

# GINGER TEA SOLO VARIATIONS

## ESSENTIAL TABLES v2.4.0

### CHAOS FACTOR

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| Chaos Factor                       | Chaos Die       |
|------------------------------------|-----------------|
| Boring <sup>a</sup>                | d20             |
| Under Control                      | d12             |
| Average                            | d10             |
| Out of Control                     | d8              |
| Madness                            | d6              |
| Abject Chaos <sup>a</sup>          | d5 <sup>b</sup> |
| Plaything of the Gods <sup>a</sup> | d4              |

<sup>a</sup> Optional chaos settings

<sup>b</sup> Roll a d10 and divide by 2, rounding up

### SCENE SETUP

#### CLASSIC

| Chaos | Outcome     |
|-------|-------------|
| 1, 2  | Interrupt   |
| 3, 4  | Altered     |
| 5+    | As expected |

#### CLASSIC WITH A TWIST

| Chaos  | Outcome                              |
|--------|--------------------------------------|
| 1      | Unexpected complication <sup>a</sup> |
| 2      | Interrupt                            |
| 3      | Altered                              |
| 4      | More challenging <sup>b</sup>        |
| 5 – 11 | As expected                          |
| 12+    | Even better <sup>c</sup>             |

<sup>a</sup> Roll on PUM *Scene Complication table*, consult Mythic detail tables, or otherwise add complications.

<sup>b</sup> Roll on PUM *Challenge Type & High Stakes tables*, add a skill challenge, or somehow make the scene more challenging.

<sup>c</sup> Similar to the *PC Positive* events in Mythic.

### NARRATIVE

| Chaos  | Outcome                                |
|--------|--|
| 1      | <b>Subject</b> is <i>Revelation</i>    |
| 2      | Consider <i>Circumstance</i>           |
| 3      | The area is <i>Describe</i>            |
| 4      | <b>Who</b> shows up, and <i>Intent</i> |
| 5 – 11 | As expected                            |
| 12+    | And also <i>Goal</i>                   |

**Bold and italicized** items indicate the tables to roll in PUM v3.

### ORACLES

#### YES/NO

#### OUTCOME (1d6)

| Odds     | Yes if |
|----------|--------|
| Certain  | 2+     |
| Likely   | 3+     |
| Unsure   | 4+     |
| Unlikely | 5+     |
| Doubtful | 6      |

#### QUALIFIER

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