

GINGER TEA SOLO VARIATIONS

ESSENTIAL TABLES v3.3

CHAOS FACTOR

CHAOS FACTORS

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

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.

^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.

NARRATIVE

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 to 11	As expected
12+	And also Goal

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

STANDARD 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 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 odd	Deceptive
4+	Unmodified
Oracle and Chaos die match	Random event