

Rainfall



Welcome to Rainfall

Rainfall is a fantasy Tabletop Roleplaying Game which features quick yet nuanced combat, a flexible weapon creation system, and a captivating world to explore. The tone ranges from whimsical and strange, to grim and somber. Rules are designed with the intention to balance immersion and simplicity.

Content Notice: Serious topics such as physical suffering, impairment, and death are present in Rainfall. These topics are inseparable from the story. All players should be prepared for dramatic periods of roleplay with respect for the moment at hand.

Rain & Flooding:

Sprinkle or storm, it has rained every day since the moment you were born and an eon before that. Massive flooding is a frequent occurrence, and humanity has been forced to unify to survive. The mages toil for answers, but when the rains turn to torrents and the world is altered in ways which defy explanation, the power of mortals seems too weak to answer. New species appear from nowhere. Cliffs transform to the walls of unknown cities, and lakes turn to rolling fields. Entire regions disappear, sometimes reappearing elsewhere, and sometimes being lost entirely. The whims of nature are not to be understood here, only endured. The glimmer of the unknown, an sparkling aurora above the gray clouds, is what keeps hope alive in these dire circumstances.

Summit & Outposts:

Nestled in the peaks of the highest mountains, safe from the frequent devastating floods, there is a single city which has stood through all of recorded history, **Summit**. This ancestral city has proven to be the safest place to escape the flooding, however its mountainous environment does not provide enough to sustain the people who live there. For life to be possible high in the rocky peaks, supplies must be gathered from the world below and sent up the mountain.

When the rains are modest, the people venture forth in hundreds of expeditions to set up temporary Outposts and gather what they can. Their yields are sent back in small batches on trader wagons, and the rest is brought with them when they dismantle their Outpost and return to Summit before the weather becomes too dangerous. This life is dangerous even without the threat of the rains. New and unknown beasts lurk through foggy terrain with tooth and claw ready. Plants with completely unknown properties tempt travelers to taste them, and diseases with unknown cures threaten to rip through an expedition at any moment. Hiding alongside these dangers, untold treasures can also be discovered. With luck a beast can be domesticated, a crop can be cultivated, or a new technology can be reverse engineered. Over the millennium, Summit has preserved several forms of otherwise extinct life.

The Eternal Order:

Eternal Order is the centralized government which coordinates the time-worn logistics of society. The servants of the Order live in Summit permanently, and are responsible for record-keeping, distributing and collecting goods, education, and resolving legal disputes. Members of the Order venture out only on rare occasions to resolve conflicts an Outpost can't resolve themselves or investigate Outposts who lose contact. Outposts form their own government as they see fit while away from Summit, but all are bound to the Eternal Order should they wish to return.

The Eternal Order is usually viewed with immense respect due to their strict policy of Provision. This is the freely-given supply of food, water, shelter, garments, medicine, labor, and learning to everyone in Summit. This policy originates from the undisputed fact that the dangers of an Outpost are not fit for those in need of tending, especially children. Some people view the Provision policy as detracting from the supplies the Outposts need to thrive.

Exalted, Union, Order:

Disagreements on what makes a good life, the future of Summit, and even the future of Rainfall itself are topics of great division. To aid in understanding the political landscape of Rainfall, groups are broadly divided into 3 major groups. You will discover more about them, and other groups not mentioned here as you explore the world of Rainfall.



The Exalted, whose highest value is heroism.



The Union, whose highest value is loyalty.



The Order, whose highest value is stability.



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Character Creation

It is recommended to read the full rulebook before following the steps below on character creation for the first time. It may be useful to have a blank character sheet to reference while reading through the rules.

The page of the character sheet which is relevant is noted as (p#):

1. Choose (or roll for) a **Background** (p1), gaining one **Skill** mastery (p1) and one **Maneuver** (p3) of your choice from each Skill in your Background.
2. Fill in the first **Attribute** advancement in each **Milestone Advancement** row (p2). They are partially bubbled on the sheet.
 - a. You gain the benefit of these advancements, therefore gaining 3 Attributes of your choice (p1).
3. Determine your **Health Thresholds** (p1).
4. **Craft** up to two weapons and one armor to use as starting equipment. (p1)
5. Choose a character name. (p1,2,3)
6. Create a few characters for your backstory. These can be family, friendly rivals, lovers, sworn enemies, or anything you can think of. Write their name, **Attitude**, and **History** in your **Relations** (p2). It is recommended but not required to have a History 2, a History 4, and a History 6 character in your Relations at the start of character creation.
 - a. Be careful not to make your allies or enemies too powerful without talking to the Game Master (**GM**).
 - b. If you're stuck, a good place to start is characters that might be related to your background.

Backgrounds

Your background reflects how your time was spent previously in your life, and gives a sense of the professions that are common in the world of Rainfall.

You may either choose any background, or roll for a random background according to the Random Background Table.

Gain 1 Skill mastery, and 1 Maneuver of your choice from each of the skills in your background.

Random Background Table	
Roll 1d6	Result:
1-2	Exalted Background. Roll 1d6 again.
1	Storyteller
2	Thief
3	Trader
4	Explorer
5	Alchemist
6	Mystic
3-4	Union Background. Roll 1d6 again.
1	Harvester
2	Custodian
3	Guard
4	Politician
5	Healer
6	Naturalist
5-6	Order Background. Roll 1d6 again.
1	Medic
2	Crafter
3	Rainwarden
4	Tutor
5	Paragon
6	Librarian

Exalted Backgrounds (1-2 on d6)

Storyteller (1 on d6)

Tells the stories of the world as authors, musicians, and dancers. Downtime examples include spreading a rumor or raising someone's notoriety.

Skills: *Performance, Recall, Crafting*

Thief (2 on d6)

Redistributes goods through theft, deceit, or embezzlement. Downtime examples include tailing someone or laying low.

Skills: *Stealth, Persuasion, Chase*

Trader (3 on d6)

Exchanges news, goods, and supplies between outposts and Summit. Downtime examples include appraising a rare item or hunting for rumors.

Skills: *Survival, Stealth, Persuasion*

Explorer (4 on d6)

Searches new regions, often with great personal peril. Downtime examples include planning an expedition or surveying the land.

Skills: *Survival, Awareness, Chase*

Alchemist (5 on d6)

Concocts potions and experiments with alchemical techniques. Downtime examples include crafting a potion or testing a reagent.

Skills: *Analysis, Medicine, Recall*

Mystic (6 on d6)

Studies the supernatural and attempts to harness its power. Downtime examples include crafting a spell or using your power to help others as a specialist.

Skills: *Analysis, Recall, Crafting*

Union Backgrounds (3-4 on d6)

Harvester (1 on d6)

Forages, hunts, or grows crops to supply food for the outpost. Downtime examples include hunting small game or tending a garden.

Skills: *Awareness, Stealth, Survival*

Custodian (2 on d6)

Cares for the land, both constructed and natural. Downtime examples include preparing a celebration or landscaping.

Skills: *Awareness, Crafting, Performance*

Guard (3 on d6)

Defends an outpost against danger and maintains peace. Downtime examples include going on patrol or training others for combat.

Skills: *Chase, Awareness, Command*

Politician (4 on d6)

Directs law and expenditures according to their elected position. Downtime examples include preparing a speech or assessing strategic strength.

Skills: *Tactics, Performance, Persuasion*

Healer (5 on d6)

Tends to the health of the people, from injury to illness. Downtime examples include tending to the infirm or performing funerary rites.

Skills: *Medicine, Awareness, Analysis*

Naturalist (6 on d6)

Studies the systems of the world, often in dangerous situations. Downtime examples include studying a specific fauna or studying the weather.

Skills: *Medicine, Recall, Survival*

Order Backgrounds (5-6 on d6)

Medic (1 on d6)

Accompanies expeditions to provide emergency treatment.

Downtime examples include stabilizing the dying and

preparing medical supplies.

Skills: *Command, Medicine, Survival.*

Crafter (2 on d6)

Practices a craft, such as smithing, weaving, cooking, or construction. Downtime examples include crafting an object or erecting a building.

Skills: *Crafting, Persuasion, Awareness*

Rainwarden (3 on d6)

Designs and maintains buildings, aqueducts, and roads.

Downtime examples include designing a building or assessing structural integrity.

Skills: *Crafting, Analysis, Tactics*

Tutor (4 on d6)

Educates and cares for individuals of all ages. Downtime examples include instructing a class, or providing company to the elderly.

Skills: *Command, Performance, Chase*

Paragon (5 on d6)

Sworn to a code of conduct, they are the swords of the Eternal Order. Downtime examples include resolving legal disputes or detective work.

Skills: *Command, Analysis, Tactics*

Librarian (6 on d6)

Writes reports, minutes, and missives. Also organizes the scrolls of the Order. Downtime examples include reading and writing.

Skills: *Recall, Analysis, Stealth*

Rolling

A roll is made to determine the outcome of an uncertain situation. It is the GM's responsibility to determine when a roll is or isn't appropriate, what type of roll to make, and how the results of the roll will be determined.

Rolls are called for in the format: [Roll Type], [Result Comparison]. A table is provided summarizing the different possibilities below.

