

# Orsvärn Weather System

v0.1.0

Based on southern Sweden

D66	Sky	Wind	Temp	
11	+1 Clear	+1 Calm	+1 High	
12 – 13	+1 Clear	Breeze	+1 High	
14 – 15	+1 Clear	-1 Gale	Mid	
16	Partly Cloudy	+1 Calm	+1 High	
21 – 23	Partly Cloudy	Breeze	+1 High	
24 – 33	Partly Cloudy	Breeze	Mid	
34 – 36	Partly Cloudy	-1 Gale	Mid	
41 – 42	Partly Cloudy	-1 Gale	-1 Low	
43	Cloudy	+1 Calm	+1 High	
44	Cloudy	Breeze	+1 High	
45 – 54	Cloudy	Breeze	Mid	
55	Cloudy	-1 Gale	Mid	
56-61	Cloudy	-1 Gale	-1 Low	
62	-1 Rain	+1 Calm	-1 Low	
63 – 64	-1 Rain	Breeze	-1 Low	
65	-1 Rain	-1 Gale	-1 Low	← Travel
66	-2 Deluge	-2 Storm	-1 Low	← Travel -2

**Sky** affects LEAD THE WAY.

**Wind** affects MAKE CAMP.

**Temp** affects the Temperature.

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Also roll a D6 to determine how many Quarter Days the weather stays.

Reduce the number on the rolled D6 every Quarter Day to keep track of how long time is left.

Roll the upcoming weather before it arrives to be able to hint to the players what's coming.

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**On 65 & 66:** For each Quarter Day, all player characters must succeed with an ENDURANCE roll to keep moving. **On 66:** modify the roll by -2.

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## TEMPERATURE Scale

Grade	Celcius	Farenheit
1	-10	14
2	0	32
3	10	50
4	20	68
5	30	86

This is the temperature scale, it goes from 1 to 5. The mapping in this table helps give some idea of what temperature each grade corresponds with.

## Seasonal TEMPERATURE

Season	Grade
Winter	1
Springrise/Fallwane	2
Springwane/Fallrise	3
Summer	4

This table shows the baseline temperature for each month. TEMPERATURE modifiers are applied on top of this base value to determine a final temperature.

If TEMPERATURE is 5, each HIKING player character must succeed with an ENDURANCE roll every Quarter Day not to get THIRSTY.

If TEMPERATURE is 1, all player characters who are not in a camp must succeed with an ENDURANCE roll every Quarter Day or become COLD.

Subtract 1 from TEMPERATURE when it's dark.

<https://orsvarn.com>

Based on data from <https://smhi.se>

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