

Rainfall



Foreword

Special thanks to my friends who have encouraged me and tested the game.

Art Attribution

Art by [Claude Lorrain](#), publicly available from The New York Public Library Digital Collections.

License and Distribution

This rule system is designed in roleplaying game's spirit of collaborative creation. If your group improves on an idea, please share it with support@rainfallrpg.com

Permission is granted to copy, share, and redistribute the digital version of this document freely and without charge, in whole or in part, provided that the content is not altered to misrepresent authorship and that this notice remains intact.

The digital version of this work may not be sold, licensed for sale, or otherwise exchanged for monetary compensation.

All rights to sell physical copies of this work are expressly reserved by the author. Any sale of this work may be conducted only by the author and only in physical form. No other party is authorized to sell, or to offer for sale, either digital or physical copies of this work.

No rights are granted beyond those explicitly stated above.



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 and psychological 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 the world is altered in ways which defy explanation, and 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, people venture forth in hundreds of expeditions to 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 cooperation.
-  **The Order**, whose highest value is stability.

Essential Lore

Basic History

500 years ago, four kingdoms occupied the continent. These kingdoms were Hommen, Tatillion, Thrum, and Versa. These kingdoms did not exist harmoniously. At the time of the first Rainfall, their relations could be most simply understood as Hommen in a losing offensive war against Versa, and Thrum losing a defensive war against Tatillion. Hommen and Tatillion were not allied, but had generally friendly relations, as did Versa and Thrum.

The first Rainfall obliterated every settlement on the continent, except on the highest peaks in the humble hamlet of Summit. This humble refuge had originally only been a traveler's respite on the path to the mystic's college on another peak, and so was not capable of supporting such a boom of people, and certainly not people from warring kingdoms. It was decided by the surviving rulers that a truce would be necessary, and so the Eternal Order was formed with much struggle and unrest. Civil wars have since broken out along the old lines of empire but have never lasted long. Less organized rebel towns always met the same fate, washed away by the floods.



Childhood in Summit

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 it, 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).

Ghosts

Across the continent, ghosts haunt the land like a distant memory. Across centuries of research, mystics and naturalists have concluded that only those killed in the first Rainfall seem to haunt the land as ghosts. This theory explains why there are no ghosts in Summit, and connects to theories of the rains in general. When the flooding subsides, the replacement of the land's features is chaotic and unpredictable, however the features of the land can always be reliably dated to the time of the first Rainfall.

Ghosts have been observed to be limited to phrases and expressions which they would have performed in life. They will universally respond violently to being told they are dead. Explorers can gain useful information by talking with ghosts, but a ghost that has decided you're their enemy can be difficult to escape or defeat due to their incorporeal form.

Dryads

Grotesque combinations of beast and animal, Dryads have puzzled scholars. The first observation to confound scholars is that Dryads behave very differently from one another, unified solely by their shy nature. The second observation came later, when referencing the population of a location to the ghosts and dryads found there. It has become suspected that a portion of people who died in the first Rainfall were for one reason or another, not turned to Ghosts, but instead to Dryads. There is no consensus as to why this occurs, and a prize offered by scholars of the order for any who can solve this mystery and present their findings at the Grand Summit.

Shadows

When an unburied body is taken by floods, that person does not return as a ghost, but as a shadow. While both are incorporeal, the distinction is drawn due to significant differences in behavior and origin. While a ghost is bound to a specific location, may make conversation, and is not necessarily hostile, and originates specifically from the first Rainfall, a shadow is none of these things. Communication with shadows is limited to murmuring the name of the person they stalk, who is always someone they knew in life. Most often, the shadow will simply lurk near their target, observing from a safe distance and retreating if they are approached. Shadows will, without exception, eventually attempt to kill their target. For this reason, burying or burning the dead is essential on expeditions.

Beasts

The beasts of the modern day seem similar in description to beasts from before the first Rainfall. It is suspected that mystic powers of these beasts have been enhanced, but their abilities resemble what has been described in recovered records. The environments a beast will be found in are predictable, which can be useful for explorers to determine what lands they might be in.

Game Terms

Actor – Any individual creature, person, or thing capable of action.

Party – A group of actors, but may also be a single actor.

