Environmental Modifiers

When using an Environmental Modifier, be sure to make sure the Players and Monsters both know how this affects them for the encounter.

Low Gravity

- Gravity is lower in this area.
- Everyone takes STRIKEDOWN as a 10m PUSH.
- PUSH now pushes you for 20m.

High Gravity

- Gravity is much higher here.
- When you take a STRIKEDOWN, you must stay on the ground for 5s before you can get up (or you must kneel for 10s if you pick that option).

Ocean Encounter

- The Encounter takes place on a boat - mark out an area on which the players can move freely which is the "boat".
- If players move off the boat then they fall in the water.
- While in water, players must move at a walking pace.
- To get back on the boat, they must take 10s of appropriate roleplaying getting back on, or 5s with someone on the boat helping them.

Dust Storm

- Visibility is reduced.
- All ranged weapons have a range of 5m instead of 10m.

Blizzard

- It is very cold and windy.
- The duration of SLOW is doubled.
- BURN counts as BREAK.

Thunderstorm

- A lightning storm is occurring.
- Keep a Ref or Monster free - periodically make a thunderous rumbling and then call YOU LOT: ZAP from your position 10s later.
- (Yes this isn't how thunder and lightning really works but lightning without warning isn't particularly fun).

Depressurisation

- This encounter takes place on the edge of space.
- Mark a line over which characters will find themselves in the vacuum.
- While in the vacuum, characters are under the effect of SLOW.

Traps

Trip Wire

- Lay some rope out
- If a character steps on the rope, call YOU: BLAST at them.

Saw Blade

- Move a long weapon in a predictable pattern
- If you hit a player, call BREAK

Motion Turret

- Rotate on the spot
- If you detect movement, call YOU: PEW five times in a row at the target.
- Yes, this is Red Light Green Light