

Environmental Hazards

This Bestiary is a semi-IC document containing ideas and mechanics for various Environmental Hazards, Weather Modifiers, Traps, etc, that have been encountered or are encounterable in the world of *Planetfall*. It is safe to assume information here is IC available for your perusal thanks to the [Zeitgeist Research Department](#). Anyone is free to edit this information and add Effects of their own creation

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 GM 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.

Quicksand

- This encounter takes place on Quicksand.
- It takes 5 seconds longer to recover from STRIKEDOWN.

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

Explosive Fireballs

- Run toward a target making a “wheeeeeeee” falling sound
- Upon landing or (being hit with a call other than PUSH, PULL or SLOW) call MASS STRIKEDOWN.

- Respond to PUSH, PULL or SLOW as normal.

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