GINGER TEA SOLO VARIATIONS ESSENTIAL TABLES V5.4.3

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

SCENE SETUP

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

ORACLE

OUTCOME (1D6)

Odds	Yes if Oracle die rolls
Certain	$2+^a$
Very likely	2+
Likely	3+
Unsure	4+
Unlikely	5+
Very unlikely	6
Impossible	6^b

a Roll 2d6 and discard the **lowest** die before checking for complications. b Roll 2d6 and discard the **highest** die before checking for

COMPLICATIONS (CHAOS DIE)

Chaos die	Complication
1	And something good
2	And something bad
3+	No complication
Oracle and Chaos die	Random event

The optional complications table if you prefer the higher MCSV chances.

More Frequent Complications (Chaos Die)

Chaos die	Complication
1 to 2	And something good
3 to 4	And something bad
5+	No complication
Oracle and Chaos die	Random event
match	

 $[\]it a$ Optional chaos settings $\it b$ Roll a d10 and divide by 2, rounding up.

complications.