

<i>Weather chart for Bushido RPG (FGU): data for North-West Japan</i>											
<i>Winter</i>			<i>Spring</i>			<i>Summer</i>			<i>Autumn</i>		
<i>D</i>	<i>J</i>	<i>F</i>	<i>M</i>	<i>A</i>	<i>M</i>	<i>J</i>	<i>J</i>	<i>A</i>	<i>S</i>	<i>O</i>	<i>N</i>
<i>Heavy Snow</i> 1-30%	<i>Heavy Snow</i> 1-30%	<i>Heavy Snow</i> 1-20%	<i>Heavy Rain</i> 1-10%	<i>Heavy Rain</i> 1-10%	<i>Heavy Rain</i> 1-7%	<i>Heavy Rain</i> 1-15%	<i>Heavy Rain</i> 1-20%	<i>Heavy Rain</i> 1-7%	<i>Heavy Rain</i> 1-15%	<i>Heavy Rain</i> 1-15%	<i>Heavy Rain</i> 1-15%
<i>Light Snow</i> 31-70%	<i>Light Snow</i> 31-70%	<i>Light Snow</i> 21-40%	<i>Light rain</i> 11-20%	<i>Light rain</i> 11-20%	<i>Light rain</i> 8-15%	<i>Light rain</i> 16-30%	<i>Light rain</i> 21-40%	<i>Light rain</i> 8-15%	<i>Light rain</i> 16-35%	<i>Light rain</i> 16-35%	<i>Light rain</i> 16-35%
<i>Overcast</i> 71-80%	<i>Overcast</i> 71-80%	<i>Overcast</i> 41-70%	<i>Overcast</i> 21-30%	<i>Overcast</i> 21-30%	<i>Overcast</i> 16-25%	<i>Overcast</i> 31-40%	<i>Overcast</i> 41-47%	<i>Overcast</i> 16-25%	<i>Overcast</i> 36-50%	<i>Overcast</i> 36-50%	<i>Overcast</i> 36-50%
<i>Fair</i> 81-90%	<i>Fair</i> 81-90%	<i>Fair</i> 71-80%	<i>Fair</i> 31-40%	<i>Fair</i> 31-40%	<i>Fair</i> 26-40%	<i>Fair</i> 41-50%	<i>Fair</i> 48-55%	<i>Fair</i> 26-36%	<i>Fair</i> 51-70%	<i>Fair</i> 51-75%	<i>Fair</i> 51-80%
<i>Bright</i> 91-95%	<i>Bright</i> 91-95%	<i>Bright</i> 81-90%	<i>Bright</i> 41-60%	<i>Bright</i> 41-60%	<i>Bright</i> 41-60%	<i>Bright</i> 51-60%	<i>Bright</i> 56-60%	<i>Bright</i> 37-50%	<i>Bright</i> 71-85%	<i>Bright</i> 76-90%	<i>Bright</i> 81-95%
<i>Sunny</i> 96-100%	<i>Sunny</i> 96-100%	<i>Sunny</i> 91-100%	<i>Sunny</i> 61-100%	<i>Sunny</i> 61-100%	<i>Sunny</i> 61-100%	<i>Sunny</i> 61-100%	<i>Sunny</i> 61-100%	<i>Sunny</i> 51-100%	<i>Sunny</i> 86-100%	<i>Sunny</i> 91-100%	<i>Sunny</i> 96-100%
<b>Temp. range ° F.</b>											
20-60°	20-50°	20-50°	32-68°	35-75°	45-80°	50-85°	60-90°	65-95°	50-86°	32-75°	20-50°
			40% chance of S. wind			40% chance of S. wind					

**Daylength:** Winter – Sunrise 6 a.m. Sunset 5 p.m.  
Summer – Longest day Sunrise c.4.45 a.m. Sunset 7.15 a.m.

(Both plus c.30 minutes of twilight at each end of the day.)

**Method of use:** (This is only one way of using the chart; the GM can obviously choose to use it as it suits his style of play.)

I used 3 D100 dice throws per day; the first throw sets the overall day pattern, then successive throws at midday and evening move up or down the chart by 1 or 2 lines or stay the same:

- 0-10% Move 2 lines upward
- 11-30% Move 1 line upward
- 31-70% No change
- 71-90% Move 1 line downwards
- 91-100% Move 2 lines downwards

Depending on how much influence the GM wishes weather to have and how unpredictable he wishes it to be, a new throw for weather which starts up the pattern anew can be made each morning, after a week, a month, whenever. Obviously if a particular type of weather is needed to drive the campaign in some way, the GM's wishes will override the weather in the chart.

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