

GM HANDOUT

Environmental Hazard – *Oppressive Heat*

Trait: *Oppressive Heat* (OP Heat)

Initial Level: OP Heat 1 (Act 1)

Heat Progression

- **Act 2:** Automatically increases to **OP Heat 2**
- **Shuttle Rescue Minor Scene:** Increases to **OP Heat 3**
- **Complications:** May increase OP Heat by +1 at GM discretion
- **THREAT Spend:** GM may spend **2 Threat per +1 OP Heat** (narratively appropriate)



Effect on EV Suits & Rolls 🖐️

Even in EV suits, characters are **sweating, overheating**, and experiencing **cognitive fatigue**. As OP Heat increases, suits begin to fail and rolls suffer a greater chance of complications:

<u>Heat Factor</u>	<u>Complication Range</u>
1	20
2	19 - 20
3	18 - 20
4	17 - 20
5	16 - 20