	Roll Type	Result Comparison
Types	<ul style="list-style-type: none">• Individual roll• Unified roll• Attack roll	<ul style="list-style-type: none">• Target [X]• Contested• Defense
Examples	<p>"Attack roll, Defense 3"</p> <p>"Unified Crafting roll, Target 10"</p> <p>"Individual Chase roll, Contested Target"</p>	

Roll Types

Different tasks benefit differently from cooperation, changing which Roll Mechanic should be used. For any roll, Exertion can be spent to roll one additional die. There are 3 roll types, which are as follows:

Individual Rolls

Certain tasks may only be completed by a single person. An example may be picking a lock, where a second pair of hands can only get in the way. For Individual Rolls:

- The die result of a single party is used.
- A particular Skill or Attribute will be tested. **Roll two 6-sided dice, plus an additional 6-sided die for each level of the Skill or Attribute called for. The Highest two die results are used as the roll result.**

Before the consequence of a roll is narrated, players may want to help each other if an Individual Roll result is low. If the roll was originally possible as a Unified Roll, each additional party may make a last-minute effort to help and roll **one 6-sided die**. The original roll is not remade. Die results from all parties are used, taking the highest two die results as the roll result.

Unified Rolls

Certain tasks benefit from multiple people working together. An example may be looking for something hiding in the underbrush, or lifting a heavy object. When it is possible, working together always makes success easier. For Unified Rolls:

- Die results from all parties involved are used.
- A particular Skill or Attribute will be tested. Each person will **Roll two 6-sided dice, plus an additional 6-sided die for each level of the Skill or Attribute called for. The Highest two die results are used as the roll result.** It is recommended to roll somewhere else easily visible to make determining the highest two die results easier (like the middle of a table if you're playing physically, or in a shared chat if you're playing online).

Attack Rolls

Attack rolls are used when trying to cause damage to another party or piece of the environment. When attacking with a weapon, follow these steps:

1. Determine whether you can hit your target according to your weapon's **Reach**.
 - a. A weapon's reach is listed as X/Y. The first number X refers to the Melee Reach of the weapon, used when making a melee attack. The second number Y refers to the Ranged Reach of the weapon, used when making a ranged attack.
 - i. A dash (-) in the weapon's reach means the weapon cannot be used to make that type of attack.
 - ii. Melee attacks have no additional rules.
 - iii. Ranged attacks require your entire Movement Action in addition to your Primary Action.
2. Roll the dice corresponding to your weapon (see Weapon Crafting).
 - a. If you are wielding multiple weapons at once, each weapon may be rolled as part of the same action.
3. Compare each individual die to the target's **Defense** according to the Defense Comparison rules

Result Comparison

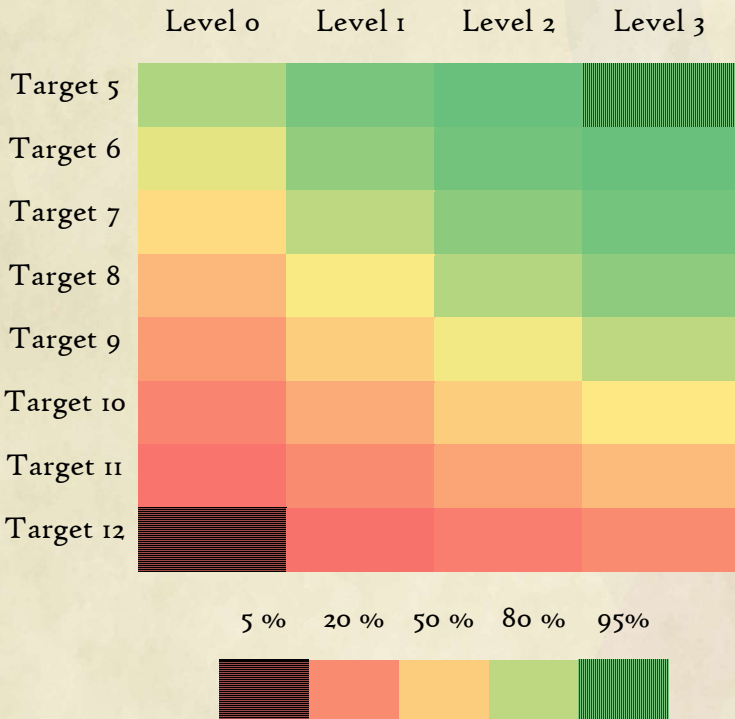
Whether a roll result is a success or failure varies based on how the result is being compared. There are 3 result comparisons, which are as follows:

Target Comparison

For a Target Comparison, the die result is compared to a Target number between 5-12 set by the GM.

- A result equal to or greater than the Target is a success.
- A result less than the Target is a failure.
- A result less than the Target by 3 or more is a Critical Failure.

The following table will allow you to estimate your odds of passing an Individual roll with a given skill:



Contested Comparison

In a competition of skill or might, a Contested Comparison is called for.

A Contested Comparison is a special type of Total Comparison.

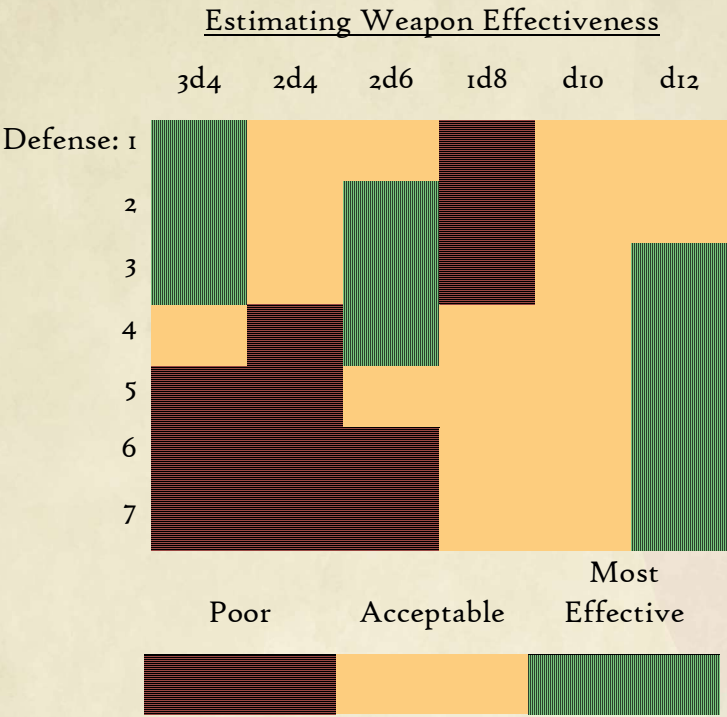
- If one party’s result is greater than the other by 3 or more, that party gains the effects of Success, and the other party gains the effects of Failure.
- If neither result is greater than the other by 3 or more, both parties gain the effects of Stalemate.
- If Success / Failure / Stalemate effects are not specified, the GM decides what they are.

Defense Comparison

For a Defense Comparison, each individual die is compared to the target's Defense. There are multiple defense types which represent how effective the armor is at warding off different kinds of damage. If the result of a die is equal or greater than the target's Defense against your weapon's Wound Type, inflict that many Wounds. Many weapons roll multiple dice at once. Each die is considered individually in a Defense Comparison.

- Defense is listed as 3 numbers corresponding to the Primary Wound Types, BRU / CHEM / BIO.
Unless defense for a Wound Subtype is specified, all wound Subtypes use the Defense of their parent Primary Wound Type.
 - BRU is BRUTE Defense. This includes Pierce, Slash, and Blunt subtypes.
 - CHEM is CHEMICAL Defense. This includes Burn, Cold, and Corrosive subtypes.
 - BIO is BIOLOGICAL Defense. This includes Asphyxiation, Nerve, Toxic, Hunger, and Thirst subtypes.
- Defense may be modified at the discretion of the GM
 - (For example, a wall may protect you from arrows, and jumping in water may protect you from fire).
- Each die equal to or greater than the corresponding Defense is a success, and is that number is dealt as **Wounds**.
- Each die less than the corresponding Defense is a failure and considered to be a result of 0.
- If a die rolls its highest possible value (For example, a 4 on a d4 die or a 6 on a d6), it is a **Critical Hit**. Each Critical Hit inflicts the **Critical Effect** of the weapon. By default, this adds 1 Wound of the same wound type as the weapon.
- Even if a Critical Hit would deal no damage due to the target's Defense, the Critical Effect still occurs.

The following table will allow you to estimate the relative effectiveness of different weapon die types against various levels of Defense. Remember that by giving up strength, weapons often gain other benefits. See Weapon Crafting for details.



Attributes

Your Attributes are rolled when you're doing something dangerous. There are 3 Attributes:

Reflex (picking pockets, balance, catching thrown objects, jumping from a cliff, etc)

Vigor (swimming, climbing, high-jumping, etc.)




Will (concentrating under stress, resisting fear or social intimidation, overcoming instincts, etc)

Attribute Rolls are the main way your GM will determine success under pressure. Whether you're jumping away from a collapsing floor (reflex), pushing a heavy log off your leg (vigor), or remembering where you put your potions when a spider the size of a wagon shows up (will), Attributes are critical to staying alive.

Skills

Your skills represent your knowledge and expertise gained through your lifetime. Each skill is relevant to its own set of circumstances, detailed beneath it and in more detail on its specific skill page located with Maneuvers.

Your Skill Mastery determines how many times you're permitted to reroll. It is represented by a filled or unfilled bubble in your character sheet.

Exalted Skills 	Performance: Performing for a large crowd, either with an instrument or oration.	Stealth: Hiding yourself, hiding something in conversation, moving silently, or whispering.	Survival: Finding a good place to camp, pathfinding, and other skills for survival.	Analysis: Logic, deduction, inventing mystic spells, or similar actions.
Union Skills 	Persuasion: Convincing others of something, even if it's not the truth.	Chase: Running away from something or chasing after something.	Awareness: Seeing something that's not obvious, whether an object or a foe.	Tactics: Organizing movement, supplies, and other logistics for a group.
Order Skills 	Command: Delegating work, maintaining authority, and intimidating people.	Medicine: Aptitude at treating wounds, including both first-aid and surgery.	Crafting: Any craft, from fine art to construction to tying knots to cooking.	Recall: Remembering things you've heard or read, including knowledge of most sciences.

