Ginger Tea Solo Variations Essential Tables v5.6.2

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

a Optional chaos settings
b 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
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 twists.
b Roll 2d6 and discard the **highest** die before checking for twists.

Twists

Chaos die	Twists
1	And …/ Extreme
2	But …/ Extreme
3+	No twist
Oracle and Chaos die match	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 match	Random event