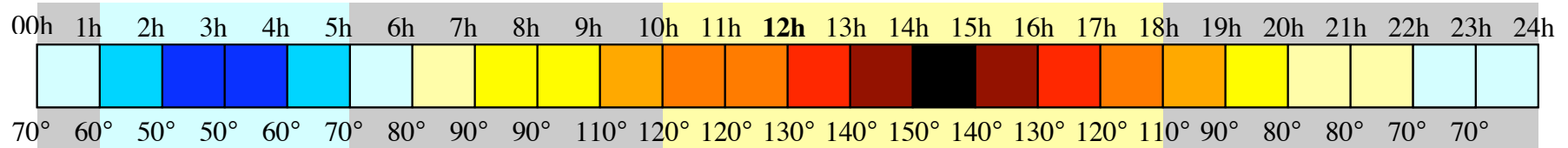












ATHASIAN TEMPERATURE



	50°	The air is so cold, that if you are not well covered, you will suffer from it. Under the 50 degrees Fahrenheit bar, the character sustain 1d6 point of subdual damage (Fortitude DC 15 +1 each previous check per 10 minutes).
	60°	The temperature is fresh. Good clothing a obvious or you will be exposed to make a Fortitude check each hour (DC 15 +1 each previous check) or sustain 1d6 de subdual damage.
	70°	The freshness as disappear and the temperature is best to travel.
	80°	For you, it's an ordinary heat. You can continue to work normally.
	90°	It feels hot, but for you, it's just another hour of work.
	110°	At this temperature, you think that some shadow will soon be required.
	120°	In these conditions of hot temperature, at each hour, you need to make a Fortitude check (DC 15 +1 each previous check) or sustain 1d4 de subdual damage.*
	130°	Same consequence as for 120°.
	140°	In very hot temperature, each 10 minutes, you must make a Fortitude check (DC 15 +1 each previous check) or sustain 1d4 de subdual damage.*
	150°	Same consequence as for 140°.

In extreme heat, over 160 degrees Fahrenheit, breathing the air will really hurt your body (1d6 points of damage per minute no save). In addition, a character must make a Fortitude save every 5 minutes ((DC 15 +1 each previous check) or sustain 1d4 de subdual damage.*

* Peoples wearing heavy clothing or armor of any sort have a -4 penalty to their saving throws and are affected as if they were under the Heat spell influence.