Downtime

Downtime is a 10-day period of rest with minimal exertion. Players may describe and roll to progress a single Downtime Pursuit during this time.

Downtime Pursuits

When in downtime, feel free to do almost anything you'd like, from making art, to studying a specific beast, to crafting a weapon. Work with your GM to determine what skill(s) should be rolled to complete what you'd like to do. Not everything is appropriate to do in Downtime. Some things must be done through roleplay (for example, you cannot roll to solve the mysteries of the universe or overthrow the government in Downtime).

If you'd like to simply work, roll for one or more of the skills within your Background. Based on your total result, benefit logically. This may be in material goods, relationships, knowledge, and in rare cases can be advancement.

If the result is low, or the task would take a long time, track your progress towards completion in the “Downtime Activity” portion of the character sheet.

Milestone Advancements

The GM awards advancements dynamically based on challenges faced and personal growth for each individual character, however additional advancements can be earned through roleplay, discovering secrets, or engaging with the world.

Advancements are reflected by advancing on the tracks found on the character sheet. When you gain +1 Exalted, Union, or Order, fill the next shape on the corresponding track. You gain new potential based on the shape filled.

- Gain 1 mastery in a Skill of your choice from the track advanced.
- ◇ Gain 1 mastery in any Attribute of your choice.
- ✦ Gain 1 Maneuver of your choice from any skill in the track advanced.

For example:

You advance +1 in the Union track and gain 1 Union maneuver of your choice. You may choose any maneuver from Persuasion, Chase, Awareness, or Medicine, since they are in the Union row of skills.

History, Attitude, and Relation

Relation is a numeric representation of how someone else feels about you. This is a useful guideline for the GM to use in roleplay, but a minimum Relation may also be required for a character to trust you with important tasks, keep their sensitive secrets, or to join your expedition. For many tasks, high Relation is required regardless of how well you butter them up.

The combined total of **Attitude** and **History** is your Relation with that person. An extensive history with someone who you only slightly dislike will still end up with a positive Relation. Note that your Relation to someone and their Relation to you may differ.

History increases quickly at first, but always increases 1 at a time. The level of history which each number corresponds to is provided below in the History Table. Note that it is possible to reach as high as History 5 without ever meeting a person if your actions are sufficiently impactful, made public, and relevant to their personal life, however this is exceptionally rare.

Attitude changes only when History increases, meaning that people's opinions about you become more difficult to change the longer you've known them. Attitude may change by any amount, including negative numbers. Examples are provided in the Attitude Table.

Changing History and Attitude

History	Corresponds to:
1	First impressions
2	Several days together, or a personally meaningful moment
3	Several weeks together, or a notable act
4	Several months together, or consistently notable acts
5	Several years together, or a life-altering moment
6+	A lifetime together, family by blood or choice

Attitude	Corresponds to:
+1	Doing a favor. Spilling a drink on them.
+2	Helping with their work. Spreading a harmful rumor.
+3	Supporting them in crisis. Stealing from them.
+4	Targeting your life to help them. Framing them for a serious crime.
+5	Saving their life. Killing someone close to them.

Relation Categories

Relation	Corresponds to:	Relation	Corresponds to:
-1	Acquainted. They will remember you if they see you again.	2	Acquaintance. They will remember you if they see you again.
-3	Dislike. Will oppose you when they are able.	4	Friendship. Will support you when they are able.
-5	Hatred. Will go out of their way to make your day worse.	6	Adoration. Will go out of their way to make your day better.

Combat Round:

A combat round occurs over 6 seconds. During a combat round players take their actions when they see fit in response to the GM's narration, rather than in a specified order. Once Combat has begun, it is not permitted to discuss strategy except during your Movement Action. Players breaking this rule will be given a stern finger-wag.

To begin, the GM asks the Players to each make an individual Reflex roll. The players note the result to themselves as their Reaction for this round (Reaction cannot be negative). Non-player Characters do not roll and have a single Speed. The GM does not need to know the player's Reaction results.

While the players roll, the GM sets the scene by describing the environment and the NPCs apparent course of action for the round. Keep in mind that intelligent and deceptive enemies may hide their true intentions. An NPC may also rethink their actions for the round based on player actions.

The GM then announces the highest unresolved NPC Speed. Characters may act if their Reaction/Speed is equal to or greater than the called Speed. They may take any type of Action which they have not already used this round. On a tie, players may act before NPCs.

Following a brief pause to allow the players to act, the GM continues with the NPC's actions. The GM continues to announce the next highest NPC's speed until all NPC actions have been taken.

The GM announces Speed 0, indicating to the players that this is their final opportunity to act. This marks the end of the round.

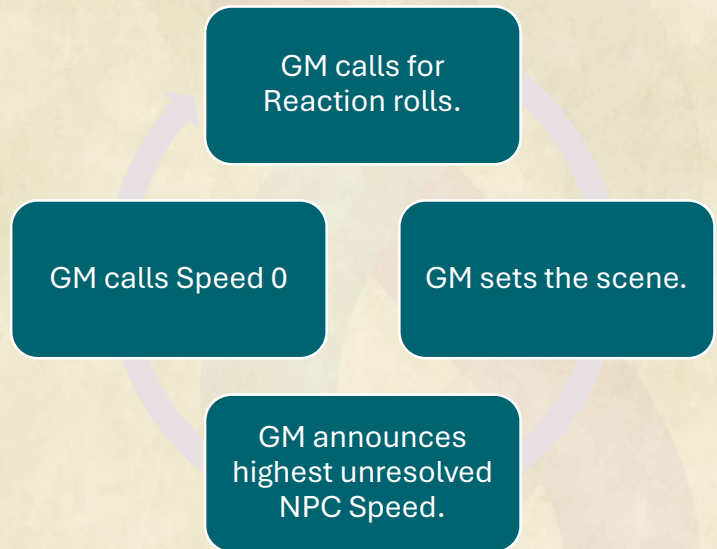
A new round of combat begins, following all the same steps. This cycle continues **until a resolution is reached**. This resolution can be victory, defeat, surrender, retreat, or truce.

Action Types

When a character's Reaction/Speed allows them to act, they may take any type of Action which they have not already taken this combat round. Each action is made individually, and cannot be interrupted except by Special Actions. Characters can be interrupted between distinct actions however, if the interrupting character has a Speed / Reaction which is greater than the acting character's. In the case of ties, players are faster than NPCs.

1. **Movement Action:** In addition to traveling their Movement (5 meters by default), this can additionally include dropping something, speaking a brief message, or all of these. Note that others may not respond to your brief message until expending their Movement Action. Your Movement Action is also used to make a ranged attack.
2. **Secondary Action:** Any one simple movement. Examples include picking something up, drawing a weapon, switching weapons, opening a door, jumping, rolling a Skill (Any skill rolls called for by the GM do not require your Secondary Action unless specifically stated), coating your weapon, etc.
3. **Primary Action:** Making an attack or attempting a Maneuver.
4. **Special Action:** Special actions are used by specific maneuvers and Contested Movement. Special Actions may be taken regardless of your Reaction if the conditions are met

In cases where the action is more complex, another Action type may supplement the secondary action. For example, tackling and pinning someone to the ground would require use of the Movement Action (running to them), Secondary Action (contested Chase roll), and Primary Action (pinning someone may be attempted as a Maneuver). Use your best judgement and work with the GM for these complex cases.



Players may choose to break their actions across multiple Speeds when called by the GM, however actions do not carry over between Speeds. For example, if you choose to use half of your movement, you have used your entire movement action and may not move later in the round.

Contested Movement

Every character has 5 meters of movement to use in a round. This movement can be interrupted by **Contested Movement**.

If a party that is roughly your size or smaller moves within 1 meter of you and you'd like to stop them, you may use your Special Action to make an Individual Chase Roll, Contested Target with effects from the Contested Movement Results table. For situations where a group is making the charge, blocking the charge, or both, a Unified Chase Roll, Contested Target can be used instead.

Contested Movement Results	
Success:	No effect.
Failure:	Slowed 1. Movement Action is lost for the round.
Stalemate:	Movement Action is lost for the round.

Line of Sight and Surprise

Sometimes you or your opponents are caught unaware. In these cases, the ambushers go first, regardless of Reflex or Speed. The ambushed group may take their actions after the ambushers. Combat continues as normal in the next round.

Creating rules around which direction every character is facing in a roleplaying game can result in some undesirably clunky and awkward situations. For this reason, "aware" and "unaware" are terms left to the GM to decide. The following guidance is still provided as a baseline of understanding:

Unaware means that the target has no advanced knowledge of a specific threat.

For example, a guard on watch is likely to be unaware even though they are ready for general danger.

A guard who heard a fight in the next room would be unaware if attacked from an unexpected angle, but aware if attacked from the door connecting the two rooms.

Wounds

When you suffer **Wounds**, they accumulate separately on your **Vital Health** and **Nonvital Health**. Vital Health can be thought of as wounds to the head, major organs, or arteries. Nonvital Health can be thought of as wounds to the arms, legs, muscle, or soft tissue. Each Health type accumulates wounds separately. Additionally, each Health type has different consequences for exceeding its **Threshold**. When a Threshold is reached, consult the Wound Table.

	Status Description	
	Vital Health	Nonvital Health
Health Threshold:	6 + Vigor	12 + (2 * Vigor)
If Wounds exceed Threshold:	Roll on the Dying Table and become Injured .	Gain 1 Scar and gain Exhausted 1 until all Wounds are healed

When you receive a Wound, if you are mobile and aware of your attacker you may choose to deal it to your Vital or Nonvital Health. If you are immobilized or unaware of your attacker, the attacker chooses.

