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NIGHT CITY WEATHER

THE SKY IS CRYING BLOOD

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YOUR WEATHER. YOUR CALL.

Night City Weather is a tool to help make your **Cyberpunk RED** game more vibrant and interesting. How it gets used at your table is up to you. If your group wants to stick to the tables, randomly roll the weather every day, and follow all the presented rules? That's great! Go for it. Not interested in turning your campaign into a day-to-day weather simulator but you want to consult **Night City Weather** occasionally for a change of pace or to make a particular scene more interesting? That's *jake*, too.

Heck, if all you want to do is use these rules and this lore for inspiration while you do your own thing, we support you.

The point is, we're giving you these rules but you choose what to do with them. Use them as little or as much as you want. The weather presented here can add atmosphere to the landscape and change up how a **Cyberpunk RED** crew performs their jobs, but it should never get in the way of the story your group is trying to tell.

You call the weather.

The 2020 edition of Fax on File's Night City guidebook described the metropolis' climate as "temperate". Decades of climate change, compounded by a flood of gas and particles into the atmosphere during the 4th Corporate War, has made the word "unstable" a better adjective when talking about Night City's weather.

The average temperature ranges from the low 40s in the winter months to low 90s in the summer but extremes dropping into the low 30s or high 110s aren't uncommon. Misty fog, often tinged yellow as it picks up various pollutants, often blankets the city in the early mornings and late evenings. Precipitation is relatively rare, with an average of 19 inches of rain per year. There are an average of two to three thunderstorms per year. The last recorded snowfall was in 2022, shortly after the destruction of Arasaka Tower.

A combination of factors, including coastal positioning, a decades-long drought, the 2022 nuclear explosion, rampant pollution, and a battered worldwide climate makes Night City home to several unusual weather conditions. In addition to the acid rain and inversion smogs found in many cities, Night City residents and visitors can also expect to encounter the occasional dust storm, blood rain, and radioactive wind. Anyone expecting to spend time out of doors in Night City should consider purchasing personal protective equipment.

FORECASTING THE WEATHER

When it comes to setting a scene, weather can be a key factor. Anyone who has watched a movie knows the sun shines when people are happy and the rain falls when they're sad. Mechanically speaking, weather can have a real impact on Actions performed outside due to excessive temperatures, limited visibility, and other factors.

To determine the weather, roll twice on the Weather table appropriate for the in-game month: once for the Temperature and once for Current Conditions. If you roll a 6 for Current Conditions, roll twice on the Strange Weather table, once for the Condition and once for the duration.

Gamemasters who prefer less randomness and more control over Night City's weather can use the table as a guide to what the Temperature and Current Conditions might be like at any given point in the year.

"GOOD MORNING, NIGHT CITY! TODAY IS GONNA BE HOT, HOT, HOT! WE'RE LOOKING AT A HIGH OF 112, SO DON'T BE SURPRISED IF YOU SEE YOUR LOCAL FOOD TRUCK FRYING UP FOOD ON THE SIDEWALK INSTEAD OF THE GRILL! ALL THAT HEAT SHOULD BOIL AWAY YESTERDAY'S BLOOD RAIN BUT IF YOU DON'T HAVE NASAL FILTERS, DON'T SPEND TOO MUCH TIME OUTSIDE, BECAUSE THE SMELL'S GONNA HIT YOU LIKE A DRUNK EXEC DRIVING AN OVERPRICED LUXURY CAR THROUGH A CROWDED INTERSECTION!"

—WACKY THE WEATHERMAN, 107.3 MORRO ROCK RADIO

NIGHT CITY WEATHER

WEATHER: DECEMBER TO FEBRUARY

1d6	Temperature	Current Conditions
1	Cold (Around 35°F/2°C)	Clear
2	Cold (Around 40°F/4°C)	Light Rain/Sleet
3	Cold (Around 40°F/4°C)	Overcast
4	Cool (Around 50°F/10°C)	Overcast
5	Cool (Around 50°F/10°C)	Heavy Rain/Sleet
6	Cool (Around 60°F/15°C)	Strange (go to Strange Weather)

WEATHER: MARCH TO MAY

1d6	Temperature	Current Conditions
1	Cold (Around 40°F/4°C)	Clear
2	Cool (Around 50°F/10°C)	Light Rain
3	Cool (Around 50°F/10°C)	Overcast
4	Cool (Around 50°F/10°C)	Light Rain
5	Warm (Around 60°F/15°C)	Heavy Rain
6	Warm (Around 70°F/21°C)	Strange (go to Strange Weather)

DATA

You'll see the term **CP:R PAGE** at several points in *Night City Weather*. That's guiding you to a specific page in the *Cyberpunk RED* core rulebook.

