

# GINGER TEA SOLO VARIATIONS

## ESSENTIAL TABLES v5.0.3

### 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 |
|------------|-------------------------|
| Has to be  | 2+ <sup>a</sup>         |
| Certain    | 2+                      |
| Likely     | 3+                      |
| Unsure     | 4+                      |
| Unlikely   | 5+                      |
| Doubtful   | 6                       |
| Impossible | 6 <sup>b</sup>          |

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

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

#### 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           |