

WASTELAND WEATHER

1	Things Could Get Choppy: It just looks like a storm is coming.
2	Rain: Just Normal Rain
3	Blizzard: Even if it's in the desert. It's really cold.
4	Tornado: That's dangerous enough
5	Thunderbolts & Lightening: Very Very Frightening. DC 8 Will Save or PANIC and run off.
6	Aurora Bored It'll Kill Us: DC 8 Will Save or stare at the pretty lights for 1d7 hours.
7	Rolling Thunder: DC 8 Fort Save or be deafened the next 1d3 days.
8	Acid Rain: Make a Luck Check or take 1d5 Acid damage each round. Equipment may also be destroyed.
9	Acid Rain: DC 12 Fort Save or hallucinate for the next 1d6 hours. 1 in 6 chance that it's a bad trip.
10	Winds of Fate: Make a Luck check. Fail: Permanently gain a point of Luck. Succeed: Permanently lose a point of Luck.
11	Rocks Fall: Make a Luck check. If failed then take PC's Level (PC's HD) damage.
12	Topical Depression: DC 8 Will Save or take -2 penalty to all rolls for the next 1d5 days. :(
13	Dirt Tsunami: DC 10 Ref Save to avoid. DC 14 Strength to escape being buried alive.
14	Purple Rain: Character's skin is dyed purple for 1d6 days. DC 10 Fort Save, fail and it's permanent.
15	Fire Storm: DC 12 Ref Save or take 1d6/round because you're on fire!
16	Nano Rain: DC 12 Ref Save or characters are infected with Nanites (There's even mechanical bits sticking out of their skin). Permanently lose 1 pt of Personality but gain 1 pt of Stamina. Make a Luck check or lose a random mutation.
17	Sand Paper Storm: Make a DC12 Fort Save or have your skin peeled from flesh doing 2d5 damage.
18	Vortex Storm: Judge teleports party to other location even another planet or plane.
19	Brain Wave: DC 10 Will Save. Those who fail switch bodies.
20	Flurry of Blows: DC 12 Strength check or thrown 1d3 miles in random direction and take # of miles d7 damage.
21	Time-clone: Party transported 1d6 days in the future and meet their future selves for 2d10 rounds then back to their own time. Judges take note of what happens because it will happen again. Pity if they kill each other.
22	Magnetic Pulse: Make a Luck check or all of the character's power cells loose their charges.
23	Total Eclipse of the Sun: DC 6 Int check or stare at the sun until blind.
24	Oh Hail No!: DC 12 Ref Save or take 1d3 damage each round until you find shelter.
25	Shit Storm: EWWW!
26	Raining Cats & Dogs: The party is attacked by swarms of insect sized dogs and cats doing 1d3 damage.
27	Blood Rain: Characters covered in blood but heal HD damage.
28	Storm Storm: Roll Twice on this Table.
29	Waste Storm: Make dc12 Fort, Ref, and Will Saves or take 1d7 of radiation, bludgeoning and psychic damage respectively.
30	Sharknado: Attacked by 3d6 Flying Sharks-Init +2; ATK +4 (Bite 2d7); AC 13; HD 3d8; HP 14; MV 60' (flying); ACT 1d20; SP Crit on a 18-20; SV Fort +2, Ref +4; Will +0