Table of Contents

Rain & Flooding:	2
Summit & Outposts:	2
The Eternal Order:	2
Exalted, Union, Order:	2
Basic History	3
Childhood in Summit	4
Ghosts	4
Dryads	4
Shadows	4
Beasts	4
Guidelines for Character Creation	1
Starting the Game	1
Prior Events	1
Creating a Character	1
Roll Types	4
Character Rolls	4
Attack Rolls	4
Result Comparison	5
Target Comparison	5
Contested Comparison	5
Defense Comparison	6
Downtime Pursuits	10
Action Types	12
Contested Movement	13
Line of Sight and Surprise	13
Scars	14
Wound Types	15
Healing	15
Injured & Dying	16
Character Death	16
Environmental Status	18
Reagents	19
Imbuing	19
Enhancing	19
Weapon Crafting	20
Armor Crafting	23

Compound Crafting	24
Alchemical Crafting	24
Reagent Mixing	24
The following Reagents are available during character creation and always available in Summit:	29
The Ledger & Expedition Cargo.....	30
Crew	30
Running out of Supplies	30
Cargo Capacity	30
Travel Speed	31
Expedition Assignments	32
Entering New Regions	34
The Map	34
Danger	35
Exploring	35
Exploring Urban Areas	35
Storm Intensity.....	35
Maneuver Terminology:.....	37
Duration	37
Performance (PRF):.....	38
Stealth (STL):	39
Survival (SRV):	40
Analysis (NLY):	41
Persuasion (PRS):	42
Chase (CHS):.....	43
Awareness (AWR):.....	44
Mysticism (MYS):.....	45
Command (CMD):	46
Medicine (MDC):.....	47
Crafting (CRF):	48
Recall (RCL):.....	49
Additional Maneuvers:.....	50
Weapon Traits	51
Status	51
Relation Categories	51
Storm Intensity.....	51
Cargo Capacity & Travel Speed.....	51
Dying	51

Character Creation

Guidelines for Character Creation

When creating a character, it can be helpful to keep a few key tips in mind which will help keep the plot moving forward and everyone feeling included. These are only recommendations:

1. Read the Essential Lore to understand the setting.
2. Make a character you'd like to see someone else play.
3. Make a character you find admirable in some way.
4. Make a character who is flawed.
5. Make a character who wants to adventure.
6. Think about why your character might have these traits (you don't have to lock anything in yet).
7. Establish how the player characters know each other.

Starting the Game

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.

Prior Events

On Departure's Day, Summit's council announced a competition that would be held this year. The expedition leader which returns with the greatest collection of items would be awarded a position in the Order as Master of Expeditions, a role recently vacated by the passing of Thomas the elder. The collection is to be judged by its cultural importance, utility, beauty, and rarity upon each expedition's return, during the Rainfall celebration. Each of you have traveled in the same expedition led by Belgor Skink for your adult life, and being a friend to the Master of Expeditions may even allow you to lead your own expedition should you desire.

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**.
 - a. Gain the stated **Advancements**.
 - b. Gain your Background's bonus.
2. Select one Maneuvers to add to your known maneuver's list.
3. Craft your starting equipment.
 - a. Either two **weapons**, or one weapon and a shield.
 - b. One **armor**.
4. Choose a character name and develop a simple backstory.
5. Establish your **Relations** with important characters from your backstory and the other players.
6. Choose your **Expedition Assignment**.

Background

Random Backgrounds

Roll 1d6	Result:
1-2	Exalted Background. Roll 1d6 again.
1	Bard
2	Thief
3	Trader
4	Engineer
5	Pathfinder
6	Mystic
3-4	Union Background. Roll 1d6 again.
1	Medic
2	Tutor
3	Hunter
4	Beastmaster
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.

Advancements: +3 Exalted, +2 Union, +1 Order

Bonus: +1 Performance skill mastery

Thief (2 on d6)

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

Advancements: +3 Exalted, +2 Union, +1 Order

Bonus: +1 Stealth skill mastery

Trader (3 on d6)

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

Advancements: +2 Exalted, +2 Union, +2 Order

Bonus: Choose a riding animal companion

Engineer (4 on d6)

Designs and maintains buildings, aqueducts, and roads.