WEATHER: JUNE TO AUGUST

1d6	Temperature	Current Conditions
1	Warm (Around 60°F/15°C)	Light Rain
2	Warm (Around 70°F/21°C)	Clear
3	Warm (Around 70°F/21°C)	Overcast
4	Hot (Around 80°F/27°C)	Overcast
5	Hot (Around 80°F/27°C)	Clear
6	Hot (Around 90°F/32°C)	Strange (go to Strange Weather)

WEATHER: SEPTEMBER TO NOVEMBER

1d6	Temperature	Current Conditions
1	Cool (Around 40°F/4°C)	Light Rain/Sleet
2	Warm (Around 60°F/15°C)	Clear
3	Warm (Around 60°F/15°C)	Overcast
4	Warm (Around 60°F/15°C)	Overcast
5	Warm (Around 70°F/21°C)	Clear
6	Hot (Around 80°F/27°C)	Strange (go to Strange Weather)

STRANGE WEATHER

1d10	Current Conditions	How Long Does It Last?
1	Radioactive Windstorm	1d6 x 10 Minutes
2	Ash Storm	1d6 x 10 Minutes
3	Flooding	1d6 Days
4	Blood Rain	1d6 Hours
5	Acid Rain	1d6 Hours
6	Deadly Thunderstorm	1d6 x 10 Minutes
7	Inversion Smog	1d6 Days
8	Cold Snap (if Temperature Cool or Cold) OR Heat Wave (if Temperature Warm or Hot)	1d6 Days
9	Dust Storm	1d6 x 10 Minutes
10	Blackout	1d6 Days

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If the GM so chooses, they can roll again on the appropriate table for a new Current Condition after a Strange Weather event ends, or even while it is ongoing. There's no reason it can't be Overcast during Flooding or Sleet during a Cold Snap...

CAUGHT IN AN ASH STORM

Major fires to the north have blown an ash storm south into Night City, and Jay the Solo is caught outside without his Anti-Smog Breathing Mask. The GM asks Jay's Player for a DV13 Resist Torture/Drugs Check as if the Solo had been exposed to a Vial of Poison, which Jay fails thanks to an unlucky roll of 1 followed by a roll of 9. The GM rolls 7 on 2d6, the damage of a Vial of Poison, and applies it directly to Jay's HP. Jay also gains the Foreign Object Critical Injury (but not the initial 5 Bonus Damage). Until the Critical Injury is treated, Jay takes 5 damage to his HP every time he moves more than 4 m/yds in a Turn. Too bad he's currently on the run from a mob of Bozos. It just isn't Jay's day.

RULING THE WEATHER

Gamemasters who want to use the weather to not only set mood but impact their game mechanically can use the following rules to guide them.

TEMPERATURES

Cold Temperature: The temperature is below normal tolerance limits for the average person. Anyone who spends most of the day outside or inside but in non-heated environment without proper protective gear suffers damage via Exposure (**CP:R PAGE 181**).

Cool/Warm Temperature: The weather feels fairly comfortable, if a touch chilly or muggy on some days.

Hot Temperature: The temperature has risen to an uncomfortable degree. Increase any preexisting Armor Penalty to REF, DEX, and MOVE by 1. For example, a -2 penalty becomes a -3 penalty.

CONDITIONS & WEATHER

Acid Rain: Almost all rain that falls in Night City is lightly acidic but occasionally a storm brings precipitation so corrosive it can cause damage in a matter of hours instead of years. For each full minute spent in Acid Rain without protection, ablate all worn armor by 1 SP.

Ash Storm: Fires, in both urban areas and in the Badlands, aren't uncommon in the Time of the Red. Occasionally, they burn so hot, long, and large that the wind blows the toxic ashes and smoke across Night City. Treat anyone who spends more than one minute in an Ash Storm without Nasal Filters, Anti-Smog Breathing Mask, or a similar device as if they have been exposed to a Vial of Poison (**CP:R PAGE 355**). They also suffer the Foreign Object Critical Injury as the ash clogs their lungs and sinus

passages, though they do not take the initial Bonus Damage. This Critical Injury can't be tended to until the patient leaves the Ash Storm. Also GMs can, at their discretion, apply a -2 penalty to any appropriate Skill Check, including Perception Checks to see and ranged attack Checks to hit a target at a distance.

