

Terrain and Weather

Weather Modifiers

Type	Mechanics
Strong Wind (20+mph/32+kmph)	-2 to Ranged projectile attacks, and non-eyesight based Awareness checks.
Howling Wind (31+mph/49+kmph)	-3 to Ranged projectile attacks, and non-eyesight based perceptiveness, Blows away cat-sized things.
Windstorm Winds (51+mph/82+kmph)	Cannot make Ranged projectile attacks, -5 to non-eyesight based perceptiveness. Blows away child-sized things.
Heavy Fog	Light sources reflect in the area at very bright intensity. Can't see more than 13ft/4m.
Medium Fog	Can't see more than 26ft/8m.
Light Fog	Can't see more than 52ft/16m.
Light Fall	-1 perceptiveness, Not enough to make muddy/leave snow tracks.
Medium Fall	-2 perceptiveness, Not enough to make muddy. Leaves snow tracks.
Heavy Fall	-3 perceptiveness, Makes muddy and leaves snow tracks.
Torrential Fall	-4 perceptiveness, Makes muddy and leaves snow tracks.

Environment Modifiers

Type	Mechanics
Dim Light	Cloudless Night (Sparse/clear), Deep Forest, Overcast Day
Darkness	Cloudy Night, Cloudy Deep Forest, Cave
Tall Grass	-2 to Attacks
Lower Water (Shin)	-2 to melee/bow attacks, and defending yourself with movement
Medium Water (Waist)	Average/medium balancing-based check after running or attacking vs falling prone and possibly sliding down if elevated)
Very Slick Terrain (Water-soaked mud, blood pools, wet rooftops)	Average/medium balancing-based check after running or attacking vs falling prone and possibly sliding down if elevated)
Precarious Terrain (Broken rocks/rubble, Cliff-Edge)	Average/medium balancing-based check after running or defending vs falling prone and possibly sliding down.
Dusk/Dawn Facing the Sun	Silhouettes things, and does basically blinds you if not blocked
Decaying Battlefield/Lots of Corpses	Save vs throwing up every hour
Sewers/Vile Bog	Save vs throwing up every 2 hours

Die Roll	Morning (4am-9am)	Noon (10am-3pm)	Afternoon (4pm-9pm)	Night (10pm-3am)
1	Heavy Fog (Light Wind)	Torrential Fall (Storm Wind)	Light Fog (Light Wind)	Heavy Fog (Light Wind)
2	Medium Fog (Light Wind)	Heavy Fall (Storm Wind)	Torrential Fall (Storm Wind)	Medium Fog (Light Wind)
3	Heavy Fall (Storm Wind)	Medium Fall	Heavy Fall (Storm Wind)	Heavy Fall (Storm Wind)
4	Medium Fall	Medium Fall	Medium Fall	Medium Fall
5	Light Fall	Light Fall	Light Fall	Light Fall
6	Overcast	Overcast	Overcast	Overcast
7	Medium Clouds	Medium Clouds	Medium Clouds	Medium Clouds
8	Sparse/Clear	Sparse/Clear	Sparse/Clear	Sparse/Clear
9	Sparse/Clear	Sparse/Clear	Sparse/Clear	Sparse/Clear
10	Sparse/Clear	Sparse/Clear	Sparse/Clear	Sparse/Clear

Wind

Die Roll	Regular	Storm
1	Light (0+ mph/kmph)	Strong (21+ mph/33+ kmph)
2	Light (0+ mph/kmph)	Strong (21+ mph/33+ kmph)
3	Light (0+ mph/kmph)	Strong (21+ mph/33+ kmph)
4	Light (0+ mph/kmph)	Strong (21+ mph/33+ kmph)
5	Moderate (11+ mph/17+ kmph)	Strong (21+ mph/33+ kmph)
6	Moderate (11+ mph/17+ kmph)	Howling (31+ mph/49+ kmph)
7	Moderate (11+ mph/17+ kmph)	Howling (31+ mph/49+ kmph)
8	Strong (21+ mph/33+ kmph)	Howling (31+ mph/49+ kmph)
9	Howling (31+ mph/49+ kmph)	Windstorm (51+ mph/82+ kmph)
10	Windstorm (51+ mph/82+ kmph)	Windstorm (51+ mph/82+ kmph)

Weather



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