Downtime examples include designing a building or assessing structural integrity.

Advancements: +3 Exalted, +1 Union, +2 Order

Bonus: +1 Analysis skill mastery

Pathfinder (5 on d6)

Searches new regions, often with great personal peril.

Downtime examples include guiding an expedition, preparing maps, or surveying the land.

Advancements: +3 Exalted, +2 Union, +1 Order

Bonus: +1 Survival skill mastery

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.

Advancements: +4 Exalted, +1 Union, +1 Order

Bonus: +1 Mysticism skill mastery

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.

Advancements: +2 Exalted, +3 Union, +1 Order

Bonus: +1 Will Attribute mastery

Tutor (2 on d6)

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

Advancements: +1 Exalted, +3 Union, +2 Order

Bonus: +1 Persuasion Skill mastery

Hunter (3 on d6)

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

Advancements: +2 Exalted, +3 Union, +1 Order

Bonus: +1 Chase Skill mastery

Beastmaster (4 on d6)

Tends to and commands domesticated beasts. Downtime examples include building trust, training, grooming, and procuring beasts.

Advancements: +2 Exalted, +2 Union, +2 Order

Bonus: Choose a battle animal companion

Rainwarden (5 on d6)

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

Advancements: +1 Exalted, +3 Union, +2 Order

Bonus: +1 Reflex Attribute mastery

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.

Advancements: +2 Exalted, +3 Union, +1 Order

Bonus: +1 Awareness Skill mastery

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.

Advancements: +2 Exalted, +1 Union, +3 Order

Bonus: +1 Command Skill mastery

Paragon (4 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.

Advancements: +1 Exalted, +2 Union, +3 Order

Bonus: 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.

Advancements: +1 Exalted, +2 Union, +3 Order

Bonus: +1 Medicine Skill mastery

Librarian (6 on d6)

Writes reports, minutes, and missives. Also organizes the scrolls of the Order. Downtime examples include reading and writing. Often they are historians and scholars.

Advancements: +1 Exalted, +2 Union, +3 Order

Bonus: +1 Recall Skill mastery

Typical Exalted names

Aurora, Blaise, Celestia, Daphne, Elara, Feylin, Galileo, Helios, Ilyria, 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, Selenea, Theo, Uriah, Vera, Wren, Xeno, Yule, Zane

Rolling

Rolls are necessary only when a situation is uncertain. 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].

Roll Types

For any roll, Exertion can be spent to roll one additional die. There are 2 roll types, Character Rolls, and Attack Rolls.

Character Rolls

When any Skill or Attribute is called for, including when attempting a Maneuver, it is a Character Roll. A Character Roll may be Individual or Group, depending on whether the situation would allow for cooperation. To make either type of Character Roll:

1. Roll 2d6.
2. Roll additional d6 for each level of the Skill or Attribute called for.
3. The Highest two die results are used as the roll result.

For a Group Character Roll, all actors assisting in the situation also roll additional d6 for each level they have of the Skill or Attribute called for. The highest two die results among everyone in the group are used as the roll result.

If Group is not specified, it is assumed that a Character Roll is individual.

Attack Rolls

Attack rolls are used when trying to cause damage to another actor 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.12).
 1. If a weapon has both melee and ranged reach, the entire weapon is thrown when making a ranged attack.
 2. If the weapon has only a ranged reach, it uses ammunition. Ammunition does not need to be tracked unless it is mystical, poisoned, or otherwise notable.
 3. You gain Vulnerable 1 if you make a ranged attack against a target within range 1.
2. Roll the dice corresponding to your weapon, as determined during **Weapon Crafting** (p.20).
 - 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

