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 ^a	$d5^b$
Plaything of the Gods ^a	d4

a Optional chaos settings

SCENE SETUP

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

ORACLE

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

 $[\]it a$ Roll 2d6 and discard the $\it lowest$ 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

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

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