

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, a 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.



Table of Contents

Rain & Flooding:	i
Summit & Outposts:	i
The Eternal Order:	i
Exalted, Union, Order:	i
How did I get here?	1
What are we doing?	1
Creating a Character	1
Backgrounds:	1
Roll Types	4
Individual Rolls	4
Unified Rolls	4
Attack Rolls	4
Result Comparison	5
Target Comparison	5
Contested Comparison	5
Defense Comparison	6
Downtime Pursuits	8
Action Types	10
Contested Movement	11
Line of Sight and Surprise	11
Wound Types	12
Healing	12
Scars	12
Dying	13
Character Death	13
Environmental Status	15
Imbuing	16
The following Imbued Materials are available during character creation and always available in Summit:	16
Enhancement	17
Weapon Crafting	17
Armor Crafting	20
Alchemical Crafting	21
Equipment Crafting	21
Simple Equipment	21
Complex Equipment Crafting	21
The Ledger	21
Supplies and Cargo	21

Packing Supplies	22
Running out of Supplies	22
Cargo Capacity	22
Travel and Camping	Error! Bookmark not defined.
Travel	Error! Bookmark not defined.
Camping	Error! Bookmark not defined.
Travel Speed	23
Travel and Camping Assignments	23
Unknown	Error! Bookmark not defined.
Prominence	Error! Bookmark not defined.
Exploring	Error! Bookmark not defined.
Exploring Urban Areas	26
Searching a Room	Error! Bookmark not defined.
Maneuver Terminology:	27
Duration	27
Creating New Maneuvers	27
Performance (PRF):	28
Stealth (STL):	29
Survival (SRV):	30
Analysis (NLY):	31
Persuasion (PRS):	32
Chase (CHS):	33
Awareness (AWR):	34
Tactics (TCT):	35
Command (CMD):	36
Medicine (MDC):	37
Crafting (CRF):	38
Recall (RCL):	39
Additional Maneuvers:	40



Character Creation

How did I get here?

In Summit, all children are educated by caretakers within the Order. If you were born in an outpost, you would have returned to Summit at the end of the year to wait out the storms, where you would remain until adulthood. Your parents may have stayed with you in Summit if their work assignments allowed, but otherwise would only see you while waiting out the storms of the following years.

Once you were of age and ability, you would pursue your chosen work assignment either with the Order, or on an expedition (usually the same expedition as your parents). It is highly encouraged for all players to collaborate in creating a story about how their characters know each other.

What are we doing?

It is essential to create a character who has the motivation to accept the story's call to action and collaborate with the other characters in the group. To ensure every player has the proper understanding of the plot at hand, a synopsis of the story is provided:

Citizens of Summit have long awaited a miracle to be delivered by the storms. It is a nearly universal hope that one year, an expedition will uncover something which would release the world from this cycle of loss and destruction. For centuries, this prayer has been unanswered.

The adventure begins on the precipice of a discovery that will grant Summit the power to shape their future, a power which, if wielded carelessly, may bring destruction greater than what can currently be conceived.

Creating a Character

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.

1. Choose (or roll for) a **Background** (p.1), gaining one ○ **Skill** mastery (p.7) and one ✧ **Maneuver** (p.27) for each skill in your background. Additionally gain your Background's bonus.
 - a. Your maximum **Exertion** (p.27) is 3.
2. Fill in the first ◇ **Attribute** (p.7) advancement in each **Milestone Advancement** (p.8) row.
 - a. You gain the benefit of these advancements, therefore gaining any 3 Attributes of your choice.
3. Determine your **Health Thresholds** (p.11).
4. **Craft** up to two weapons (p.17) and one armor (p.20) to use as starting equipment.
5. Choose a character name.
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** (p.9). It is recommended but not required to have one other player 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.
7. Gain of your choice from each Skill in your Background.
8. Choose your Expedition Assignment (p.24)

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.

Random Backgrounds

Roll 1d6	Result:
1-2	Exalted Background. Roll 1d6 again.
1	Bard
2	Thief
3	Trader
4	Engineer
5	Waywalker
6	Mystic
3-4	Union Background. Roll 1d6 again.
1	Medic
2	Tutor
3	Hunter
4	Pathfinder
5	Rainwarden
6	Naturalist
5-6	Order Background. Roll 1d6 again.
1	Politician
2	Crafter
3	Alchemist
4	Paragon
5	Healer
6	Librarian

Exalted Backgrounds (1-2 on d6)

Bard (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.

