn doorman to gain entry to a nightclub.

Instead, the chaos emulator suggests that you ask questions about your environment in order to logically arrive at an appropriate difficulty level. A lot of this can be done by paying attention to your Adventure Status and asking The Game Master and applying modifier rolls, if appropriate.

For example, let's say that your characters need to talk their way past a doorman to gain entry into a club. You could just reference your Adventure Status and ask The Game Master 'Does X manage to talk their way past the doorman?'. However, you may view this as a task that is independent of the Adventure Status and decide that it would be more fitting to the story to assign a Task Difficulty to it. In a situation like this, you may decide to use The Game Master, with or without modifier rolls, to help you arrive at an appropriate rating. For example, you could ask 'Is the doorman stubborn?', 'Can he be easily bribed?' etc. Let's say that The Game Master answers yes to both questions, then you could assign the difficulty rating as: stubborn doorman, level 3 (9), can be easily

bribed at level 2 (6).

The same logic applies to combat encounters. A group of tier 1 PCs in a scene with an Adventure Status of Average are unlikely to come up against a level 10 creature. If they end up crawling through a sewer network to gain entry to the nightclub because they failed to bribe the doorman, then it's far more likely that they will come up against a bunch of level 1 rats, than a sixty foot man eating alligator. Although, you are of course free to do this if you really feel it's great for the story. Once you have assigned appropriate difficulty ratings, you can either go with what you have generated on the fly, or you could reference your chosen Cypher System setting to match NPCs to the Task Difficulty level. You can also refer the tables section on page 17 of this rulebook which contains a Creature Generator for use with the Chaos emulator and some suggestions on how to modify a creature's health stats for a greater variety of challenges. Again, let the logic of the situation guide you.

### LOOT

If you are generating encounters and creatures on the fly, then it makes sense that you should have a rewards system in place. These can be in the form of cyphers, artifacts, or hard currency. The following table gives a suggestion on how to do this and the tables on page 18 will provide you with more options for cyphers and artifacts. Again, use the logic of the encounter to decide on the value, if any, of the loot.

Target No. (1d6)	Loot
1-2	1d6 Cyphers
3-4	Artifact
5-6	1d6 Hard Currency



## GAMEPLAY

When using the Chaos emulator, it's useful to bear in mind that it doesn't have to be used for just linear progression through a scene or adventure. It's there to have fun with and throw up surprises. For example, you might want to use it to develop PC, NPC, and creature motives and back stories, or maybe even generate a character from scratch, using the emulator to pick character type, descriptor and focus. The point is that the emulator doesn't just have to be about what happens next, and you might even want to take a break in your adventure to play out a NPC scenario that might be happening in another part of your adventure's world. It's up to you how much control you want whilst using the emulator, from complete surprise at every single turn, to just using it to loosely guide you through a pre written adventure.

When using the Chaos emulator, you may want to let events unfold completely by themselves, without any guiding principle, which is fine, or you may want to use it in a more structured way to create an adventure on the fly. If this is the case then here are several tips to help you.

During the course of play you will find that themes and goals start to develop. When this happens, keep them in mind and use them to guide your plot. The emulator can take you in surprising directions, but you can use emerging themes as a way to loosely guide the characters towards a scene or adventure conclusion. For example, if you know that your PCs will need to talk their way past a stubborn doorman of a club at some point in the future, you may find the emulator takes you on a wild journey using planes, trains and automobiles to get to the club, but you are still using the destination of the club as your guiding principle throughout the adventure. This way you can structure GM questions and events in a way so that

opportunities arise that make the goal easier or harder for you PCs to achieve, or closer or further away from a conclusion. One way of doing this would be to make sure you drop opportunities into your adventure for the PCs to succeed or fail at the same task in several different ways. For example, if the PCs will have to talk their way into a club and that is your guiding principal, maybe it will emerge that they need a password to gain entry. As they go about their adventure, you can drop opportunities for them to obtain the password into several different scenarios, depending on what the Chaos emulator throws up: perhaps it could be a conversation on an aeroplane, a chance meeting in a bar downtown or hacking an email account, each time giving the PCs a chance of success or failure. The PCs don't necessarily have to know that they are attempting the same task, as far as they are concerned they might just be having a drink in a bar and you ask the Game Master: 'Does X give the players any information regarding the club they are going to?' A: No, Unmodified. Then you continue the adventure and the PCs are none the wiser. At some point in the future an opportunity will arise again, and if it doesn't? Well, they're just going to have to charm their way into the club. As they continue their adventure, keep noting emerging themes to help you develop events further.

