

TUNDRA LIGHT ENCOUNTER CHART

Percentile System	1D20 System	3D6 System	Encounter	Description
0-10	1-2	3-4	Small animal	Animals the size of Birds or wolves travel the tundra, or if camped. Small animals looking for food or warmth might believe the sleeping area of a party member is a good place to bed down or they might find food. Animals the size of Birds or wolves.
11-20	3-4	5-6	Large animal	Animals the size of Polar Bear or Woolly Mammoths travel the tundra, or if camped. Large animals looking for food or warmth might believe the sleeping area of a party member is a good place to bed down or they might find food. Polar Bear or Woolly Mammoths
21-30	5-6	7	Weather	Roll on the Weather Encounter Chart
31-40	7-8	8	No encounter	There are not encounters
41-50	9-10	09-10	Illusion	The ice of the Tundra makes an excellent Mirror to reflex light an create illusions
51-60	11-12	11-12	Terrain	The party encounters an ice crevasse, Ice fissure, Arctic River
61-70	13-14	13-14	Discovery	The party discovers an abandon vehicle, a ice cave, etc.
71-80	15-16	15-16	Other traveler	The party encounters other travelers or the remains of other travelers. Please note this is a good time to add additional players to the game.
81-90	17-18	17	Native	The natives of the area are not use to strangers and are curious about them.
91-100	19-20	18	Special	Depending on the World a ghost might appear to the person on watch. A techno-Wizard might show up. Something unusual happens.

The Terms of Day and Night in the arctic Tundra are almost useless. Some areas of the tundra have 6 months of light and 6 months of darkness. Depending on the world this could vary greatly. This is why the encounters are divided between light and dark. This refers to the light levels of the area.

TUNDRA DARK ENCOUNTER CHART

Percentile System	1D20 System	3D6 System	Encounter	Description
0-10	1-2	3-4	Small Animal	Animals the size of Birds or wolves travel the Tundra , or if camped. Small animals looking for food or warmth might believe the sleeping area of a party member is a good place to bed down or they might find food. Animals the size of Birds or wolves.
11-20	3-4	5-6	Large Animal	Animals the size of Polar Bear or Woolly Mammoths travel the tundra, or if camped. Large animals looking for food or warmth might believe the sleeping area of a party member is a good place to bed down or they might find food. Polar Bear or Woolly Mammoths
21-30	5-6	7	Weather	Roll on the Weather Encounter Chart
31-40	7-8	8	No encounter	There are not encounters
41-50	9-10	09-10	Illusion	The wind whipping through crevasses or Ice fissure can sound like many things. An old lovers voice, The sound of someone singing or something from the pits of hell.
51-60	11-12	11-12	Night Magic	Every Land has their own version of Magic. Night Magic could be a falling star to strange sounds that sound like a song.
61-70	13-14	13-14	Discovery	The party discovers an abandon vehicle, a ice cave, etc.
71-80	15-16	15-16	Other traveler	Travelers in the area walk into the camp looking for aid or worse looking to do harm
81-90	17-18	17	Native	The natives of the area are not use to strangers and are curious about them.
91-100	19-20	18	Special	Depending on the World a ghost might appear to the person on watch. A techno-Wizard might show up. Something unusual happens.

The Terms of Day and Night in the arctic Tundra are almost useless. Some areas of the tundra have 6 months of light and 6 months of darkness. Depending on the world this could vary greatly. This is why the encounters are divided between light and dark. This refers to the light levels of the area.

WEATHER ENCOUNTERS

Percentile System	1D20 System	3D6 System	Weather	DESCRIPTION
0-10	1-2	3-4	Ideal	The Best type of weather anyone could hope to have. Add +5% to distant traveled (unless mechanized transport then add 0%) for the same time period.
11-20	3-4	5-6	Good	Comfortable and pleasant weather. Add +3% to distant traveled (unless mechanized transport then add 0%) for the same time period
21-30	5-6	7	Fair	The weather is colder then desired, but not by much.. The area might be overcast and or a little wind or snow. Add +0% to distant traveled for the same time period
31-40	7-8	8	Poor	Snowing. It is a miserable day for traveling especially on foot. Thunder and lighting is most likely. Add -5% to distant traveled.(-3% in Mechanized transport) for the same time period.
41-50	9-10	09-10	Bad:	This is not a day for traveling. Heavy snow storm medium to heavy winds. There is a 20% chance of a Ice Storm. Add -15% to distant traveled (-5% in mechanized transport) for the same time period
51-60	11-12	11-12	Severe	If you are on foot or animal, traveling stops. There is a good chance (25%) is one does not find shelter that the party will take damage from the weather. White out conditions occurring with winds over 70 mph. Mechanized transport is reduced by 75% for the same time period
61-70	13-14	13-14	Catastrophic	No one travels. If suitable shelter is not found quickly, the part will sustain severe damage to death due to the weather effect
71-80	15-16	15-16	No Change	The Weather remains the same
81-90	17-18	17	Storm Warnings	There are signs of a great storm approaching.
91-100	19-20	18	Exceptional	The weather changes suddenly without any reason. GM's Desecration