Skill & Maneuver: *Performance, Recall*

Bonus: *+1 Performance skill mastery and maneuver*

Thief (2 on d6)

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

Skill & Maneuver: *Stealth, Chase*

Bonus: *+1 Stealth skill mastery and maneuver*

Trader (3 on d6)

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

Skill & Maneuver: *Survival, Persuasion*

Bonus: *Choose a typical riding animal companion*

Engineer (4 on d6)

Designs and maintains buildings, aqueducts, and roads. Downtime examples include designing a building or assessing structural integrity.

Skill & Maneuver: *Analysis, Tactics*

Bonus: *+1 Analysis and Tactics skill mastery*

Waywalker (5 on d6)

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

Skill & Maneuver: *Survival, Awareness*

Bonus: *+1 Survival skill mastery and maneuver*

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.

Skill & Maneuver: *Analysis, Crafting*

Bonus: *+1 maximum exertion and maneuver of your choice*

Union Backgrounds (3-4 on d6)

Medic (1 on d6)

Accompanies expeditions to provide emergency treatment. Downtime examples include stabilizing the dying and preparing medical supplies.
Skill & Maneuver: *Command, Medicine*
Bonus: *+1 Will attribute*

Tutor (2 on d6)

Educates and cares for individuals of all ages. Downtime examples include instructing a class, or providing company to the elderly.
Skill & Maneuver: *Persuasion, Chase*
Bonus: *+1 Persuasion skill mastery and maneuver*

Hunter (3 on d6)

Forages or hunts to supply food for the outpost. Downtime examples include hunting small game or tending a garden.
Skills: *Survival, Chase*
Bonus: *+1 Chase skill mastery and maneuver*

Pathfinder (4 on d6)

Coordinates the movement of their outpost through the continent. Downtime examples include preparing maps or planning routes.
Skill & Maneuver: *Tactics, Command*
Bonus: *+1 Tactics skill mastery and maneuver*

Rainwarden (5 on d6)

Defends an outpost against danger and maintains peace. Downtime examples include going on patrol or training others for combat.
Skill & Maneuver: *Awareness, Command*
Bonus: *+1 Reflex attribute*

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.
Skill & Maneuver: *Awareness, Recall*
Bonus: *+1 Awareness skill mastery and maneuver*

Order Backgrounds (5-6 on d6)

Politician (1 on d6)

Directs law and expenditures according to their elected position. Downtime examples include preparing a speech or assessing strategic strength.
Skill & Maneuver: *Performance, Persuasion*
Bonus: *+2 Command skill mastery*

Crafter (2 on d6)

Practices a craft, such as smithing, weaving, cooking, or construction. Downtime examples include crafting an object or erecting a building.
Skill & Maneuver: *Persuasion, Crafting*
Bonus: *+1 Crafting skill mastery and maneuver*

Alchemist (3 on d6)

Concocts potions and experiments with alchemical techniques. Downtime examples include crafting a potion or testing a reagent.
Skill & Maneuver: *Medicine, Crafting*
Bonus: *May craft up to 15 potions over 1 downtime period*

Paragon (45 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.
Skill & Maneuver: *Analysis, Tactics*
Bonus: *Keepers of Order secrets (Work with GM).*

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.
Skill & Maneuver: *Analysis, Medicine*
Bonus: *+1 Medicine skill mastery and maneuver*

Librarian (6 on d6)

Writes reports, minutes, and missives. Also organizes the scrolls of the Order. Downtime examples include reading and writing.
Skill & Maneuver: *Stealth, Recall*
Bonus: *+1 Recall skill mastery and maneuver*

Typical Exalted names

Aurora, Blaise, Celestia, Daphne, Elara, Feylin, Galileo, Helios, Ilysia, Jupiter, Kaelen, Luna, Mystra, Nova, Ophelia, Phaedra, Quandra, Rayna, Stella, Thaddeus, Ursa, Vespera, Wynona, Xalta, Yara, Zephyra

Typical Union names

Alden, Briar, Cedar, Dahlia, Elowen, Finnley, Gwynn, Hazel, Ivy, Jasper, Kieran, Linden, Moss, Nora, Oak, Petal, Quill, Rowan, Sage, Thorne, Umber, Violet, Willow, Xander, Yarrow, Zara