The following section contains an example of a scene - referred to as an *Adventure Seed* - played using the Chaos emulator. It contains examples of each of the rules as the scene unfolds. It is followed by a selection of Adventure Seeds that you can use to begin your own Chaos Cypher System Game Master Emulator adventures.



## LEVIN - EXCAVATION #05

### A CHAOS EMULATOR SCENE EXAMPLE

#### Adventure Seed:

*Lydian, an alien artifacts archaeologist, is on board a space station currently in orbit around the planet Levin and is expecting a visit from fellow archaeologist, Crowley...*

#### Adventure Status:

*Average (9)*

John, the user of the Chaos emulator, decides to set the initial Adventure Status for the scene at 'Average' and notes the corresponding Target No. John's opening for the first scene will be: 'Crowley visits Lydian's quarters as he wishes to discuss something important concerning archaeological excavation #05 on the surface of Levin.'

An Adventure Status of 'Average' has a corresponding Target No. of 9. John rolls a d20 to see if the scene setup remains the same or is modified. A roll of 1, which is below the Adventure Status Target No, indicates that a Developer is called for. John rolls a 4 which indicates a 'But...' is to be added to the setup. John decides that Crowley doesn't show up, but Lydian receives a com message from Crowley which contains scans of an ancient book filled with alien symbols.

John decides to ask The Game Master a question to flesh out the scene. Rather than assigning a Task Difficulty, he decides to ask: Can Lydian decipher the symbols in the scans of the book? John assumes that the odds are 'Very Likely' as Lydian has an understanding of symbology. So, if The Game Master roll is 3 or more the answer is a yes. If the answer is yes, then it is likely that John will assign an intellect Task Difficulty level in order for Lydian to translate the symbols.

Against the odds, John rolls a 2 indicating that Lydian cannot understand the symbols in the book. He follows this up with a Modifier Roll and rolls a 7. This is below his Adventure Status target number, so again a Developer is called for. This time John rolls a 16, indicating a 'PC Enabler' development is called for. John interprets this as: 'No, Lydian doesn't understand the symbols, however the com message also contains a note from Crowley and a map of an unknown location on Levin.'

Lydian wonders why Crowley has sent her the scans and she starts to feel uneasy about his absence and the contents of the message. John narrows a Game Master question down to:

Q: Does the note contain foreboding news? Odds: 'Likely' (GM Target No. 6). John rolls an 8, indicating that the note does contain foreboding news. John makes a



Modifier Roll which also results in an 8. Even though this is below the Adventure Status Target No. which would normally indicate a Developer to be added, the Roll Modifier result is equal to The Game Master roll result, which triggers a GM Intrusion. As Lydian is the only PC in the scene she will be awarded 1XP.

**GM Intrusion:**

*Lydian receives a warning notification that an unknown source is attempting to hack her system, and she has fifteen seconds before she is locked out.*

Lydian makes a successful level 3 speed roll and manages to block the initial hack. John decides to ask a couple more questions:

