

The Environment

Representing the environment in game terms can be complicated, and often it is not necessary to do so. There are a few situations however where having a consistent in-game representation of the world can be useful, especially when magic is involved.

What follows is a number of rating systems for describing the natural environment - the weather, fires and disasters for instance

2 Environment

Weather

Clothing

Not really the weather, but describes what sort of clothing gives good protection against the weather. How well protected you are from the environment is defined as a level from 0 (totally naked) to 5 or more (modern arctic clothing).

Level	Description
0	Naked. Person is wearing no or very little clothing which does nothing to keep them warm. Examples would be a bikini, or even a thin t-shirt and shorts for purposes of cold (but will count as light for protection from the sun).
1	Light clothes. Normal everyday summer clothes - thin trousers and shirt. Will keep wind and sun off the skin.
2	Moderate clothes. Jacket, plus shirt and trousers of reasonable thickness.
3	Heavy clothes. Heavy jacket and/or a couple of layers of clothes underneath.
4	Winter clothing. Winter gear. Heavy furs, thick coat and several layers of thick clothes.
5	Arctic clothing. Special modern arctic clothing.

Hot and Cold

Heat and cold assume that the character is totally without protection - i.e. naked. Layers of clothing will increase the effective temperature (each level of clothing increases the temperature by one level).

A breeze will tend to lower the effective temperature since it takes heat away from the body. Every two levels of wind reduces the temperature by one level.

Note that these temperatures assume a temperature which is comfortable for humans to be the average.

Extreme cold. Arctic winter conditions, temperature around -50C. Every minute a character gains a fatigue level. When they become unconscious, this becomes wounds.	-5
Severe cold. Dangerously cold, around -30C. Gain a point of fatigue every 10 minutes.	-4
Very cold. Around -10C.	-3
Cold. Around 0C. Character gains one fatigue every minute. Once unconscious, then they gain wounds at the same rate.	-2
Chilly. Around 10C. One fatigue an hour.	-1
Comfortable. Around 20C. Moderate clothes.	+0
Warm. A warm 30C. Very pleasantly warm, though can be too warm if you are also exerting yourself.	+1
Hot. An unpleasantly hot 40C. Nice if you are sunbathing, but too hot to get much work done. One level of exhaustion each hour unless plenty of water is being drunk.	+2
Very hot. About 50C, which is unbearably hot. Even with lots of water, you will gain a level of exhaustion each hour. Without sufficient water, double the rate.	+3
Severe heat. About 70C, which is hotter than temperatures get naturally anywhere on Earth (except for actual fires). Gain exhaustion every minute. Drinking doesn't help.	+4
Extreme heat. About 100C. Gain a level of stun every round.	+5