

# GINGER TEA SOLO VARIATIONS

## ESSENTIAL TABLES v5.6.1

### CHAOS FACTOR

Chaos Factor	Chaos Die
Boring <sup>a</sup>	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

<sup>a</sup> Optional chaos settings

<sup>b</sup> Roll a d10 and divide by 2, rounding up.

### SCENE SETUP

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

### ORACLE

#### OUTCOME (1D6)

Odds	Yes if Oracle die rolls
Certain	2+ <sup>a</sup>
Very likely	2+
Likely	3+
Unsure	4+
Unlikely	5+
Very unlikely	6
Impossible	6 <sup>b</sup>

<sup>a</sup> Roll 2d6 and discard the **lowest** die before checking for twists.

<sup>b</sup> Roll 2d6 and discard the **highest** die before checking for twists.

#### TWISTS

Chaos die	Twists
1	And .../ Extreme
2	But .../ Extreme
3+	No twist
Oracle and Chaos die match	Random event

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

#### MORE FREQUENT COMPLICATIONS (CHAOS DIE)

Chaos die	Complication
1 to 2	And something good...
3 to 4	And something bad...
5+	No complication
Oracle and Chaos die match	Random event