GINGER TEA SOLO VARIATIONS ESSENTIAL TABLES V3.3

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

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 ^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 Circumstance
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
Certain	2+
Likely	3+
Unsure	4+
Unlikely	5+
Doubtful	6

STANDARD QUALIFIERS (CHAOS DIE)

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

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 \mathbf{odd}	Deceptive
4+	Unmodified
Oracle and Chaos die	Random event
match	

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

Roll on PUM Challenge Type & High Stakes tables, add a skill challenge, or somehow make the scene more challenging.
Similar to the PC Positive events in Mythic.