Typical Order names

Aeliana, Brystol, Calde, Dorian, Elio, Fiona, Gavin, Haven, Iris, Jovian, Kane, Lysandra, Milo, Nyx, Orion, Piper, Quinn, Riven, Selene, Theo, Uriah, Vera, Wren, Xeno, Yule, Zane

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	• Individual roll • Unified roll • Attack roll	• Target [X] • Contested • Defense
Examples	"Attack roll, Defense 3" "Unified Crafting roll, Target 10" "Individual Chase roll, Contested Target"	

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. 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 redone. 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. For Unified Rolls:

- Die results from all parties involved are used.
- A particular Skill or Attribute will be tested. The leading individual will roll two 6-sided dice, plus an additional 6-sided die for each level of the Skill or Attribute called for. Anyone helping also rolls a 6-sided die for each level they have of the Skill or Attribute called for. The Highest two die results are used as the roll result.
 - It is recommended to roll somewhere visible to make it easier to determine the highest two die results (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 an attack at close range. The second number Y refers to the Ranged Reach of the weapon, used when making an attack at a distance.
 - 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 Movement Action in addition to your Primary Action (p.10).
2. Roll the dice corresponding to your weapon, as determined during **Weapon Crafting** (p.17).
 - 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

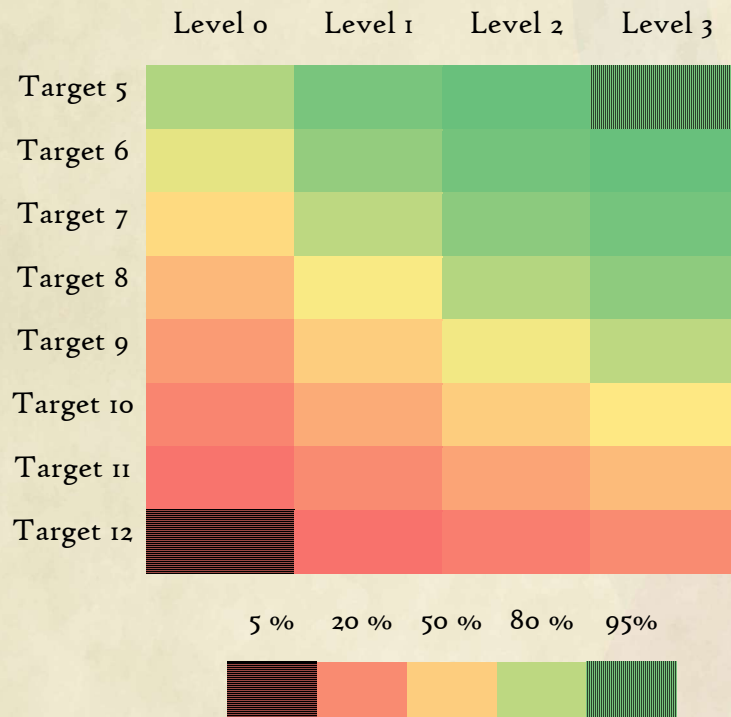
Whether a roll result is a success or failure varies based on how the result is being compared. There are 3 result comparisons, which are as follows:

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.

Contested Results	
Success:	No effect or a positive effect.
Failure:	Generally a negative effect.
Stalemate:	Generally a net neutral effect.

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 different kinds of damage. 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 (p.12). Unless Defense for a **Wound Subtype** (p.12) is specified, all attacks are compared to the 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** (p.11).
- 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, or a 6 on a d6), it is a **Critical Hit**. Each Critical Hit inflicts the **Critical Effect** (p.17) of the weapon. By default, this deals 1 Wound of the same Wound Type as the weapon.
- Even if a Critical Hit would inflict no wounds due to the target's Defense, the Critical Effect still occurs, including any wounds.

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 power, weapons often gain other benefits. See Weapon Crafting for details.

Estimating Weapon Effectiveness



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)
Reflex is also used to determine who goes first in combat.

Vigor (swimming, climbing, high-jumping, etc.)
Vigor is also used to determine your Health Thresholds.

Will (concentrating under stress, resisting fear or social intimidation, overcoming instincts, etc)
Will is also used to determine your resistance to certain Mystic effects.

Attributes are used to 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.

Your  Attributes will increase while progressing along the **Milestone Advancements** track. Any Attribute may be increased, regardless of the track advanced.

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 bubble in your character sheet. For each skill your maximum mastery is 3, however skill mastery may be increased above 3 by your equipment or other effects.

