

# WEATHER CONDITIONS

AUTHOR: GM ROB MULLIGAN

These weather conditions are mainly for Cyberpunk RED, but will work with most other RPGs.  
GM discretion to create and incorporate negative modifiers based on weather conditions.

1d100	CONDITION	DESCRIPTION
1-10	<b>Overcast</b>	The sky is filled with gray clouds accented in red.
11	<b>Light Fog</b>	A thin fog rolls across the ground. All outside visual perception checks have a -1.
12	<b>Heavy Fog</b>	A thick fog rolls across the ground. All outside visual perception checks have a -2.
13-15	<b>Light Smog</b>	A thin red smog hangs low in the atmosphere. Make a Resist Torture/Drugs Check DV 10 once per 10 minutes spent outside without a breather on. Fail and you take 5 HP damage.
16-18	<b>Heavy Smog</b>	A thick red smog hangs low in the atmosphere. Make a Resist Torture/Drugs Check DV 15 once per 10 minutes spent outside without a breather on. Fail and you take 5 HP damage.
19	<b>Acid Rain</b>	Ablates armor by 1 SP per hour you spend in it and your car needs a new paint job.
20	<b>Heavy Acid Rain</b>	Ablates armor by 1 SP per minute you spend in it and your car loses 1 SDP per 15 minutes.
21	<b>Light Rain</b>	A light rain falls from the sky.
22	<b>Heavy Rain</b>	Heavy rain falls from the sky.
23	<b>Thunderstorm</b>	Thunder & lightning explodes as heavy rain falls from the sky.
24	<b>Blood Mist</b>	The first signs that a blood rain is coming. Sticky, filthy, toxic mist falls from the sky.
25-35	<b>Blood Rain</b>	A filthy toxic thick red sticky rain falls from the sky. All driving checks have a -2 modifier.
36	<b>Radiation Wave</b>	A waves of radiation periodically hit the area. Randomly make a Cybertech Check DV 15 or one random piece of cyberware malfunctions for 1 minute.
37-50	<b>Heat Wave</b>	Temperatures rise and hit the area hard and fast. Any heavy physical activity in armor > SP 7 requires a DC 13 Endurance Check. Fail and you take 5 HP damage from exhaustion.
51	<b>Cool Clear</b>	A very rare cool clear day with accents of red.
52-72	<b>Sunny Haze</b>	An average red hazy bright day.
73	<b>Cold Wave</b>	Temperatures drop rapidly and hit hard.
74	<b>Frost Wave</b>	Frost and slush covers most surfaces today.
75	<b>Snow Storm</b>	High winds and thick snow fills the atmosphere. All outside visual perception checks have a -1.
76-82	<b>Light Ashfall</b>	A thin mix of white, grey and black ash falls from the red sky. All outside visual perception checks have a -2.
83	<b>Light Winds</b>	A light breeze cuts across the area.
84-89	<b>High Winds</b>	Strong winds whip across the area. All driving checks have a -1 modifier.
90-95	<b>Sand Storm</b>	Strong, violent winds whip sand around aggressively. All driving checks in the badlands have a -1 modifier.
96	<b>Electric Storm</b>	A storm of lighting and waves of electricity. Randomly make a Cybertech Check DV 10 or one random piece of cyberware malfunctions for 1 minute.
97	<b>Firestorm</b>	A violent storm with random fire cyclones. If in the badlands, randomly there is a 2 in 10 chance you are hit by a fire cyclone and take 4 HP fire damage.
98	<b>Tornado</b>	Tornadoes randomly appear in the local areas. If in the badlands, randomly there is a 2 in 10 chance you are hit by a tornado. (GM discretion on checks and damages to both players and/or vehicles)
99	<b>Tropical Storm</b>	Hot winds and heavy rain.
100	<b>Hurricane</b>	Violent winds and heavy rain whip around.