Blackout: While not an actual weather condition, loss of power, CitiNet access, and communications often happens due to extreme meteorological activity. The GM can determine where the outage is (1d10 blocks or neighborhood zones centered on the crew's current location, if determining randomly). For the duration of the outage, any building in the area without a generator won't have electricity and Agents won't be able to make calls or connect to the Data Pool.

Blood Rain: An aftereffect of the 4th Corporate War, Blood Rain is a greasy, pinkish-red form of precipitation known to carry various caustic substances, toxins, and radioactive particles. Roll 1d6. On a 1 to 3, the Blood Rain acts just like Acid Rain, although it smells much worse. On a 4 to 6, once per minute treat anyone exposed to the Blood Rain without protection as if they were dosed with a Vial of Biotoxin (**CP:R PAGE 355**). Also GMs can, at their discretion, apply a -1 penalty to any appropriate Skill Check, including Perception Checks to see and ranged attack Checks to hit a target at a distance.

Cold Snap: The weather has turned incredibly cold, dropping below freezing. This overrides any roll made for Temperature on a Weather table. The rules for Exposure (**CP:R PAGE 181**) apply. In addition, black ice forms everywhere, making conditions treacherous. GMs can, at their discretion, apply a -2 penalty to any appropriate Skill Check made while on icy surfaces.

Deadly Thunderstorm: While thunderstorms are rare in Night City, when they happen they trend towards incredibly destructive. Once per ten minute period during the storm, the GM should roll 1d6. On a 1 to 3, the lightning strikes far away. On a 4 to 6, the lightning strikes the tallest nearby structure or natural feature. If there is no such structure or natural feature nearby, it strikes either the tallest Character or the Character holding a two-handed metal weapon. If the Character struck is touching another Character (for example, via a Grapple) they are both struck. Anyone hit by lightning takes 6d6 damage to their body and the lightning strike counts as a flashbang grenade (**CP:R PAGE 346**) centered on the struck Character. Also GMs can, at their discretion, apply a -2 penalty to any appropriate Skill Check, including Perception Checks to see and ranged attack Checks to hit a target at a distance.

Dust Storm: Northern California has been in a drought since at least the 2020s, transforming much of the land outside of Night City into desert often known as the Badlands. Strong winds occasionally pick up loose particles of dust and debris from those erosion-prone wastes and blows them into the city proper. Anyone who spends more than five minutes in a Dust Storm without Nasal Filters, Anti-Smog Breathing Mask, or a similar device suffers the Foreign Object Critical Injury as the dust clogs their lungs and sinus passages, though they do not take the initial Bonus Damage. This Critical Injury can't be tended to until the patient is removed from the Dust Storm. GMs can, at their discretion, apply a -2 penalty to any appropriate Skill Check, including Perception Checks to see and ranged attack Checks to hit a target at a distance.

Flooding: The nuclear blast that destroyed the Arasaka Tower back in 2022 also destabilized the fill much of Night City is built on. Repairs have been made over the years but, occasionally, ocean water seeps up through the cracks and floods a section of the city. At street level, the water levels rarely rise to above more than a few inches, making it more a nuisance than a real problem. Below ground, the flooding can fill basements and tunnels. Wading through a deeply flooded area uses the rules for an "other form of movement" (**CP:R PAGE 169**).

Heat Wave: Thanks to climate change, more and more often the temperature in Night City spikes into the low 100s and 110s. This overrides any roll made for Temperature on a Weather table. In such oppressive heat, those who wear bulky gear like heavy armors can suffer tremendously. The rules for Exposure (**CP:R PAGE 181**) apply. Increase any preexisting Armor Penalty to REF, DEX, and MOVE by 2. For example, a -2 penalty becomes a -4 penalty.

Heavy Rain/Sleet: Not only does heavy rain (or sleet in colder weather) make surfaces slick but it also impacts visibility. GMs can, at their discretion, apply a -2 penalty to any appropriate Skill Check, including Perception Checks to see and ranged attack Checks to hit a target at a distance.

Inversion Smog: Despite the switchover from gasoline to CHOOH2, intense smog "as thick as pea soup" remains a problem in Night City due to lax regulations, regular fires, and industrial toxins spilling into the atmosphere. Treat anyone who spends more than one minute in an Inversion Smog without Nasal Filters, Anti-Smog Breathing Mask, or a similar device as if they have been exposed to a Vial of Poison (**CP:R PAGE 355**). GMs can, at their discretion, apply a -4 penalty to any appropriate Skill Check, including Perception Checks to see and ranged attack Checks to hit a target at a distance.