Exalted Skills 	Performance (PRF, p.28) Performing for a large crowd, either with an instrument or oration.	Stealth (STL, p.29) Hiding yourself, moving silently, whispering, or other sneaky tricks.	Survival (SRV, p.30) Finding a good place to camp, pathfinding, and other skills for survival.	Analysis (NLY, p.31) Logic, deduction, inventing mystic spells, or similar actions.
Union Skills 	Persuasion (PRS, p.32) Convincing others of something, even if it's not the truth.	Chase (CHS, p.33) Running away from something or chasing after something.	Awareness (AWR, p.34) Seeing something that's not obvious, whether an object or a foe.	Tactics (TCT, p.35) Strategizing, making plans, and coordinating logistics for a group.
Order Skills 	Command (CMD, p.36) Delegating work, maintaining authority, and intimidating people.	Medicine (MDC, p.37) Aptitude at treating wounds, including both first-aid and surgery.	Crafting (CRF, p.38) Any craft, from fine art to construction to tying knots to cooking.	Recall (RCL, p.39) 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. Your GM will tell you if tracking Relation with a particular NPC is necessary.

Relation is the multiplied result of **Attitude** and **History** with that person.

History increases quickly at first, but always increases 1 at a time. When to modify history is noted in the Changing History and Attitude 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.
+4	Supporting them in crisis. Stealing from them.
+6	Risking your life to help them. Framing them for a serious crime.
+10	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.	1	Acquaintance. They will remember you if they see you again.
-5	Dislike. Will oppose you when they are able.	5	Friendship. Will support you when they are able.
-10	Hatred. Will go out of their way to make your day worse.	10	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.

Health Thresholds

	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 a Health threshold overflow to the other Health threshold. 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	CHEM	BIO
• 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	• Burn Touching hot metal Struck by lightning • Cold Freezing weather Immersion in ice • Corrosive Chemical burns Acids or caustics	• 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 are considered **Injured**. You may only take the Expedition Assignment of **Downtime**. You must spend this period resting and receiving medical attention. At the end of this Downtime, all people involved in your care 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 2 until your leg is restored.	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. By default, the critical effect is to deal 1 Wound of the weapon's Wound Type.

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.

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 a Weapon with CHEM (Burn) Wound Type.

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

The following Imbued Materials are available during character creation and always available in Summit:

Imbued Material	Description
Starseeds*	Seeds which grow thin vines around a weapon, spreading to a struck target. Critical Effect: If the target has Vulnerable 0, they gain Vulnerable 1. †: Requires a Weapon.
Flamegland*†	A monstrous gland which continues to burn with intense heat. Critical Effect: Inflict 1 Burn wound with a reach of Aura 1 centered on yourself †: Requires a Weapon with CHEM (Burn) Wound Type.

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 trait from each column of the Weapon Crafting table (p.19). Each trait has an associated **Cost**, which represents how complex the trait 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 Type of the weapon.
 - Die Size most directly relates to the ability to bypass armor, and does not relate to the literal size of your weapon. Something as small as a knife may still have a die size of d12.
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.

Mary feels her character should be able to shoot fireballs. To create the staff of fireballs she desires, she looks at the Weapon Crafting table and decides that would correspond to:

Wound Type : CHEM (Burn), Range : $-/10$, Target : Explosion-1, Hands : 2, Weight : Mystic

This costs a total of $(2+2+3+0+2) = 9$ points, and so cannot be created in character creation. It's possible Mary will find imbued materials on her adventure which makes crafting this weapon cheaper, or will be able to Enhance their weapon into their dream weapon over time.

Instead, Mary crafts this weapon for $(2+2+0+0+2) = 6$ points, paid for with a die size of d4. Because of mystic weight, the weapon is 3d4. She also chooses the Flamegland imbued material from the list, changing the weapon's critical effect.

Wound Type : CHEM (Burn), Range : $-/10$, Target : Single, Hands : 2, Weight : Mystic

Mike wants his character to be a bulwark of armor. Looking ahead to Armor Crafting, he sees that wielding a shield requires one hand, and so he would need a one-handed weapon as well. He looks to the Weapon Traits table and sees a one-handed weapon requires Light weight. He decides on a sword with the following traits:

Wound Type : BRUTE (Slash), Range : $1/-$, Target : Single, Hands : 1, Weight : Light

This costs a total of $(0+0+0+2+2) = 4$ points, and so chooses a die size of d6.

