GMER v4

Game Master Emulator Retread

GMER is a reimagining of the Mythic GM Emulator mechanics by Tom Pigeon. Terms and concepts used without permission.

MATERIALS

Grab three six-sided dice (3d6): two dark and one light. Whenever you roll, roll all 3. Sometimes you will be looking at 1d6 (light), sometimes at 2d6 (dark), and sometimes at 3d6 (all).

1d6   2d6   3d6

TELLING STORIES

GMER is designed to replace the GM in a role-playing games. You can even use it to play solo!

Start with a basic world concept.

As you play develop *Threads* – plot ideas you want to follow.

Your *Chaos Rating* ("CR") starts at 2 and is a measure of how out of control the situation is. Make a note of it or use a separate d6 as a marker.

SCENE SEQUENCE

1. Think of a scene.

2. Before starting the scene, roll 1d6. If the result is ≤ CR, then *Alter* the scene (if an odd roll) or *Interrupt* it with a different scene (if even).

3. Start the scene and **ask a yes/no question** about what's happening.

4. **Set the "Chance"** of a *positive* outcome on the Y-axis of the Fate Table.

5. Cross reference the Chance with the CR (the X-axis) to **get a Target Number** (TN). Then roll the dice.

6. **Check the 3d6 sum**. A result ≤ the TN is a "Yes," > is a "No."

7. **If the 2d6 are Doubles**, then it's an *Exceptional* Yes or No (17% chance).

8. **If all three dice are odd:** e.g. 155, 531, 333, then a *Random Event* occurs (12.5% chance). Roll on the Random Event Table.

9. **Interpret the results.**

10. **If the scene is unresolved,** ask another question (go to step 4). **If the scene is resolved,** but there is still more story to tell: update listed NPCs and Threads, adjust the CR if the situation got crazier (+1) or settled down some (-1), then start a new scene (go to step 1).

FATE TABLE (3d6)

CHANCES	CHAOS					
	1	2	3	4	5	6
"Impossible"	3	4	5	6	7	8
No way	5	6	7	8	9	10
Unlikely	7	8	9	10	11	12
Not very	8	9	10	11	12	13
Somewhat	10	11	12	13	14	15
Likely	11	12	13	14	15	16
Very likely	13	14	15	16	17	18
"Certain"	15	16	17	18	19	20

3D6 ≤ TN is a Yes, > is a No. Always roll – even if you can't fail – for effects.

If the 2d6 (dark dice) are doubles, the answer is exceptional (17% chance).

If all dice are odd, a Random Event occurs (12.5% chance).

Remember, roll 1d6 before each scene: ≤ CR, *Alters* (odd) or *Interrupts* (even).

EXAMPLE SESSION

Yes! and No! Indicates exceptional results.

Farley Bogbottom (halfling) is "the cow whisperer" with a thriving practice as an animal doctor. Strange things are happening in the shire and Farley wants to know why (Thread).

Walking across the field of his second appointment, Farley gets a strange feeling. [Can he see the source? No.] He goes into the barn where a calf is to be delivered. [Is the farmer there? Yes.] [Does the delivery go well? Yes.] The farmer smiles and passes Farley a bit of coin. Invites him in for a pint. [Does Farley still feel the strange sensation, even in the barn? Yes!] The strange feeling is coming from the south, where the land slopes dramatically down to fetid water and treacherously shifting mud. The Old Marsh!

Farley stops by his cart to get his hoof knife and then goes to the edge of the marsh. [Can he see anything? Yes:

move toward a Thread.] He glimpses a strange object half submerged about 30 yards in. Farley tries to pick his way through to it. [Does he get stuck? No: NPC action.] However, the farmer blunders after Farley! [Does the farmer get stuck? No.]

[Is the evil for sure coming from this object? Yes.] [Can Farley see a way to 'break' it? Yes!] There is an almost serpentine thing, but with no head or tail, sliding in and around the wheels of a barrel sized contraption. Farley quickly tries to cut the "snake" with his knife. [Does it work? Yes: NPC negative.] Upon cutting the snake-like object it lashes out viciously, knocking Farley over and striking the farmer. [Is he harmed? Yes!] ... slicing the farmer in half!! The featureless serpent is still flailing around.

Farley kicks out from his prone position, afraid to stand up. [Does he kick the contraption over into deeper water? Yes. Does he avoid the flailing

snake while doing so? No.] Farley tips it over into the water with a sploosh, but as it sinks, the lash cuts Farley's upflung hand badly!

Picking his way back through the edge of the marsh, Farley is dreading his talk with the farmer's wife.

[Does she fall apart? No.] She takes it stoically, but shuts the door as quickly as possible without being rude. Farley knows she will do her grieving in private. He will ask his wife to check in on her later. Perhaps bring some food.

Where did the strange device come from? [Has Farley ever seen anything like it before? No.] Farley gets the feeling it won't be the last one he sees.

RANDOM EVENT TABLE (2d6)

2D6	EVENT
2	Close a Thread
3	Introduce a New NPC
4	Positive thing happens to NPC
5	Positive thing happens to PC
6	Move toward a Thread
7	NPC action
8	Negative thing happens to PC
9	Negative thing happens to NPC
10	Ambiguous event
11	Remote event
12	Move away from a Thread

Ambiguous events are notable but with no obvious impact on the scene.

Remote events may be significant, but happen "off screen."