Wounds which exceed your Nonvital Health threshold overflow to your Vital Health. If both Health types exceed their Threshold, roll on the **Dying** table once for each excess Wound.

Wound Types

There are 3 primary Wound types, BRUTE (BRU), CHEMICAL (CHEM), and BIOLOGICAL (BIO). Each primary Wound type has subtypes. Possible situations that would lead to this wound type are also listed. Some sources may deal more than one type of Wound.

Wound Types and Subtypes

BRUTE

- **Pierce**
Bit by dog
Shot with an arrow
- **Slash**
Hit by a sword
Cut by claws
- **Blunt**
Hit with a club
Falling from a cliff

CHEM

- **Burn**
Touching hot metal
Struck by lightning
- **Cold**
Freezing weather
Immersion in ice
- **Corrosive**
Chemical burns
Acids or caustics

BIO

- **Asphyxiation**
Exerting too hard
Being choked
- **Nerve**
Mystic powers
Disease
- **Toxic**
Poisons or toxins
Radioactive materials
- **Hunger**
Not eating
Unnatural hungers
- **Thirst**
Not drinking
Unnatural thirsts

Healing

Healing which treats a primary Wound type can heal any related Wound subtypes as well.

Healing which only treats a Wound subtype is not able to heal other subtypes or its primary Wound type.

All Healing ignores Defense.

For most Wounds, one Downtime of rest with proper treatment will allow for complete recuperation. Rules for proper treatment and for healing specific Wounds types are at the GM's discretion, but should be handled logically. For example, Asphyxiation Wounds resulting from blood loss wouldn't be simply healed by fresh air. Recovering from blood loss might require a blood infusion. Conversely, Asphyxiation Wounds from being choked might be healed by a few minutes of catching your breath.

Scars

When your Nonvital Health threshold is reached, you gain 1 Scar. The scar should be representative of a near death fight, but can be any size, location, or shape you'd like (including not visible).

If your number of Scars exceeds your Nonvital Health threshold, you die. Only the Revive maneuver may return you to life.

In Summit, scars are seen as a reflection of what you have overcome, survived, and been changed by.

Dying

Roll on the Dying table when your Vital Health threshold is reached, and one additional time for each excess Wound if both thresholds are reached. NPC's are assumed to always roll a 1, and do not roll on the Dying table unless requested by the Players.

You considered **Injured**. You may only take the role of **Downtime** when travelling or camping. You must spend this period resting and receiving medical attention. At the end of this Downtime, all people involved in your care may make a Unified Medicine skill roll at Target 8. On a success, you are no longer Injured. On a failure, you are no longer injured and suffer the related complications detailed in the Dying table. If you must treat yourself alone the Medicine roll is made at higher Target than usual, determined by the GM.

Dying

Roll 1d6	Result	Complications (Medicine failure)
1	Destroyed Vitals You die. If you are returned to life, your Vital Health threshold is permanently reduced by two.	Details around cause of death are unclear.
2 (permanent)	Destroyed Internals [Player or GM chooses 1] Lung: You gain Exhausted 1 for one hour after exerting yourself. Eye: Gain Vulnerable 1. If you receive this wound again before healing, you also gain Blinded 8.	You die.
3 (recovers after 4 periods of Downtime)	Organ: Your Nonvital Health threshold is decreased by two.	Effect becomes permanent.
4 (permanent)	Destroyed Limbs (Severed / crushed / withered / etc.) [Player or GM chooses 1] Arm: You have one less hand to use weapons and tools. Leg: You gain Slowed 1.	You die.
5 (recovers after 4 periods of Downtime)		Effect becomes permanent.
6	Knocked Out You are unconscious for the next 1d10 minutes.	Permanently reduce your Reaction and Recall rolls by 1.

Character Death

An unfortunate section of the rules. On character death, **Milestone Advancements** are retained. Retain the character sheet of your dead character, as resurrection is possible on extremely rare occasions.

Follow the typical rules of character creation, gaining additional Attributes, Skills, and Maneuvers from the Milestone Advancements retained. It is highly recommended to include at least one other player's character in your list of Relations. Work with your fellow players and your GM to coordinate this.

Status

Status encompasses 8 different effect types, each with their own unique impacts. When you gain Status, it is cumulatively added to Status of the same kind until each source is removed. The accumulated total of a Status is referred to as its **Strength**, [X]. Unless otherwise stated all types of Status are removed after Combat Resolution, or after 1 minute, whichever comes last. Some sources of Status may specify that they end sooner, and others may last longer or even be permanent.

Status Description

Status	Effect
Weakened	Reduce both Health Thresholds by [X].
Warded	Ignore the next [X] Status you would gain, including positive Status.
Slowed	Your movement and Reaction is decreased by [X]. (Speed for non-player characters).
Hastened	Your movement and Reaction is increased by [X]. (Speed for non-player characters)
Blinded	Roll Awareness at Target X to perform tasks which rely on sight. If attacking, you must succeed this roll before you can roll your weapon die.
Protected	Defense is treated as +[X]/+[X]/+0 higher.
Vulnerable	Defense is treated as -[X]/-[X]/-0 lower.
Exhausted*	Reduce all individual die results by [X]. *Ends at the end of a Downtime period.

For example:

You gain Slowed 1, and would gain Slowed 1 again.
Your Slowed Status Strength is now 2. Your movement and Reaction would be decreased by 2.

Environmental Status

Whether created or natural, inanimate objects are categorized into **Walls, Obstacles, or Hazards**. Like Status, Environmental Status has an accumulating Strength however the narrative must make sense. For a thorny bush with lava dumped on top, only use the Hazard Strength of the lava. For two walls in parallel, their Wall Strength can be combined.

Walls [X] are a **barrier to movement and combat** which are destroyed after receiving [X] wounds.

Obstacles [X] are a **barrier to movement** which is destroyed after receiving [X] wounds. Obstacles are not a barrier to combat, and attacks may be made over them.

A Hazard [X] **does not block movement or combat** but inflicts [X] Wounds to any target passing through it. Some Hazards are specified to become Hazard 0 after they inflict Wounds. Hazards may also inflict Status instead of Wounds.

Examples of Status-inflicting Hazards include:

Fog or Complete Darkness:

- Inflicts Blinded X to all targets within it until exiting the affected area.

Slippery ground or Rushing water

- All targets must succeed on an Individual Vigor roll with Target corresponding to the steepness, speed, and depth of the water. On a fail, they fall, gain Slowed X, and are moved with the water/slope.

Crumbling ground

- All targets on the crumbling ground must succeed on an Individual Reflex roll with Target corresponding to how quickly the ground crumbles. On a fail, they fall with the crumbling ground.



Crafting

Crafting is the process of converting Supplies into more complex forms. Rules in this section include the process for crafting weapons, armor, alchemical potions, and complex equipment. Each of these is specified to cost both time and Supplies, as laid out in the Crafting Reference Table.

Crafting Reference

Item	Downtime Periods	Supplies	Crafting Skill Roll:
Weapon	2	10	-
Armor	3	20	-
Armor (Shields)	1	4	-
Alchemy	1* (Up to 10 potions at once)	2	-
Simple Equipment	-	1	-
Complex Equipment	* (GM's discretion)	* (GM's discretion)	* (GM's discretion)
Enhancement (Any type)	1	Half of the item's supply cost	Individual roll at Target 9 + X, where X is the number of times the item has already been enhanced
Imbuing (Specified Type)	1	0* unless otherwise stated.	-

Imbuing

Imbuing a material is free unless a cost is specifically noted with the material you are imbuing. Only one material may be imbued into an item, however the **Imbued Material** can be changed over any period of Downtime as a Pursuit. An Imbued Material may change a weapon's Critical Effect, grant a Persistent Effect while the item is wielded, or provide greater defense against a specific Wound Type. The Imbued Material will specify its effects.

Any 2 attributes of the item may be retroactively changed when Imbuing. Points are refunded for these retroactive changes.

Some Imbued Materials will be marked with an "*", noting that they are a Mystical Imbued Material, which is required for certain weapon attributes. Some Mystical Imbued Materials will specify that they only allow specific selections from an attribute column.

Rainmetal* (Changes to Critical Effect to: No effect) is a widely available Mystical Imbued Material which may always be used. This material allows for restricted weapon Attributes to be crafted as early as Character Creation.

Mystical Imbued Materials which specify a specific Attribute must be selected may be imbued if the required attribute is simultaneously changed.

For example, a Flamegland*† specifies:

†: Requires CHEM (Burn) Wound Type.

In this case, the switch to Wound Type: CHEM (Burn) and the Imbuement can (and must) happen simultaneously.

Enhancement

Items can be enhanced to improve their capabilities. Upon passing a Unified Target 9+X Crafting check (where X is the number of times the item has already been enhanced), the item gains 1 additional Point to be spent on the Crafting table, and any 2 attributes of the item may be retroactively changed to spend this Point. Points are refunded for these retroactive changes.

Weapon Crafting

When creating a weapon, select one attribute from each column. Each attribute has an associated **Cost**, which represents how complex the attribute is to create. **Points** are used to pay the Cost of crafting a weapon, and can be gained in two main ways:

1. Selecting the Die Size of the weapon.
2. **Enhancing** the weapon.

Any benefits a weapon grants you are a **Persistent Effect** for as long as you are wielding the weapon. Stowed weapons do not confer a Persistent Effect unless explicitly stated. Weapons may be Imbued if the Imbued Material specifies an effect for weapons.