**Q:** Is Crowley in danger? (Odds: Average (9) GM roll result=15 Modifier roll result=12)

**A:** Yes, Unmodified.

**Q:** Is it to do with the archeology dig? (Odds: Likely (6) GM roll result =16 Modifier roll result=17)

**A:** Yes, Unmodified.

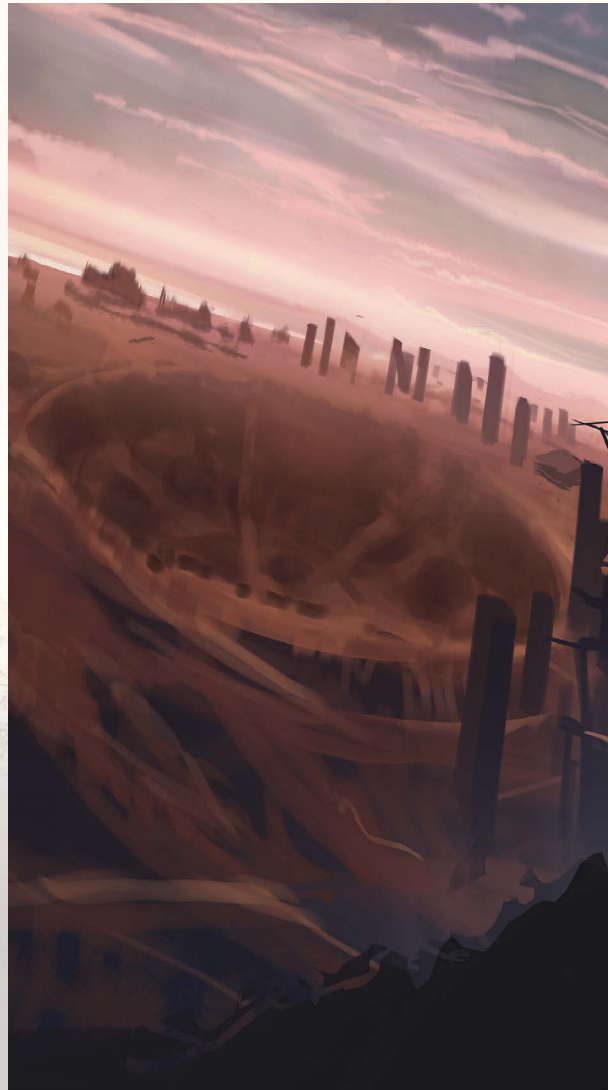
Okay, so John has a little bit more to go on and interprets the results as follows: Lydian reads the note and learns that Crowley has heard of a series of strange disappearances in a settlement not far from the archeology site, and that if Lydian has received this message then Crowley is in danger. The message also says that the scans must be kept encrypted as a secret organisation known as Chaos wish to use the information from the book to summon a demonic alien intelligence.

**Q:** Does Lydian trust anyone else enough to share the information? (Odds: Likely (6) GM roll result=7 Modifier roll result=4)

**A:** Yes, Developer (But...)

Lydian decides that she will show the scans to another trusted archaeologist who may be able to understand the symbols, but they aren't aboard the space station. John thinks that this is a good place to end the scene. He decides that no further XPs will be awarded at this stage and the following scene will begin with Lydian, having deleted the message from Crowley, leaves her quarters with a hard chip containing the scans and map, and visits an archaeologist on the surface of Levin who may be able to help. In light of the contents of the message, and the attempt to hack her system, John raises the Adventure Status for the next scene to 'Unstable' which has a Target No of 12. John rolls the die and gets a 14, which is above the Adventure Status Target No. indicating that the scene setup will proceed 'Unmodified'.

The above example could have gone many different ways: if the initial scene setup had remained unmodified, then Lydian would have received a visit from Crowley. Maybe that visit would have been positive or negative. Similarly, following the delivery of the message, Lydian may have been able to read the alien symbols after all, or perhaps the message may have contained good news. The results were left entirely to the Chaos emulator, followed by good old fashioned imagination in interpreting the results. All you need is the inspiration for an initial setup which could be in the form of an image, a map, a movie, an existing Cypher System setting, or something of your own devising. The Chaos emulator is flexible enough to accommodate whatever fits your needs.





## ADVENTURE SEEDS

Below is a selection of Adventure Seeds and starting Adventure Status suggestions for you to use as you see fit. You can use them as a base for an adventure, for a quick fix, modify them to fit within your chosen Cypher System setting, or use them as a way to spark your own Adventure Seed ideas.



**Adventure Status:** Average (9)

A floating mountain has become unstable and could crash into the city below. The mountain is powered by a failing crystal. The PCs have a replacement crystal and must find their way to the centre of the mountain and install it before it destroys the city.



**Adventure Status:** Average (9)

The PCs are under siege within an ancient structure where shadows are portals that lead to other dimensions. The PCs must decide whether they step through a portal, or face what's outside.



**Adventure Status:** Stable (6)

A peasant in a remote village encounters a crack in reality and catches a glimpse of a strange landscape beyond.



**Adventure Status:** Average (9)

"Cross a wire, press a button and we're in. It couldn't be any simpler."



**Adventure Status:** Stable (6)

You are a space bounty hunter. You are approached with a job offer to find a long lost planet and recover an important artifact.



