CHAOS

CYPHER SYSTEM GAME MASTER EMULATOR GM SCREEN

CYPHER
CREATOR
SYSTEM

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 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

Adventure Status
The Adventure Status describes the overall state of your scene. The higher the Adventure Status is, the more chaotic events are. Determine the Adventure Status and note the corresponding Target No.

Game Master
For simple yes / no queries relating to your adventure, first determine the odds of a yes. Then roll a d20. If the number is equal to or greater than the target number, it's a yes.

Roll Modifier
Use the Roll Modifier at each stage to determine whether an Adventure Status, Game Master question, or Cypher System Task Difficulty level is modified. Always use your Adventure Status target number as the reference for the Roll Modifier.

CHAOS

DEVELOPER

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

ARTIFACTS

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 1 d10
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

Developer
If the Roll Modifier result requires a Developer to be added, roll a d20 and reference the above table.

Artifacts
To generate a random artifact following an encounter, roll a d20 and reference the above table.

CHAOS

CYPHERS

Result	Form	Effect
MANIFEST CYPHERS		
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
SUBTLE CYPHERS		
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

Cyphers
To generate a random cypher following an
encounter, roll a d20 and reference the above table.

CHAOS

CREATURE GENERATOR

CREATURE GENERATOR

1d20	Roll 1	Roll 2	Roll 3	Roll 4
	Type	Movement	Mods	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

Creature Generator

To generate a random creature / NPC, first determine the level (either by a d10 roll or logic), then roll a d20 for each column of the above table and combine the results. To modify creature / NPC health or generate loot, roll a d6 and reference the corresponding table.

HEALTH MODIFIER

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

LOOT

1d6	Loot
1-2	1d6 Cyphers
3-4	Artifact
5-6	1d6 Hard Currency

CHAOS

CYPHER SYSTEM GAME MASTER EMULATOR

Chaos

CYPHER SYSTEM GAME MASTER EMULATOR

ChaOs

CYPHER SYSTEM GAME MASTER EMULATOR

CHAOS

CYPHER SYSTEM GAME MASTER EMULATOR

CHAOS

CYPHER SYSTEM GAME MASTER EMULATOR

Chaos

CYPHER SYSTEM GAME MASTER EMULATOR