Ginger Tea Solo Variations Essential Tables v2.3.3

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

After setting up your scene, roll the chaos die against one of these tables to test your expectations.

Table 1: Classic

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

Table 2: Mythic & PUM v2

Chaos	Outcome
1	Unexpected complication[a]
2	Interrupt
3	Altered
4	More challenging[b]
5 − 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.

Table 3: PUM v3

Chaos	Outcome
1	*Subject* is *Revelation*
2	Consider *Circumstance*
3	The area is *Describe*
4	*Who* shows up, and *Intent*
5 − 11	As expected
12+	And also *Goal*

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

Oracles

Yes/No

First determine the odds of success, then roll a d6 and the chaos die. In the event that the chaos die is a d6, use different colors to tell the dice apart.

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