**Adventure Status:** Solid (3)

You are a librarian at the Library of Forgotten Texts. It's your job to help the ghosts of old novels find their way back to the books from which they came.



**Adventure Status:** Stable (6)  
You are a trader of mythical / magical creatures and are expecting a new delivery.



**Adventure Status:** Average (9)  
A group of children ventured into a complex cave system and haven't emerged. Townsfolk keep hearing strange noises coming from within the caves. Will you help?



**Adventure Status:** Stable(6)  
You are an archaeologist and find a statue of yourself in an ancient temple.



**Adventure Status:** Average (9)  
A dust storm has left your town isolated. It's your job to reestablish contact with the outside world, but you have discovered that the communication towers have been sabotaged.



**Adventure Status:** Unstable (12)  
In the ancient ruins of a jungle settlement, an insane machine has injected the natives with nanobots that alter their DNA. In 72 hours the natives will become clones of the machine and begin to multiply. You have a serum that will reverse the cloning process and the location of the settlement, but time is running out.



**Adventure Status:** Unstable (12)  
The PCs are smuggling a dangerous amount of cyphers across a border to pay off a debt. Your contact on the other side of the border is known only as Shadow, and the box the cyphers are sealed in is becoming unstable. But the payoff is worth the risk.



**Adventure Status:** Unstable (12)  
The PCs are the crew of a starship transferring valuable cargo to the planet surface and a group of pirates are currently trying to board their ship.



**Adventure Status:** Average (9)  
"I told you not to pull that lever, now we only have twenty minutes left."



**Adventure Status:** Average (9)  
You have heard rumours of an evil doll faced woman near the forest. You don't believe any of them, until you see her porcelain face as she snatches a local villager.



**Adventure Status:** Stable (6)  
The PCs must decide whether they seek treasure inside a strange house that rearranges its hallways and doors by itself.



**Adventure Status:** Average (9)  
The PCs were tricked into helping rebuild a temple that was destroyed during an earthquake. They were taken to an isolated location and put to work as mining slaves by the leaders of a cult. The time has come to attempt an escape.



**Adventure Status:** Average (9)  
A sentient cloud of gas has overtaken the city and controls the minds of most of the inhabitants. You are one of the few people that is immune to its effects and you need to get to a laboratory to donate a blood sample in order to create an antidote.



**Adventure Status:** Average (9)  
You are charged with delivering a bottle of anti midnight to an adept before the next full moon or the world will be shrouded in darkness. Someone, or something, has stolen the bottle.



**Adventure Status:** Unstable (12)  
You are in a building in an evacuated city that has been infected by an airborne virus. You have a weapon, a gas mask, and have no idea what's outside.



**Adventure Status:** Solid (3)  
The PCs each have a box containing one musical note. They must transport the boxes safely to the Chamber of Reflections so that a symphony can be arranged for tomorrow's mirror kissing ceremony.

**Adventure Status:** Stable (6)

The PCs are in search of a giant mythical elephant that wanders the plains of a sacred mountain range. An ancient tree is rumoured to grow from its head, the fruit of which supposedly grants the eater immortality. Although, one in every one hundred fruits condemns the eater's soul to eternal torture.

**Adventure Status:** Average (9)

The PCs are trapped in a labyrinth. To escape they must burn the map of the labyrinth. The exit will be revealed in the smoke. However, once you have discovered the exit, you must hand the map to the gatekeeper in order to pass through. What will you do?

**Adventure Status:** Average (9)

A forest is swarming with dangerous mechanical beetles, someone is lost within the forest and soon it will be nightfall.

**Adventure Status:** Average (9)

There has been no contact with the colony for over six months. The PCs are sent to investigate.

**Adventure Status:** Average (9)

Valuable resources are within a network of caves, however the caves are rumoured to be alive and very protective.

**Adventure Status:** Solid (3)

Placid creatures are becoming sick. You must journey with the doctor to scout out the plains and discover the source of the sickness.

**Adventure Status:** Stable (6)

A contact knows the location of the best Cyphers. The PCs have arranged a meeting with him in a bar downtown.

**Adventure Status:** Average (9)

A gang of poachers has been killing animals for the hallucinogenic properties of their flesh. However, the animals are water bearers and are vital for the survival of a desert colony.