Light Rain/Sleet: A Cyberpunk classic, light rain (or sleet in colder weather) doesn't reduce visibility but can make surfaces slick. GMs can, at their discretion, apply a -1 penalty to any appropriate Skill Check such as an Athletics Check to climb a slippery fence or a Drive Land Vehicle Check to perform a maneuver on wet roads.

Radioactive Windstorm: Good news? The Hot Zone isn't as radioactive as it used to be. Bad news? The Hot Zone is still somewhat radioactive and strong winds occasionally blow radioactive particles into other parts of Night City. Anyone exposed to the Radioactive Winds who is not protected by a Radiation Suit or similar item is treated as if they are exposed to high level radiation (**CP:R PAGE 181**). Radioactive wind burst begin at the GM's discretion and last for 1d6 Rounds.

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Some public places, like Corp HQs and upscale nightclubs, have wash/decon stations near the entrance to get the worst of the toxic weather off your person.

NEW GEAR

People have been inventing gear to help mitigate the bad effects of weather since the very beginning and that hasn't changed as humanity rolls along in the Dark Future.

In addition to the Nasal Filters, Anti-Smog Masks, and Radiation Suits available in the Cyberpunk RED core rulebook, the following purchases might help the savvy Edgerunner fight off Mother Nature's fury.

Item	Cost
Cold-Weather Jacket Lining	500eb (Expensive)
Hot-Weather Jacket Lining	500eb (Expensive)
Militech Tactical Umbrella	1,000eb (Very Expensive)
Umbrella	10eb (Cheap)
Waterproof Jacket Lining	500eb (Expensive)

Cold-Weather Jacket Lining: A lining of insulated material you can apply to an existing jacket (**CP:R PAGE 356**). It protects against extremely low temperatures. This counts as appropriate gear when dealing with Exposure (**CP:R PAGE 181**).

Hot-Weather Jacket Lining: A lining you can apply to an existing jacket (**CP:R PAGE 356**) that wicks sweat and vents heat using a low power ducted fan system. It protects against extremely high temperature. This counts as appropriate gear when dealing with Exposure (**CP:R PAGE 181**) and lowers the additional Armor Penalty due to hot temperatures or a Heat Wave by 1.

Militech Tactical Umbrella: Part of Militech's Armed Executive line, the Tactical Umbrella is perfect for anyone who wants to look top shelf without sacrificing the protection promised to them by the Constitution. Militech's Tactical Umbrella protects against Acid and Blood Rain just like a regular umbrella but is also two weapons in one: an Excellent Quality Exotic Heavy Melee Weapon and a Poor Quality Exotic Heavy Pistol that can load both Basic and Non-Basic ammunition. The Militech Tactical Umbrella's clip holds two bullets and must be reloaded just like a typical Heavy Pistol.

Umbrella: Any umbrella sold in Night City is designed to minimize the effects of the intense weather there. Being under an umbrella negates the armor ablating effects of Acid Rain and gives the wearer a +2 to Resist Torture/Drugs Checks made to resist the effects of Blood Rain. It also keeps you mostly dry and comes in a variety of colors and styles. A hand holding an umbrella cannot hold anything else.

Waterproof Jacket Lining: A lining treated with special chemicals you can apply to an existing jacket (**CP:R PAGE 356**). It protects against certain weather conditions. Waterproof Jacket Linings negate the armor ablating effects of Acid Rain and gives the wearer a +2 to Resist Torture/Drugs Checks made to resist the effects of Blood Rain. Despite the name, this jacket lining will not keep you dry if you are completely submerged in liquid.

"A FEW WEEKS BACK MY MAINLINE, RANDI K, NOTICED A COUPLE OF JOYTOYS SOLICITING NEAR OUR PLACE. IT WAS RAINING OUT AND THEY WERE HUDDLED TOGETHER UNDER A BLACK UMBRELLA. RANDI NODDED TO THE JOYTOYS AND SAID, 'SOMETHING'S UP'. I ASKED HOW THEY KNEW. 'THEIR CLOTHES. ALL BRIGHT AND HAPPY ASIA POP BUT THE UMBRELLAS? MILITECH TACTICAL. EXECS LIKE THEM 'CAUSE THEY GO GREAT WITH A SUIT'. TEN MINUTES LATER, IT ALL WENT DOWN. A CONTINENTAL BRANDS STRIKE TEAM ROLLED IN TO HIT OUR LOCAL BODEGA. AND BECAUSE OF RANDI'S FASHION SENSE? WE WERE READY."

—BABYFACE K

DATA

For more information on Poor and Excellent Quality weapons, see **CP:R PAGE 342**.