

One-Fifth Gravity

$$\times \frac{1}{5}$$

Gravity

Creatures can jump five times as much as normal.

Projectiles have their range increments quintupled.

Falling damage is reduced to 1d4/10ft.

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One-Half Gravity

$$\times \frac{1}{2}$$

Gravity

Creatures can jump twice times as much as normal.

Projectiles have their range increments doubled.

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Normal Gravity

$$\times 1$$

Gravity

No effect.

2/18

Double Gravity

$$\times 2$$

Gravity

Creatures can jump half as much as normal.

Projectiles have their range increments halved.

Falling damage is increased to 1d10/10ft.

1/18

Extreme Heat



Temperature

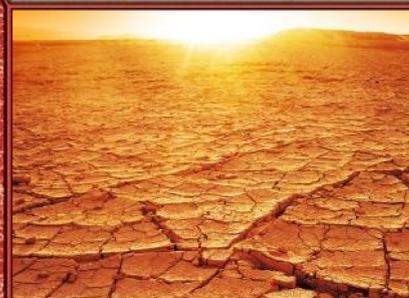
1d6 lethal damage every minute.

FORT or 1d4 nonlethal every 5 minutes. If you have any nonlethal damage from heat you are fatigued.

Heavy clothing or armor gives a -4 on the save.

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Severe Heat



Temperature

FORT or 1d4 nonlethal every 10 minutes. If you have any nonlethal damage from heat you are fatigued.

Heavy clothing or armor gives a -4 on the save.

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Average Temperature



Temperature

No effect.

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Severe Cold



Temperature

FORT or 1d4 nonlethal every 10 minutes. If you have any nonlethal damage from cold you are fatigued.

If you wear a cold weather outfit, you only need to check once per hour.

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Extreme Cold



Temperature

1d6 lethal damage every minute.

FORT or 1d4 nonlethal every 5 minutes. If you have any nonlethal damage from cold you are fatigued.

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Allies



Benefit ■

During one encounter, you may call upon an ally from the Water region to fight alongside you.

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Engines



Benefit ■

The comet has started spinning again. This starts to normalize the temperatures, making the fire areas cooler and the water areas warmer. This changes how some encounters play out.

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Spells — Healing



Benefit ■

You receive a pool of healing. Between encounters, you may trade points from the pool on a 1 for 1 basis to heal yourselves.

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Spells — Buffs



Benefit ■

At the start of one encounter, each character gains the benefits of *haste*, *fly*, and *endure elements* for 11 rounds.

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Transport — Teleport



Benefit ■

You may travel instantaneously from one area to another once. This takes no time. This may be used to escape an encounter.

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Transport — Resistance



Benefit ■

Resist 5 radiation.

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Radiation Hazard



Hazard ■

Lethal radiation fills the area. As long as you are participating in the encounter, you take radiation damage every round.

11/18

Details on Water Forces



Benefit ■

You get a +2 bonus to initiative checks while in areas that are water-aligned.

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Extra Information



Benefit ■

Everyone gets a +2 bonus to their next initiative check. (*This stacks with Details on Water Forces*)

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