Austin thinks his character would be best suited by a warhammer. His task is simple. He decides on a hammer with these traits:

Wound Type : BRUTE (Blunt), Range : $1/-$, Target : Single, Hands : 2, Weight : Heavy

This costs a total of $(0+0+0+0+1) = 1$ point, and so chooses a die size of d10.

Weapon Traits

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 (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.
Aura-X*†	Wounds are dealt in a radius around you, excluding targets of your choice (including yourself). *: Requires Mystical Imbued Material. †: Requires Single target.
Target	
Single	Wounds are dealt to a single target.
Pierce-X†	Wounds are dealt to the target and the X spaces behind them. †: Requires Piercing Wound Subtype.
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 Blunt or Slashing Wound Subtype.
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.
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 weapon.
Heavy†	A heavier than usual weapon. Weapon die results less than the target Defense are considered to be half of the rolled result instead of 0. †: Requires two hands
Light	A lighter than usual item. 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.

Weapon Die Size

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

Weapon Crafting

Pick 1 weapon trait from each column, paying the corresponding Cost. Gain Points from Enhancement or Die Size.

Cost	Wound Type	Reach (meters) [melee/ranged]	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		2/- OR -/20	Pierce/Cleave-3† OR Cone-2* OR Explosion-1*		
-4	Heal (Primary)*†	2/6 OR -/30 Aura-1*†	Pierce/Cleave-4† OR Cone-3* OR		Balanced†
-5	BIO*	2/20 OR -/50	Pierce/Cleave-5† OR Cone-4* OR Explosion-2*		
-6	Heal (Any) *†	3/6 OR -/100 Aura-2*†	Pierce/Cleave-6† OR Cone-5*		
-7		4/Line of sight* Aura-3*†	Pierce/Cleave-7† OR Cone-7* OR Explosion-3*	Free*	

†: Requires another trait to be selected (see weapon traits table).

*: Requires a Mystical Imbued Material to craft.

Armor Crafting

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

Based on your Armor Type, 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	Trait
-0	+1/+1/+0	No trait OR Hardened OR Padded
-1	+2/+1/+0	Parrying†
-2	+3/+2/+0	Camouflaged Tower†
-3	+4/+3/+0	
-4	+4/+4/+0	
-5	+5/+4/+0	Ethereal*
-6	+5/+5/+0	
-7	+6/+5/+0	
-8	+6/+6/+0	
-9	+7/+6/+0	

Armor Traits

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. †: Requires Shield armor type.
Ethereal*	Persistent Effect: You do not gain Slowed from any source except those which alter time. *: Requires a Mystical Imbued Material.

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. Ammo like arrows do not need to be tracked unless they are mystical or poisoned or otherwise notable. 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 or Construction.

Complex Equipment

Complex Equipment includes equipment which requires rare or specialized parts, such as a spyglass, lockpick, or glass vial.

If you are interested in a piece of complex equipment, first see the Packing Supplies section (p.22). 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.

Construction

Bridges, wagons, watchtowers, lean-tos, and anything else requiring the assembly of many smaller parts can be created or repaired. Use your best judgment to determine the time, supplies, and prerequisite knowledge necessary.

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

Cargo is everything an expedition is carrying. This includes Supplies, food, loot, and anything else you don't want to lose track of.

Supplies includes any Simple Equipment. It is not specified exactly what equipment the supplies represent until the moment you need it. 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 is needed. On a critical failure, there is nothing even close.

Food and water are not tracked. Food is highly abundant; hunting small game or foraging is always possible. Water is also highly abundant due to the constant state of rain, however drinking unpurified rainwater is known to send people raving mad. The GM has a table of possible outcomes for drinking rainwater.

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

Packing Supplies

Supplies and food are assumed to be packed according to what you'll need on your expedition. When leaving for an expedition, the group will choose between taking Abundant, Necessary, or Scarce Supplies, each with their own considerations. No matter which option is chosen, an expedition may travel for a maximum number of days equal to expedition Cargo Capacity divided by the total number of Crew ($\frac{\text{Expedition Cargo Capacity}}{\text{Total \# of Crew}}$). All members of your expedition are your Crew, including animals. A large animal may even count as more than 1 Crew.

