GINGER TEA SOLO VARIATIONS ESSENTIAL TABLES V4.2

CHAOS FACTOR

Chaos Factor	Chaos Die
$Boring^a$	d20
Under Control	d12
Average	d10
Out of Control	d8
Madness	d6
Abject Chaos a	$d5^b$
Plaything of the Gods ^a	d4

SCENE SETUP

CLASSIC

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

CLASSIC WITH A TWIST

Chaos	Outcome
1	Unexpected complication ^a
2	Interrupt
3	Altered
4	More challenging b
5 to 11	As expected
12+	Even better ^c

^a Roll on PUM Scene Complication table, consult Mythic detail tables, or otherwise add complications.

NARRATIVE

Chaos	Outcome
1	Subject is Revelation
2	Consider <i>Circumstance</i>
3	The area is <i>Describe</i>
4	Who shows up, and Intent
5 to 11	As expected
12+	And also <i>Goal</i>

Bold and italicized items indicate the tables to roll in PUM v3.

ORACLES

YES/No

Odds	Yes if Oracle die rolls
Has to be	$2+^a$
Certain	2+
Likely	3+
Unsure	4+
Unlikely	5+
Doubtful	6
Impossible	6^b
ППРОЗЗІВІС	U

a Roll 2d6 and discard the lowest value before checking for random events.

Qualifiers (Chaos Die)

Chaos die	Qualification
1	Exceptional
2	And something good
3	But something bad
4+	Unmodified
Oracle and Chaos die match	Random event

DECEPTIVE QUALIFIERS (CHAOS DIE)

Chaos Die	Qualification
1	Exceptional
2 and Oracle die is even	And something good
2 and Oracle die is odd	But something bad
3 and Oracle die is even	Ambiguous
3 and Oracle die is odd	Deceptive
4+	Unmodified
Oracle and Chaos die match	Random event

a Optional chaos settings b Roll a d10 and divide by 2, rounding up. Or just skip the d5.

 $^{^{}b}$ Roll on PUM $\it Challenge\ Type\ \&\ High\ Stakes$ tables, add a skill challenge, or somehow make the scene more challenging.

^cSimilar to the *PC Positive* events in Mythic.

b Roll 2d6 and discard the **highest** value before checking for random events.