Weapon Die Type

Die Size:	d12	d10	d8	d6	d4
Points Gained:	+0	+1	+2	+4	+6

Weapon Crafting

Pick 1 weapon attribute from each column, paying the corresponding Cost. Gain Points from Enhancement or Die Size.					
Cost	Wound Type	Reach (meters)	Target	Hands	Weight
0	BRUTE	1/-	Single	Two	Neutral
1		1/3 OR -/5	Pierce/Cleave-1†		Heavy†
2	CHEM*	1/6 OR -/10	Pierce/Cleave-2†	One†	Light OR Mystic*†
3	BIO*	2/- OR -/20	Pierce/Cleave-3† OR Cone-2* OR Explosion-1*		
4	Heal (Subtype)*†	2/6 OR -/30	Pierce/Cleave-4† OR Cone-3* OR Aura-1*		Balanced†
5		2/20 OR -/50	Pierce/Cleave-5† OR Cone-4* OR Explosion-2*		
6	Heal (Primary)*†	3/6 OR -/100	Pierce/Cleave-6† OR Cone-5* OR Aura-2*		
7	Heal (Any) *†	4/Line of sight*	Pierce/Cleave-7† OR Cone-7* OR Explosion-3* OR Aura-3*	Free*	

†: Requires another trait to be selected.

*: Requires a Mystical Imbued Material to craft.

Weapon Attribute

Wounds	
BRUTE	Your choice of any BRUTE Wound subtype.
CHEM*	Your choice of any CHEM Wound subtype. *: Requires Mystical Imbued Material.
BIO*	Your choice of any BIO Wound subtype. *: Requires Mystical Imbued Material.
Heal (Subtype)*†	Your choice of any Wound subtype. *: Requires Mystical Imbued Material. †: Requires Mystic weight.
Heal (Primary)*†	Your choice of any Wound primary type. *: Requires Mystical Imbued Material. †: Requires Mystic weight.
Heal (Any)*†	Can heal any Wound. *: Requires Mystical Imbued Material. †: Requires Mystic weight.
Reach	
X/Y	The first number X refers to the Melee reach of the weapon, used when making a melee attack. The second number Y refers to the Ranged reach of the weapon, used when making a ranged attack. A dash (-) means the weapon cannot be used to make that type of attack.
Target	
Single	Wounds are dealt to a single target.
Pierce-X†	Wounds are dealt to the target and the X spaces behind them. †: Requires that the attack's range is X+1 or greater. †: Requires Heavy weight.
Cleave-X†	Wounds are dealt to the target and the X spaces clockwise or counterclockwise around you (your choice). †: Requires that the attack is Melee. †: Requires Heavy weight.
Cone-X*	Wounds are dealt in a cone X spaces long and X spaces wide, starting from your target. *: Requires Mystical Imbued Material.
Explosion-X*	Wounds are dealt to the target and all spaces in radius X, centered at your target. *: Requires Mystical Imbued Material.
Aura-X*	Wounds are dealt in a radius around you, excluding you and targets of your choice. *: Requires Mystical Imbued Material.
Hands	
Two	Requires 2 hands to wield this weapon.
One†	Requires 1 hand to wield this weapon. †: Requires Light weight.
Free*	Requires 0 hands to wield this weapon. The weapon floats. *: Requires Mystical Imbued Material.
Weight	
Neutral	A normally weighted item.
Heavy†	A heavier than usual item. †: Requires Two handed.
Light	A lighter than usual item. Your Stealth & Reaction are increased by 1. Ranged attacks can be made without expending your Movement action.
Mystic†	Two additional weapon die are rolled. †: Requires d4 dice size.
Balanced†	One additional weapon die is rolled. †: Requires d8, d6, or d4 die size.

Armor Crafting

Armor is crafted over three periods of downtime, but is a necessary investment to protect yourself. Shields may be crafted over one period of downtime.

Your BRU/CHEM/BIO defenses are determined separately. Each defense is the sum of all worn armor, shields, or special equipment.

Based on how heavy your armor is, you may gain Slowed. This is a Persistent Effect while wearing the armor.

Armor may be Imbued if the Imbued Material specifies an effect for armor.

Armor Type

Type	Shield: Hands - One	Light:	Medium: Slowed 1	Heavy: Slowed 2
Points Gained:	+0	+2	+3	+5

Armor Crafting

Pick 1 armor attribute from each column, paying the corresponding Cost. Gain Points from Enhancement or Armor Type.		
Cost	Defense	Attribute
0	+1/+1/+0	Hardened Padded
1	+2/+1/+0	Parrying†
2	+3/+2/+0	Camouflaged Tower†
3	+4/+3/+0	
4	+4/+4/+0	
5	+5/+4/+0	
6	+5/+5/+0	Ethereal*
7	+6/+5/+0	
8	+6/+6/+0	
9	+7/+6/+0	

Armor Attribute

Armor Attributes	
Hardened	Gains +1 defense for attacks dealing BRU (Pierce), and -1 defense for attacks dealing BRU (Blunt).
Padded	Gains -1 defense for attacks dealing BRU (Pierce), and +1 for attacks dealing BRU (Blunt).
Parrying†	Gain +1/+1/+1 against Melee attacks. †: Requires Shield armor type.
Camouflaged	Persistent Effect: Your Stealth Skill Mastery is 1 higher while worn.
Tower†	Attacks with Target type Cone, Explosion, or Pierce do not affect targets behind you in a cone from your position.
Ethereal*	Persistent Effect: You do not gain Slowed from any source except those which alter time.

Alchemical Crafting

Imbued Materials may also be made into alchemic potions, which only have a single use, but their effects are guaranteed to occur. Some imbued materials may only be used in Alchemy, especially organic materials like flowers, organs, and saps.

- A potion can be consumed as a Secondary Action (the effects occur to the drinker).
- Your weapon can be coated as a Secondary Action (the effects occur to the next target struck, in addition to weapon die wounds and any critical effects).
- You may also throw the potion as Primary Action with a range of 15 meters. Effects of the potions are guaranteed to affect a struck target. An empty 1x1m area may also be targeted, in which case a Hazard 1 with the effects of the potion is formed. The hazard is reduced to 0 upon being triggered.

In all cases, the potion is consumed and has only a single usage. You may therefore make up to 10 potions in a single Downtime period.

Equipment Crafting

Simple Equipment

Simple Equipment does not need to be crafted and is assumed to be included in your supplies. This includes items like shovels, rope, torches, tarps, poles, stakes, bedrolls, cookware, waterskins, flint, and other basic travel items. All Simple Equipment corresponds to exactly 1 Supply.

If the item you are interested in does not make sense to correspond to 1 Supply, try to break it down into smaller pieces. If there are no smaller pieces, see Complex Equipment Crafting.

Complex Equipment Crafting

Complex Equipment includes equipment which either:

- Requires many small parts, such as a wheelbarrow
- Requires rare or specialized parts, such as a spyglass;
- Is niche usage, such as a lockpick.

If you are interested in a piece of complex equipment, first see the Using Supplies section, as it is possible it was included in the packed supplies. If not, your expedition may be able to craft Complex Equipment by making a Unified Crafting Skill roll at a Target determined by the GM. Whether the items were packed or crafted, supplies are expended proportionate to the item. A list of example items may include:

Requires many small parts:

- Wheelbarrow, 2 days to craft, 4 supplies
- Ladder, 1 day to craft, 3 supplies
- Bridge, 4 downtime periods to craft, 200 supplies

Requires rare or specialized parts:

- Spyglass, 1 day to craft, 2 supplies, but likely unable to be crafted without a proper workstation
- Beartrap, 1 hour to craft, 1 supply
- A disguise, 2 hours to craft, 1 supply

Niche in usage:

- Lockpick, 10 minutes to craft, 1 supply
- Signal horn, 3 hours, 1 supply
- Scale, 3 hours to craft, 2 supplies

Note that the required time is the total time for the team,

Logistics and Travel

The Ledger

Supplies and other **Cargo** are carried communally with all **Crew** on the **Expedition**. Each crew member contributes to the maximum **Cargo Capacity** of the Expedition. This Cargo is listed on a single piece of paper, called **The Ledger**. All Cargo is expected to be at the campsite when stopped or spread across the crew / vehicles when travelling.

The character in charge of distributing these supplies and maintaining the Ledger is referred to as the **Ledgerkeeper**. If multiple groups are travelling in parallel, or if someone intentionally parts ways from the group, each group will have separate Ledgers (and Ledgerkeepers).

Supplies and Cargo

Basic equipment such as food, torches, arrows, tents, pots, spare clothes, etc. are combined into a single catchall: Supplies. Everything your expedition is carrying is referred to as Cargo. Cargo includes Supplies, as well as special items like your loot, your favorite rock, and other things you don't want to lose track of (but aren't on your person).

The weight an expedition can carry is limited by their Cargo Capacity, and each character also has their own **Personal Cargo** which is not counted against the expedition's total Cargo weight. Personal Cargo includes all items on the character sheet, which is limited to three weapons, two armors, and up to 15p of personal items.

Using Supplies

Supplies are lost at the end of each day outside a city. The Ledgerkeeper's Tactics skill is used to determine how many supplies are lost in the day. Supplies are lost more quickly in **inhospitable** or **unknown** places.

You may choose to stop providing supplies to any member of your expedition, however logical consequences should follow. You may also choose to ration your supplies to make them stretch further. While on **Rationed Supplies**, Crew gain Exhausted 1 until spending a day on regular Supplies.

Supply Usage Rate

Base Tactics Target	Low/Medium/High Hospitability	Low/Medium/High Unknown
5	+4/+2/+0	+0/+2/+4

Supplies are used for every member of the expedition, people and animals. These members are combined into your Crew. A large animal may count as more than 1 Crew for the purposes of calculating the rate supplies are lost at.