- Abundant Supplies:
 - Cargo Quantity: Three-quarters of expedition Cargo Capacity
 - Complex Equipment: Tactics target 5
 - Negative effect on outpost supply reserves.
 - When reaching maximum days of travel, roll 2d4 for how many days of emergency supplies are left.
- Necessary Supplies:
 - Cargo Quantity: Half of expedition Cargo Capacity (round down).
 - Complex Equipment: Tactics target 8
 - Neutral effect on outpost supply reserves.
 - At your maximum days of travel, roll 1d4 for how many days of emergency supplies are left.
- Scarce Supplies:
 - Cargo Quantity: Quarter of expedition Cargo Capacity (round down).
 - Complex Equipment: Tactics target 11
 - Positive effect on outpost supply reserves.
 - At your maximum days of travel, roll 1 day of emergency supplies are left.

Running out of Supplies

If your expedition runs 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 the next period of Downtime. 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. Most environments have forageable food which does not require cooking.
- At the end of each day without water, you suffer 2 Thirst (BIO) Wounds to either Vital or Nonvital health each day, which is healed when you drink. Drinking unpurified water will result in negative effects.
- 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 weight exceeds your Cargo Capacity.

1 Cargo weight corresponds to approximately 5 kilograms, or the weight of 1 day of supplies for one person. Use this conversion to transport unusual objects, or to transport captive / injured crew.

It is assumed each crew has packs or pockets 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 if not carried as Cargo
Human Child	2	1*	5
Adult Human	5	1	10
Typical draft animal	30	2	10
Giant draft animal	100	5	15
Typical riding animal	20	3	20
Giant riding animal	60	6	15

*Cannot move vehicles

Vehicle	Additional Cargo Capacity	Haulers Required	Travel Speed (km/day)
Wheelbarrow	30	1	10
Sled	50	2	15
Wagon	250	4	20
Canoe	50	2	30*

*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 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 through rough terrain. This is not representative of sprinting speed or movement speed in combat.

Expedition Assignments

While travelling or camping, each Crew will dedicate themselves to a single responsibility which will allow the expedition to go smoothly. If multiple Crew have the same assignment, they make Unified Rolls when the assignment is called on.

- Crew incapable of writing may not be Ledgerkeepers.
- Crew incapable of communication may not be Lookouts, Pathfinders, Commanders, or Performers.
- Only human crew may be Crafters or Medics.
- Expedition members which count as multiple Crew are considered to be that number of Crew of the same role. For example a typical draft animal may count as 2 Haulers.

It is encouraged to at least have a Lookout before considering other roles.

Exploration Actions

Some assignments have access to Exploration Actions, which designate how most of the day is spent. Only one Exploration Action may be taken in a day, so players are expected to work together to decide how the expedition's time is being spent.

Any exploration action may be taken if there's Crew in the expedition with the action's corresponding Assignment.

Revealing Features is the primary way that the world of Rainfall is discovered, making Lookout the most essential Assignment.

Expedition Assignment	Description
Lookout	Rolls Awareness to stay on the lookout for hidden threats. Failure decreases the Safety of the area. Exploration Action: Reveal an Investigation feature in your region.
Waywalker	Rolls Survival to keep the expedition oriented. Failure will slow down the expedition's ability to explore. Exploration Action: Travel Speed is increased by 5km for today.
Hunter	Rolls Recall or Survival to identify, observe, and deter beasts. Exploration Action: Reveal a Hunting feature in your region.
Hauler	Pulls / directs the vehicles of the expedition (detailed in Cargo Capacity). Human Haulers also care for any animals in the expedition. If human: allows animal Crew in the expedition.
Medic	Rolls Medicine to tend injured or diseased crew and stabilize their condition. Failure may result in Crew becoming Injured or Weakened. Exploration Action: Heal 1 BRU or CHEM wound for up to 8 Crew.
Pathfinder	Rolls Tactics to determine the best paths based on scouting reports, or rolls Crafting to prepare maps. Maps decrease Unknown by an additional 1 point.
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. Allows non-player human Crew in the expedition.
Crafter	Rolls Crafting to repair broken vehicle parts or other specialized items with limited supplies. Failure may result in objects being broken until a replacement part can be obtained. Exploration Action: Reveal a Supply feature in your region.
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, such as changes to Relation.
Downtime	Any usual downtime activity. This assignment must be taken if you are Injured.
OTHER	This list details the most essential assignments in an expedition, but it is not exhaustive. Work with your GM to describe an assignments of your choice and the benefits of that assignments.