**Adventure Status:** Stable (6)

A mirror containing a portal to another dimension was shattered and the shards were lost. A wealthy collector has managed to track down all the pieces. The PCs are to take delivery of the final missing shard and deliver it to the collector.

**Adventure Status:** Stable (6)

The PCs are hunting for salvageable parts in an abandoned desert moisture farm. However, it seems that there may be strange reason that the farm was abandoned.

**Adventure Status:** Average (9)

A city of clockwork automatons has started to run backwards. The vast revolving pyramid at the centre of the city that controls all the automatons has stopped. The PCs must gain entry to the pyramid and get it working again.

**Adventure Status:** Unstable (12)

The PCs each have a box containing one musical note. They must transport the boxes safely to the royal palace so that a symphony can be arranged for tomorrow's mirror kissing ceremony.

**Adventure Status:** Stable (6)

The PCs run a detective agency. Their latest case is the most unusual one yet. They are to track down a missing door knob - one that can open doors to any location in time or space.

**Adventure Status:** Unstable (12)

"There's no way I'm going in there, the walls are covered in slime."

**Adventure Status:** Average (9)

"They've had more than enough time. Send in the dream wasps."

**Adventure Status:** Solid (3)

A derelict spaceship has appeared and is in orbit around the planet. It appears to be over a million years old.





## TABLES

### CREATURE GENERATOR

The following section provides some tools for use with the Chaos emulator. The information in the tables below is not intended as a replacement for the resources available in your chosen Cypher System setting, but as an enhancement to the Game Master emulator. Hopefully they will be of some use to you.

The Creature Generator is for use when you have established a level for your encounters and wish to flesh out your creatures a little more on the fly. You are, of course, free to expand upon these, or refer to your chosen Cypher System setting for genre specific or even more detailed creatures. To use the Creature Generator, you make a series of 1d20 rolls, each time referencing the roll result and the column, combining the results to build your creature or NPC. For example if you have established the level of your encounter as 4 and your series of 1d20 roll results are 3, 19, 8, 11, checking the results would create a level 4 reptilian type of creature with a short range movement that attacks at level 6 and vomits explosives

during combat. You can pick and choose, re-roll or even roll more than once per column if you wanted to add more modifications. You can even get creative with the results. For example, if you generated a liquid creature that wielded knives, then why not solid liquid blades that pierced its enemy, causing bodily flooding and bloating until the enemy exploded? The choice is yours.

### HEALTH MODIFIER

As the difficulty level of your creature increases, you may wish to modify their health. You can decide this logically, or use the method below. Roll a 1d6 and use the table as a guide. Feel free to mix this up, adding more or less health points for each result depending on your needs.

1d6	Difficulty Level
1-2	+0 / +10 Health Points
3-4	+20 / +30 Health Points
5-6	+40 / +50 Health Points

### CREATURE GENERATOR

1d20	Roll 1 Type	Roll 2 Movement	Roll 3 Mods	Roll 4 Combat
1	Humanoid	Short	Speed + 1 level	Punches and Kicks
2	Automaton	Medium	Intelligence + 1 level	Suffocates
3	Reptilian	Long	Attack + 1 level	Crushes
4	Mammalian	Short	Armour +1 level	Poisonous Mandibles
5	Flying	Medium	Deception + 1	Whirring Blades
6	Insectile	Long	Speed + 2 levels	Dissolves Prey
7	Vaporous	Short	Intelligence +2 levels	Drains Energy
8	Ooze / Slime	Medium	Attack + 2 levels	Razor Limbs
9	Mechanical	Long	Armour + 2 levels	Spits Acid
10	Plant	Short	Deception + 2 levels	Paralysing Bite
11	Arachnid	Medium	Speed - 1 level	Vomits Explosives
12	Hound	Long	Intelligence - 1 level	Guns
13	Undead	Short	Attack - 1 level	Swords
14	Ghost	Medium	Armour - 1 level	Knives
15	Chimera	Long	Deception - 1 level	Projectiles
16	Golem	Short	Speed - 2 levels	Causes Desperation
17	Liquid	Medium	Intelligence - 2 levels	Disrupts Molecules
18	Alien	Long	Attack - 2 levels	Blinding Light
19	Draconic	Short	Armour - 2 levels	Stings
20	Elemental	Medium	Deception - 2 levels	Sabre Toothed



## CYPHERS

You will see that, like the creature generator, the form of each cypher has been suggested but the specifics have been left for you to decide. This gives you the option to tailor them to a particular genre of Cypher System setting if you wish. For example, a wearable invisibility cypher

might be a cloak in a traditional fantasy setting, but you might choose for it to be a belt that emits an energy bubble that causes invisibility, if you are using a sci-fi setting. Roll a 1d20 to generate the result, pick from the list, or refer to your chosen Cypher System setting for a more comprehensive list. Roll a 1d10 to determine the level of the cypher.