Tactics Roll	Supplies per Crew, Daily	Rationed Supplies per Crew, Daily
Pass	1	1
Failure	2	1
Critical Failure	3	1

Complex Supplies such as a wheelbarrow, spyglass, or lockpick; or Alchemical products like antivenom might also be included in your Supplies depending on your packer's foresight. When looking for something other than Simple Equipment, a Unified Tactics roll is made by the people who spent Downtime packing the expedition regardless of whether they are currently physically with the expedition or not. On a success, the item was packed. On a failure, a somewhat similar item was packed, but it's not exactly what you need. On a critical failure, you have nothing even close. If the item was packed, supplies are expended proportionately.

Running out of Supplies

When your expedition is out of supplies, you will start to lose access to the things which Supplies represent. The GM will decide how this manifests. Examples might include running out of torches, a soaked tent, worn through shoes, or running out of food. If someone is accidentally separated from the expedition, they lose access to the Ledger and its supplies. It is reasonable to have a few supplies with them by chance, like a day's worth of food and water. This is effectively similar to running out of supplies. While out of Supplies, Crew gain Exhausted 1 until spending a day on regular Supplies. Additionally:

- At the end of each day without food, you suffer 1 Hunger (BIO) Wound to either Vital or Nonvital health each day, which is healed when you eat. At the end of each day without water, you suffer 2 Thirst (BIO) Wounds in the same way.
- Depending on the environment, ruined shoes or insufficient clothing may also cause Wounds.

Cargo Capacity

The expedition can only carry so much cargo, but not all Crew are equally capable of hauling heavy loads. The expedition's maximum cargo capacity is the total of all Crew's individual cargo capacity. Your Travel Speed becomes 0 if your total **Cargo Size** exceeds your Cargo Capacity.

*1 Cargo Size corresponds to approximately 5 kilograms. (Use this conversion to transport unusual objects, or to transport captive / injured crew). Items with negligible weight can be ignored.

It is assumed each crew has packs to maximize what's on them while travelling. Vehicles like sleds or wagons can be used to further increase cargo capacity, but they require a dedicated number of Crew to pull them as **Haulers**.

Consult the following table for individual cargo capacities. If unlisted, the GM should decide.

Cargo Capacity and Travel Speed

Crew	Individual Cargo Capacity	Counted as # of Crew:	Travel Speed (km/day)
Captive/Injured Crew	0	Usual Supplies*	Half of usual
Human Child	2	1 *	10
Adult Human	5	1	25
Typical draft animal	30	2	25
Giant draft animal	100	5	25
Typical riding animal	20	3	40
Giant riding animal	60	6	35

*Cannot move vehicles

Vehicle	Additional Cargo Capacity	Crew Required	Travel Speed
Wheelbarrow	30	1	3
Sled	50	2	4
Wagon	250	4	4
Canoe	50	4	4*

*Speed in water. Cannot be operated on land.

Weapons, armor, potions, and any other equipment tracked on an individual's character sheet does NOT count towards cargo capacity.

Travel and Camping

While supplies are lost for both **Travel** and **Camping**, different actions are available depending which is being done. There is no cost to switching between Travel and Camping, however a full day must be dedicated to whichever is chosen at the start of the day.

Travel

- Moves according to Travel Speed
- Recommended to use a pathfinder
- May not hunt
- May only take Downtime if treated as Injured

Camping

- Travel speed is 0
- May explore
- May hunt
- May take Downtime

Travel Speed

An expedition moves at the lowest travel speed of its Crew or Vehicles. This speed represents the number of kilometers which can be travelled per day. This is not representative of sprinting speed or movement speed.

Roles of Travel

While travelling or camping, each Crew will dedicate themselves to a single role. If nobody fills a role, the responsibilities are failed by default. Some roles may require Skill rolls, while others can be done reliably. The roles for travel and camping are similar. If there are multiple Crew in the same role, follow rules for Unified Rolls.

- Crew incapable of writing may not be Ledgerkeepers.
- Crew incapable of communication may not be Explorers, Pathfinders, Lookouts, Commanders, or Performers.
- Only human crew may be Crafters or Medics.

It is encouraged to at least have a Ledgerkeeper, Lookout, and Pathfinder before considering other roles.

Travelling	Camping	Description
Ledgerkeeper		Rolls Tactics to maintain the ledger and manage supplies (detailed in Logistics).
Lookout		Rolls Awareness to stay on the lookout for hidden threats. Failure leaves the expedition vulnerable to ambush.
Pathfinder	-	Rolls Survival to keep the expedition headed in the right direction. Failure may put the expedition in the wrong place.
Hauler	-	Pulls / directs the vehicles of the expedition (detailed in Cargo Capacity). Human Haulers also tend to draft or riding animals.
-	Explorer	Reduces the Unknown of the current area and discovers new Features, according to the rules of Exploration (p.23). New maps can be produced by rolling Survival (to track locations accurately) and Crafting (to translate this information to paper accurately).
Medic		Rolls Medicine to tend injured/diseased crew and stabilize their condition. Failure may result in death of an injured Crew.
-	Crafter	Rolls Crafting to repair broken vehicle parts or other specialized items with limited supplies. Failure results in the object being broken until a replacement part can be obtained.
Commander		Rolls Command to delegate work and maintain authority over hired Crew. In most cases, working with Crew you have high Relation with is preferable. Failure may result in mutiny of hired Crew.
Forager	Hunter / Forager	Gathers supplies from the environment. May need to roll Stealth and/or Chase. Failure may result in being hunted. In a hospitable environment, a foraging success provides 3 Supplies, and a hunting success provides 5 Supplies.
Performer		Rolls Performance to improve morale among the Crew. Failure will not improve morale. Morale is not codified in the rules of Rainfall. Impacts will be the result of roleplaying.
Downtime	Downtime	Downtime activities can be performed while camping.
OTHER		This list details the most essential roles in an expedition, but it is not exhaustive. Work with your GM to describe a role of your choice and the benefits of that role.

The Ledger

Cargo:	Quantity:	Cargo size:	Value (credit):
Supplies		1	1
Total Cargo Size:			

*1 Cargo corresponds to approximately 5 kilograms

Crew:	Travel Role:	Travel Speed:	Cargo Capacity:	Camping Role:
Vehicle:	Crew Required:	Travel Speed:	Additional Cargo Capacity	
Expedition Cargo Capacity:				

*Expedition travel speed is the lowest of all Crew or Vehicles

Exploration

The world of Rainfall is vast, unknown, and constantly shifting. Exploring the world is necessary to find locations for Outposts, but also of interest to researchers hoping to uncover the secrets of the past.

Unknown

How well an area is understood is represented by its level of Unknown, which varies from 0 to 10 based on existing maps, factors affecting line of sight (such as fog, vegetation, or elevation changes), word of mouth, and personal experience.

The world changes, so a place which was at some point completely known may have its Unknown rise over the years. Also, a map may reduce the unknown of an area, but it's unlikely to reduce it to 0. Details are always left out, and cartography isn't entirely precise.

It is recommended to gather rumors, ask around with informants, and find maps of places you intend to explore beforehand.

Prominence

Even in a mostly unexplored area, a tower would be easy to find. How easy something is to locate is determined by its Prominence, which varies from a d4 to a d20. A highly prominent feature, like a tower, may use a d20. The campsite of someone who doesn't want to be found may be a d6. That person themselves may be a d4.

Some features may be completely hidden and use a Prominence of 0. No die is rolled for these features. They must be found through logical deduction, word of mouth, clues, or other puzzle solving.

Exploring

Exploring is an active process which can't be done while travelling. If an Expedition which is Camping has someone in the Explorer camping role, the following steps are done in order:

1. Roll all features according to their Prominence die.
2. Reveal all features which rolled higher than the Unknown of the area.
3. Reduce the Unknown of the area by 1.

Multiple features may be discovered in the same day, and players are permitted to know the number of Prominence die being rolled.

Exploring Urban Areas

Exploration in an urban area operates in the same way as the wilderness, although on a smaller spatial scale. An outpost may have a low Unknown, while Summit will have a high Unknown. Like with the wilderness, Unknown rises as things change over time.

Unlike the wilderness, the minimum Unknown of an urban area is typically not 0. Due to some property being privately owned, urban areas have a minimum Unknown depending on their size. The minimum Unknown is only 0 if you can search private property with permission or by force.

Searching a Room

Searching a room for secret levers, passageways, or other hidden things operates in the same way as Exploration, although on an even smaller scale of both time and space. Much like Exploration, if the players name the exact location of something, it is there regardless of any rolls to find it.

A single room is Explored over a period of 10 minutes, reducing the Unknown by 1 and rolling all hidden targets. Roles (such as Lookout) are still to be designated as with Exploring.

Exertion

Exertion is expended whenever you attempt a maneuver. One exertion is spent whether you pass or fail.

Your maximum exertion is your total number of known maneuvers, or (+3). All spent exertion is restored at the end of Downtime.

Exertion may also be spent to add one additional die on any Skill, Attribute, or Attack roll. Only one exertion can be spent at a time.

If you are out of Exertion, you may push yourself past your physical limits. At any time, you may gain 1 Scar to restore 1 Exertion.

Maneuvers

Maneuvers grant you powerful benefits at the cost of **Exertion**, a resource which regenerates over a period of Downtime. Your maximum Exertion is the sum of your known Maneuvers. For a new character, maximum Exertion is therefore 3.

You learn additional Maneuvers through **Milestone Advancements**. The list of learnable Maneuvers is provided with each detailed Skill in the following section.

Performing a maneuver has an associated Target. Roll for the Maneuver’s skill, on a success the described effects occur. On a failure, nothing occurs. On a Critical failure there are occasionally undesirable side effects, especially for high Target maneuvers.

