Ginger Tea Solo Variations Essential Tables v4.1

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. 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[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 *Revelation*
2	Consider *Circumstance*
3	The area is *Describe*
4	*Who* shows up, and *Intent*
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

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