

# GINGER TEA SOLO VARIATIONS

## ESSENTIAL TABLES v4.1

### 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. Or just skip the d5.

### SCENE SETUP

#### CLASSIC

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

#### CLASSIC WITH A TWIST

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

<sup>a</sup> Roll on PUM *Scene Complication table*, consult Mythic detail tables, or otherwise add complications.

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

<sup>c</sup> Similar to the *PC Positive* events in Mythic.

### NARRATIVE

Chaos	Outcome
1	<b>Subject</b> is <i>Revelation</i>
2	Consider <i>Circumstance</i>
3	The area is <i>Describe</i>
4	<b>Who</b> shows up, and <i>Intent</i>
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

#### OUTCOME (1d6)

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

#### 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 <b>even</b>	And ... something good
2 and Oracle die is <b>odd</b>	But ... something bad
3 and Oracle die is <b>even</b>	Ambiguous
3 and Oracle die is <b>odd</b>	Deceptive
4+	Unmodified
Oracle and Chaos die match	Random event