Maneuver Name*	Maneuvers that are mystical in nature are marked with *. This may be referenced rarely.
Skill Target X	Skill is specified
Primary Action	Which action is required to use the maneuver is specified
Continuous Duration	Duration is either continuous, instant, or specified.
Description	The effects of succeeding on your maneuver are given in the description. The description sometimes describes the effects of failure. If failure is not specified, nothing happens.

Maneuver Terminology:

Duration:

- Continuous: Effects last until you perform another Maneuver with Continuous duration, until the start of Downtime, or until you choose to do so. Whichever happens first.
- Instant: Effects are immediate, and do not linger.
- Specified: Effects linger for a specified amount of time.

Holding

If a maneuver specifies you are required to be “holding” something, this means you must be able to move the object without assistance. You may have 2 hands on a boulder, but if you can’t move it without a pulley system you are only touching it.

Creating New Maneuvers

Players may invent new Maneuvers with the GM’s approval in the same format as above. Doing so can be done over a Downtime Pursuit, and requires a successful Individual roll for the Skill the Maneuver is made in. Maneuvers which are Mystical in nature also require an Individual Crafting skill roll.

Use your best judgement when deciding which Skill makes the most sense for your maneuver, and work with the GM to determine if your maneuver’s strength is appropriate for its Target. Maneuvers that are mystical in nature are always limited to only affect yourself, or something you are touching.

Performance:

Performance is used in social situations where you want to be the focus of attention.

Examples include:

- Playing the flute
- Giving a toast
- Raising morale with a speech

Rolling Performance may be impossible if you're trying to play a piece of music you've never practiced, trying to distract someone intently focused, or trying to shift the mood too significantly.

If you're trying to convince your audience that something is factually true, use Persuasion. Performance can still be used to prime your audience for your Persuasion roll.

Performance Maneuvers

Amplify*

Performance Target 5

Special Action; making noise

Continuous Duration

The sound of your voice or an object you're holding becomes up to 4x louder.

Commit*

Performance Target 6

Primary Action

Instant Duration

Instantly memorize any song, speech, or text you've heard/seen within the last hour.

Façade*

Performance Target 7

Primary Action

Continuous Duration

Alter your face and voice to seem to be someone else's. You must have seen and heard the person you impersonate.

Inspire

Performance Target 8

Primary Action

Continuous Duration

All targets of your choice who can hear you gain a +1 bonus to Will roll results.

Center

Performance Target 9

Secondary Action

1 minute Duration

A target of your choice must roll Awareness at Target 7 to look at anything other than you.

Doppel*

Performance Target 10

Primary Action

Continuous Duration

A copy of you appears at a location you're familiar with. You can perceive through this copy and speak through them, but cannot move. If you Critically Fail, you lose control of the copy and it gains both the ability to move and a mischievous personality.

Persuasion:

Persuasion is used to convince others that what you're saying is true.

Examples include:

- Intentionally lying, or bluffing
- Debating, or negotiating
- Acting stronger than you are (or weaker)

Rolling Persuasion may be impossible if you're passing off an obvious lie, you have a very negative reputation, or you have truly no idea what you're talking about with an audience of experts.

Persuasion Maneuvers

Telepathy*

Persuasion Target 5

Primary Action

Continuous Duration

You may choose to transmit your thoughts (at the speed of speaking) to any 1 person at a time, if you can see them.

Soothe*

Persuasion Target 6

Primary Action

1 minute Duration

You soothe the emotions of a target you are touching. Their Relation towards everyone gains a +1 bonus for the duration.

Link*

Persuasion Target 7

Primary Action

1 minute Duration

You learn to the surface level emotions of a target you are touching.

Feint

Persuasion Target 8

Special Action; attacking

Instant Duration

Target BRU defense is reduced by 3 for your attack.

Distort

Persuasion Target 9

Special Action; while speaking

1 minute Duration

For the duration, evidence that would make a Persuasion roll impossible is forgotten by every person who can hear you. If the Maneuver fails or at the end of the duration, that evidence may be remembered.

Unify*

Persuasion Target 11

Secondary Action

1 minute Duration

Any number of allies join hands. Every ally uses the highest Attributes, Skills, and Defense from among the group for the duration. On a critical failure, they use the lowest instead.

Command:

Command is used to impose authority over someone.

Examples include:

- Intimidating someone
- Giving a command to someone
(This is different than asking someone to do something)
- Trying to scare a beast away.

Rolling Command may be impossible if you're clearly much weaker (socially and/or physically, depending on the context).

Command Maneuvers

Order

Command Target 6

Primary Action

Instant Duration

Any targets who can hear you may immediately move and take a Primary Action you describe, regardless of their Speed.

Regroup

Command Target 7

Special Action; you fail a Unified roll.

Instant Duration

Reroll all dice in your failed Unified roll. You must keep the new result and cannot reroll further.

Push

Command Target 8

Primary Action

Instant Duration

Targets of your choice who can hear you gain Hastened 1.

Menace

Command Target 9

Primary Action

Instant Duration

All targets of your choice who can hear or see you gain Slowed 1.

Intimidate

Command Target 10

Primary Action

1 minute Duration

You overwhelm a target with fear. They may not willingly move towards you for the duration.

Mandate*

Performance Target 11

Primary Action

1 day Duration

You command the target to carry out your orders, which they will do to the best of their ability for the duration. This will negatively affect their Attitude towards you. On a critical fail, you are compelled to perform the orders instead of the target.

Stealth:

Stealth is used to hide something, especially yourself.

Examples include:

- Hiding yourself from sight.
- Talking quietly.
- Walking quietly.
- Palming an object.

Rolling Stealth may be impossible if you don't have sufficient cover, you're carrying something loud, or wearing very heavy armor.

Stealth Maneuvers

Snuff*

Stealth Target 6

Primary Action

Instant Duration

You extinguish any flames of your choice whose heat you can feel, up to the size of a bonfire.

Drain*

Stealth Target 7

Special Action; Attacking

Instant Duration

If the target is unaware of your presence, they gain Weakened 3.

Shadowmeld*

Stealth Target 8

Primary Action; Standing in a shadow.

Continuous Duration

You merge your body into the shadow you stand in. While hidden in this way, you cannot be detected by mundane senses. The duration of this maneuver ends when you make any primary or movement actions.

Misdirect

Stealth Target 9

Special Action; Rolling contested Chase

Instant Duration

Your pursuers gain Slowed 2.

Unbind*

Stealth Target 10

Primary Action

Continuous Duration

All Slowed status affecting you is reduced to 0. Gain Warded 3.

Erase*

Stealth Target 11

Primary Action

Continuous Duration

You temporarily erase your body and are free to move around and perceive the world as normal. You may not interact with material objects. When the effect ends, your body is returned. On a Critical Fail, you are never able to return and are effectively dead.

Chase:

Chase is used to run, either in pursuit or retreat.

Examples include:

- Running from a beast.
- Keeping pace with someone in a crowd.
- Catching up to a fleeing target.

Rolling Chase may be impossible if there's a difference in motilities (such as if your target can fly or swim and you can't), or if there's a very large difference in speed.

Chase Maneuvers

Snap*

Chase Target 6

Secondary Action; Not in chase

Instant Duration

You move 1 meter almost instantly. This movement cannot be contested.

This maneuver may be made as a Special Action following a failed Chase roll (including contested movement). If used in this way, the Risk is 10, and on critical failure you suffer a Mangled Leg injury.

Fleetfoot*

Chase Target 7

Primary Action

Continuous Duration

You gain Hastened 1 for the duration.

Charge

Chase Target 8

Special Action; Attacking

Instant Duration

If you moved more than 3 meters towards your target, they gain Slowed 1.

Stepwall *

Chase Target 9

Primary Action

30 second Duration

Loose ground beneath your feet becomes Barrier 5, raising the 1 meter x 1 meter space beneath you upwards up to 3 meters into the air. At the end of the duration, the terrain falls back to the ground.

Brace

Chase Target 10

Special Action; Taking wounds from falling.

Instant Duration

Reduce the wounds you would suffer by half.

Fly*

Chase Target 11

Primary Action

1 hour Duration

You gain the ability to fly at your normal speed. On a critical failure, you lose the ability to direct your movement and move your full speed upwards every round.

Medicine:

Medicine is used to diagnose or provide treatment to an individual.

Examples include:

- Performing an autopsy.
- Selecting the correct medicine for a particular ailment.
- Stitching up a wound.

Rolling Medicine may be impossible if attempting to treat wounds that are too severe, or when working with completely insufficient equipment.

Medicine Maneuvers

Cleanse*

Medicine Target 5

Primary Action

Instant Duration

Any willing or inanimate target you are holding is cleansed of any inorganics of your choice (such as water, metals, salts, and some poisons). The material precipitates to the outside of the target.

Still*

Medicine Target 6

Primary Action

Continuous Duration

A willing or inanimate target within reach is put into stasis for the duration of this maneuver, stopping their heart and rendering them unconscious. Any damage or wounds will not worsen for the duration and they will not age, however they may still be attacked.

Lifesight*

Medicine Target 7

Primary Action

Continuous Duration

Your eyes gain the power to see living things through barriers up to 1 meter thick. Living barriers such as foliage still block your sight.

Shock*

Medicine Target 8

Primary Action

Instant Duration

A target within reach that has died within the last 10 minutes is returned to life. Deal 1 Burn damage to the target (roll on the Dying table as usual for receiving a Wound).

Heal*

Medicine Target 9

Primary Action

Instant Duration

Recover any 3 BRUTE or CHEMICAL wounds on a target within reach. This does not return dead targets to life.

Revive*

Medicine Target 12

Primary Action

Instant Duration

A targeted skeleton within reach reforms into their young body, and their soul is returned to them. On a critical failure, both you and the targeted skeleton disintegrates.

