

GINGER TEA SOLO VARIATIONS

ESSENTIAL TABLES v2.3.3

CHAOS FACTOR

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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

^a Optional chaos settings

^b Roll a d10 and divide by 2, rounding up

SCENE SETUP

After setting up your scene, roll the chaos die against one of these tables to test your expectations.

TABLE 1: CLASSIC

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

TABLE 2: MYTHIC & PUM v2

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

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

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

^c Similar to the *PC Positive* events in Mythic.

TABLE 3: PUM v3

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

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

ORACLES

YES/NO

First determine the odds of success, then roll a d6 and the chaos die. In the event that the chaos die is a d6, use different colors to tell the dice apart.

OUTCOME (1d6)

Odds	Yes if
Certain	2+
Likely	3+
Unsure	4+
Unlikely	5+
Doubtful	6

QUALIFIER

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