The Ledger

Cargo:	Quantity:	Cargo weight:	Value per Cargo (credit):
Supplies (1/4 or 1/2 or 3/4 Cargo Capacity) (p.21)		1	1
Total Cargo weight:			

Crew Name:	Expedition Assignment:	Travel Speed:	Cargo Capacity:
Vehicle:	Haulers Required:	Travel Speed:	Additional Cargo Capacity
Expedition Cargo Capacity:			

Expedition Travel Speed = (Lowest Travel Speed)		Maximum Days of Travel = $\left(\frac{\text{Expedition Cargo Capacity}}{\text{Total \# of Crew}}\right)$ (p.21)	
Days Spent in Travel =		Days of Emergency Supplies = (2d4 or 1d4 or 1)	

Exploration

The world of Rainfall is vast, unknown, and constantly shifting. Exploring the world is necessary to find supplies, and is also of interest to researchers hoping to uncover the secrets of the past. This task is immensely dangerous. The newly born continent is drowsy in the early months of mist, but dangers awaken, their minds sharpened by the presence of explorers.

When entering a new region, the dangers faced by an expedition become increasingly intense. This intensity is tracked narratively by the **Storm** intensity, which increases from Calm to Tempest. The intensity of the Storm increases when entering new regions, and decreases when successfully resolving the dangerous which lurk there. Based on the time of year, there is a minimum and maximum Storm rating.

Expeditions may always choose to charge forth into the unknown, but doing so is likely to lead to their premature death.

Entering New Regions

When entering a new region, the GM will describe its appearance, increase the Storm intensity, and then exploration will continue as usual. The GM will have access to the region's hand-crafted list of features within it, including places to investigate, beasts to hunt, and lurking monsters. These features are introduced at the discretion of the GM, guided by the players choices while exploring.

Generally, smaller features will be introduced first, the main feature will be introduced later, and optional features will be introduced after that for expeditions which want to experience everything that region has to offer.

Exploring

Exploring uncovers the secrets of the world, decreasing the Unknown of the region you are in. When on an expedition, each day will pass with the following process:

1. The GM will narrate an event which occurs during the day, and the suggested Expedition Assignment to resolve it. A different Expedition Assignment may attempt to resolve the event, however the roll's Target requirement will be increased. Creative solutions can avoid the need for a roll entirely.
 - a. If the expedition succeeds, the group chooses an Exploration Action to take.
 - b. If the expedition fails, the group chooses an Exploration Action to take, and the event's penalty occurs. Critical failure might increase the severity of the event's penalty.
2. If the Exploration Action reveals a feature, that feature may immediately be explored.
 - a. Some features may decrease the Storm intensity when they are resolved, like hunting the main threat in the area.
3. The Ledgerkeeper marks that one day has passed.

Exploring Urban Areas

Exploration in an urban area operates in the same way as the wilderness, although on a smaller spatial scale. Unlike the wilderness, not all features can be explored. Due to some property being privately owned, urban areas have some features which can only be entered with permission or by force.

Storm intensity

The intensity of the rains affects everything. In heavy rains, the ground will threaten to give way, beasts will fight with greater intensity, and even small rivers become treacherous crossings.

Expect higher Targets on skill rolls, higher stakes, and meaner enemies when the storm intensity is high.

Calm	Gusting	Heaving	Raging	Torrential	Tempestuous
Range for months of Mist					
			Range for months of Rain		
			Range for months of Storm		

Exertion

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

Exertion is expended whenever you attempt a maneuver. One exertion is spent whether you pass or fail. 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**. 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. These maneuvers still must be gained through Milestone Advancements.

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 (PRF):

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.

Stealth (STL):

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 except by mystic power. 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.

Survival (SRV):

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 5. 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.

Analysis (NLY):

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. Characters may all discuss at length what they think should be done. When the players 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.

Persuasion (PRS):

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.

Chase (CHS):

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 Target 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.

Awareness (AWR):

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.

Tactics (TCT):

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.

Command (CMD):

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.

Medicine (MDC):

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 given a second chance at survival. The target is brought back 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.

Restore*

Medicine Target 11

Primary Action

Instant Duration

A target within reach has any destroyed limbs or organs regenerated, and all physical Scars removed. On a critical failure, the target receives 9 BIO wounds to Vital health.

Crafting (CRF):

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.

Recall (RCL):

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.

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 disintegrate.