Survival:

Survival is used for the broad set skills necessary to survive the wilderness.

Examples include:

- Finding a good place to camp.
- Pathfinding on or off a trail.
- Setting a snare.

Rolling Survival may be impossible if the environment is completely unfamiliar, or if there are no readily available supplies.

Survival Maneuvers

Carnivize*

Survival Target 6

Primary Action

8 hour Duration

You transform a nonhazardous plant within reach into a Hazard 3. It is reduced to Hazard 0 after dealing damage or at the end of the duration.

Campcall*

Survival Target 7

Primary Action

Continuous Duration

Designate a point within reach, and any targets of your choice within reach. Any of the designated targets may telepathically ping all others if they are within 10 meters of the designated point.

Insulate*

Survival Target 8

Primary Action

Continuous Duration

Your CHEM defense is increased by 1.

Endure*

Survival Target 9

Primary Action

Continuous Duration

Your BIO defense is increased by 2.

Enflame*

Survival Target 10

Primary Action

Instant Duration

An object you are holding bursts into flames. If this is your weapon, its Wound Type becomes CHEM (Burn) for your next attack.

Earthmold*

Survival Target 11

Primary Action

Instant Duration

All ground within 100m conforms to your will. You may form chasms, cliffs, spikes, or anything of your choosing. These are Obstacle 10, Wall 20, or Hazard 3. On a critical fail, your body turns to stone.

Awareness:

Awareness is used to test your senses.

Examples include:

- Making out the words of a faint whisper.
- Identifying a smell.
- Spotting something hiding in the underbrush.

Rolling Awareness may be impossible if the distance between you and your target is too great, or if mystical powers are involved. Otherwise, rolling Awareness is rarely impossible. Even something completely covered often leaves tracks or traces.

Awareness Maneuvers

Twitchstrike

Awareness Target 6

Primary Action

Continuous Duration

You attack the next target that enters your line of sight in your held weapon's attack range, ending this maneuver's duration.

You do this regardless of whether the target is an ally or enemy, and before entering combat.

Alert

Awareness Target 7

Primary Action

Continuous Duration

When any target you can see makes a Stealth roll, you know that they did so whether they pass or fail against your Awareness. You do not learn why they made the roll.

Telesense*

Awareness Target 8

Primary Action

Continuous Duration

You can see, hear, and smell in detail from 4x further away than usual.

Sentinel

Awareness Target 9

Primary Action

Continuous Duration

You cannot be caught Unaware.

Worldsight*

Awareness Target 10

Primary Action

Continuous Duration

For the duration, your senses extend beyond yourself. Your Blinded status cannot be greater than 0 for any reason. You may choose to originate your vision from any point in your body's line of sight.

Echo*

Awareness Target 11

Primary Action

Instant Duration

All events which have happened during the past year in the 100x100 meter area around you enter your memory. This process takes around 1 minute. You may roll Recall to learn specifics, but otherwise only know a general sense of what has occurred. On a Critical Failure, you enter a coma for 1 year.

Crafting:

Crafting is used to create or repair things.

Examples include:

- Making a meal.
- Writing a story.
- Forging a weapon.
- Inventing a spell.
- Designing a building.

Rolling Crafting may be impossible if there is insufficient material to work with, you lack any relevant experience, or the scale of the project is too big to do without a coordinated team.

Crafting Maneuvers

Haul*

Crafting Target 6
Secondary Action
1 hour Duration

A nonliving object you are holding becomes weightless for the duration.

Fortify

Crafting Target 7
Primary Action
Continuous Duration

Your BRU defense is increased by 1 for the duration.

Improvise*

Crafting Target 8
Primary Action; One Supply
1 hour Duration

The supply is temporarily transformed into a specialized tool. At the end of the Duration, it disintegrates.

Proof

Crafting Target 9
Special Action; Attacking
Instant Duration

If you're attacking a target who is wielding a crafted weapon, the creator of each weapon respectively makes a Contested Crafting rolls. Success: No effect. Failure: The weapon is broken. Stalemate: No effect.

Ingenious

Crafting Target 10
Special; Failing a Skill roll
Instant Duration

Reroll both dice used for an Individual Skill roll. You must keep the new result.

Imbue*

Crafting Target 12
Primary Action
1 day Duration

Your weapon's Critical Effect occurs on all die results.

On a Critical Failure, your weapon bursts with power and is destroyed.

Analysis:

Analysis is used for logical deductions, research, and assessment.

Examples include:

- Making mathematical calculations.
- Characterizing a target.
- Solving a puzzle.

Rolling Analysis may be impossible if there's not enough information. Mystical powers occasionally result in apparently illogical results, however these situations can be correctly Analyzed as "mystical interference."

Analysis Maneuvers

Strategize

Analysis Target 5

Special Action; In Combat

Instant Duration

All players are narratively returned to a prior moment where the characters were discussing strategy. You may all discuss at length what they think should be done. When you are ready, return to the present moment in combat.

Assess

Analysis Target 6

Primary Action

Instant Duration

You quickly estimate the Threat Level of a target you can see (the GM has this) and whether they have any Wound type Weaknesses or Resistances.

Predict

Analysis Target 7

Special Action; Before rolling Skill or Attribute

Instant Duration

You've determined the most likely outcome. Instead of rolling, you may treat your result as a 7.

Optimize

Analysis Target 8

Special Action; Attacking

Continuous Duration

Your expedition cargo capacity increases by 20% for the duration, rounding up. An expedition may only benefit from Optimize once.

Weakpoint*

Analysis Target 9

Primary Action

Instant Duration

You hone your analysis to determine the weakness of a target you can see. The target gains Vulnerable 2.

Labyrinthize*

Analysis Target 11

Primary Action

Instant Duration

You mystically entangle your mind with a target within reach, causing immense confusion. They gain Slowed 3 and Vulnerable 3 until passing an Individual Analysis roll at Target 9. This roll is made as a secondary action as usual. On a critical failure, these effects occur to you instead.

Tactics:

Tactics is used to organize, plan, and strategize.

Examples include:

- Being a Ledgerkeeper.
- Planning an expedition.
- Strategizing against a foe.

Rolling Tactics may be impossible if you're completely unfamiliar with your allies or enemies.

Tactics Maneuvers

Coordinate

Tactics Target 6

Secondary

Instant Duration

Choose a target. All allies within 2 meters of that target may move to any other location within 2 meters of the target.

Last Stand

Tactics Target 7

Primary Action

Instant Duration

All targets of your choice with Exhausted 1 or greater gain Warded 10.

Bulwark

Tactics Target 8

Primary Action

1 minute Duration

All targets of your choice within Reach 1 gain Protected 1, including yourself.

Flank

Tactics Target 9

Special Action; Attacking a flanked target

Instant Duration

If the target is adjacent to at least 1 of your allies, you may choose to deal this attack's Wounds to their Vital Health or their Nonvital Health.

Gambit

Tactics Target 10

Primary Action

Instant Duration

You gain Protected 3. On a failure, you instead gain Vulnerable 3.

Timeskip*

Tactics Target 11

Primary Action

Instant Duration

In the round following this one, a target of your choice within reach may not take any actions and gains Vulnerable 2. On a Critical Failure, instead you temporally shunt yourself and do not exist for the next 1 minute.

Recall:

Recall is used to remember details, remember technical information, or to represent your level of education.

Examples include:

- Remembering a birthday.
- Remembering a species biology.
- Remembering the path home.

Rolling Recall may be impossible if there's no feasible way for you to have learned the information, or if you're trying to recall details you weren't paying attention to.

Recall Maneuvers

Spark

Recall Target 6
Secondary Action
Instant Duration

The GM provides previously observed details to the best of their ability.

Freeze*

Recall Target 7
Primary Action; Requires a glass sphere you are holding
Instant Duration

The area in a 10 meter radius around you is recreated in miniature within the glass sphere you are holding. This includes details you cannot personally sense.

Return*

Recall Target 9
Secondary Action
Instant Duration

An object you were holding within the last minute reappears in your hands if it is able.

Echo*

Recall Target 10
Secondary Action
Instant Duration

You reappear at a location you have been in within the last minute.

Obscura

Recall Target 11
Primary Action
Continuous Duration

You act with a style unknown to many. When making individual contested rolls, your adversaries reroll one fewer times (if they can reroll).

View the Tapestry*

Recall Target 12
Primary Action
Instant Duration

Briefly access all knowledge in the universe, answering one specific question you had. On a Critical Failure, you enter a coma and never awake.

Additional Maneuvers:

These Maneuvers are not likely to be useful to a player but will appear in the Maneuver list for various nonplayer characters. They are most useful as plot devices.

If a player would like to learn one of these maneuvers, they are able to. These may also be freely incorporated into player character backstories.

Bind*

Persuasion Target 12 (or 9 if all parties agree)

Special Action; When an agreement is made. (Handshakes, signatures, etc.)

100 year Duration

This maneuver affects all parties of the agreement made. If the agreement is intentionally broken, the offending party dies 100 days later unless their actions are pardoned by all other parties.

Masterwork*

Crafting Target 12

Primary Action; A willing sacrifice

100 day Duration

An item you work on for the duration gains +3 Points to be spent on crafting and can be imbued with 2 materials instead of only 1. The soul of the willing sacrifice (which can be yourself) is imbued into the item as one of these imbuelements. They are dead but may communicate with whoever wields the item. On a critical failure, the weapon is unimproved, and the sacrifice is trapped inside with only the ability to communicate basic thoughts.

Modify Memory*

Recall Target 7

Primary Action

Instant Duration

A specific memory is altered in a way of your choosing. This only affects yourself.