## RANDOM CYPHERS

Result	Form	Effect
<b>MANIFEST CYPHERS</b>		
1	Wearable	Invisibility - for number of rounds equal to cypher's level
2	Wearable	Anti Gravity - can fly for a number of hours equal to cypher level
3	Wearable	Attack Reverser - any attack attempt on PC is reverses the damage onto the enemy for number of rounds equal to cypher's level
4	Wearable	Pulse - disables all magical or electrical devices within short range
5	Wearable	Image Fracture - breaks the image of the PC into hundreds of pieces making attack impossible for a number of rounds equal to cypher's level
6	Consumable	Can move matter with mind for number of hours equal to cypher's level
7	Consumable	Nutri Shot - restores 1 point of health per day for a number of days equal to cypher's level
8	Consumable	Charisma Pill - reduces the difficulty of social interactions by 1 level for a number of hours equal to cypher's level
9	Consumable	Hypnotic Voice - mind control equal to cypher's level for a number of rounds equal to cypher's level
10	Consumable	Antidote - resists poison equal to cypher's level
11	Usable	Short Range Explosive - deals might damage equal to cypher's level to all within short range
12	Usable	Miracle Lubricant - opens any lock or starts any machine equal to cypher's level
13	Usable	Weapons Booster - decreases the difficulty of an attack by 1 level
14	Usable	Duplicator - creates a duplicate of the PC, decreasing the difficulty of all combat tasks by 1 level for number of rounds equal to cypher's level
15	Usable	Floating Shelter - creates a permanent shelter 5m x 5m x 5m that floats 2m above any terrain including water
<b>SUBTLE CYPHERS</b>		
16	Consumable	Effort Enhancer - apply 1 free level of effort to any task
17	Consumable	Health Restorer - restores 1d6 of pool points, split any way
18	Consumable	Intellect Enhancer - reduces the difficulty of an intellect task by 1 level
19	Consumable	Speed Enhancer - reduces the difficulty of a speed task by 1 level
20	Consumable	Strength Enhancer - reduces the difficulty of a might task by 1 level



## ARTIFACTS

Like the cypher generator, the form of each artifact has been suggested but the specifics have been left for you to decide. This gives you the option to tailor them to a particular genre of Cypher System setting if you wish. For

example, a wearable Chemical Filter might be a type of scarf in a traditional fantasy setting, but you might choose for it to be a complex face mask with built in sensors, if you are using a sci-fi setting. Roll a 1d20 to generate the result, pick from the list, or refer to your chosen Cypher System setting for a more comprehensive list. Roll a 1d10 to determine the level of the artifact.

## RANDOM ARTIFACTS

Result	Form	Effect	Depletion
1-2	Wearable	Nightvision - wearer can see in dark as daylight and pitch dark short range	-
3-4	Wearable	Stealth Suit - when worn, reduces stealth tasks by 1 level	1 in 1d20
5-6	Wearable	Invisible Armour - translucent armour providing 1 point of protection	1 in 1d20
7-8	Wearable	Chemical Filter - filters vapours and airborne chemical attacks equal to artifact's level	1 in 1d10
9-10	Usable	Lock pick - picks locks equal to the artifact's level	-
11-12	Usable	Weapon Enhancer - reduces the difficulty of might attacks by 1 level	1 in 1d6
13-14	Usable	Teleporter - teleport up to a distance 7 times the level of the artifact	1 in 1d10
15-16	Usable	Time Dilator - reduces the difficulty of speed tasks by 1 level	1 in 1d6
17-18	Usable	Nutrition Extractor - extracts moisture and nutrients from the air restoring 2 health points	1 in 1d10
19-20	Usable	Repair Kit - repairs all equipment equal to the artifact's level	1 in 1d20

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