# GINGER TEA SOLO VARIATIONS ESSENTIAL TABLES V5.3.1

#### CHAOS FACTOR

Chaos Factor	Chaos Die
$Boring^a$	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

## SCENE SETUP

Chaos	Outcome		
1  to  2	Interrupt		
3 to 4	Altered		
5+	As expected		

#### ORACLE

## OUTCOME (1D6)

Odds	Yes if Oracle die rolls
Has to be	$2+^a$
Very likely	2+
Likely	3+
Unsure	4+
Unlikely	5+
Very unlikely	6
Impossible	$6^b$
Very unlikely	6

a Roll 2d6 and discard the *lowest* die before checking modifiers.

## Modifiers (Chaos Die)

Chaos die	Qualification
1	Exceptional
2	But
3+	Unmodified
Oracle and Chaos die match	Random event

The optional modifier table if you prefer the higher MCSV chances.

### MORE FREQUENT MODIFIERS (CHAOS DIE)

Chaos die	Qualification
1 to 2	Exceptional
3 to 4	But
5+	Unmodified
Oracle and Chaos die match	Random event

a Optional chaos settingsb Roll a d10 and divide by 2, rounding up.

b Roll 2d6 and discard the *highest* die before checking modifiers.