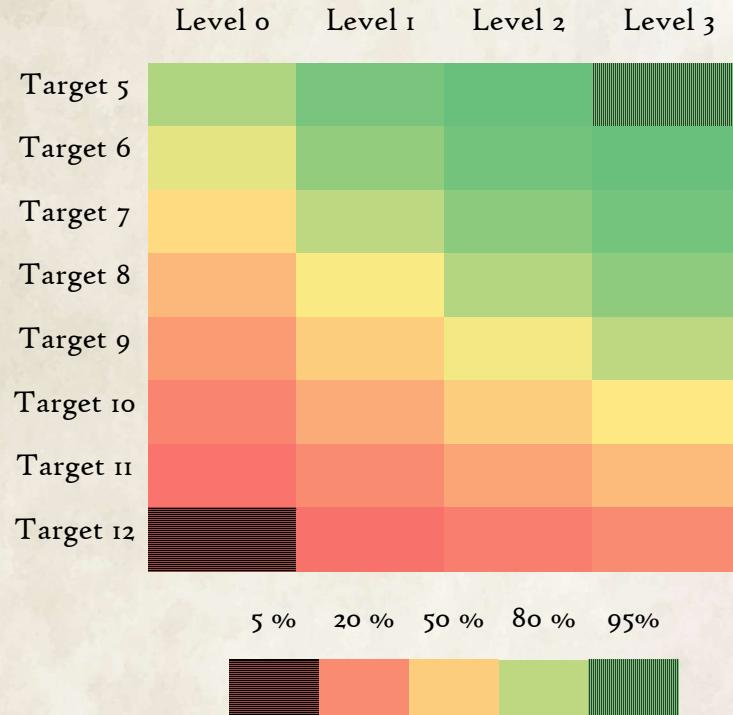
Whether a roll result is a success or failure varies based on how the result is being compared. There are 3 result comparisons.

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 Target 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 neutral effect.

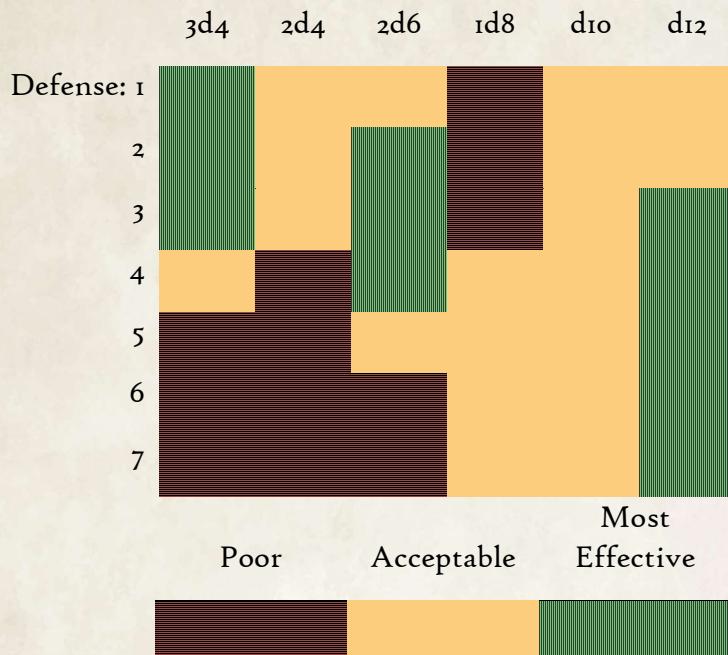
Defense Comparison

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.

- Defense is listed as 3 numbers corresponding to the **Primary Wound Types**, BRU / CHEM / BIO (p.15). Unless Defense for a **Wound Subtype** (p.15) 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.14).
- Each die less than the corresponding Defense is a failure and no wounds are dealt.
- 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.20) of the weapon. An unimbued weapons 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



Advancements

Skills ◇

Your skills represent your knowledge and expertise gained through your lifetime. Each skill is relevant to its own set of circumstances, described in more detail on its specific skill page located with Maneuvers. Skills are grouped into 4 groups with the intent to make remembering their location easier, these groups do not have any relation to rules.

Skill mastery is represented by a filled bubble in your character sheet. Your maximum base mastery is 3, however mastery may be increased above 3 by your equipment, Expertise, or other effects.

Performance (PRF, p.38) Performing for a large crowd, either with an instrument or oration.	Stealth (STL, p.39) Hiding yourself, moving silently, whispering, or other sneaky tricks.	Survival (SRV, p.40) Finding a good place to camp, pathfinding, and other skills for survival.	Analysis (NLY, p.41) Logic, deduction, tactics, or similar actions.
Persuasion (PRS, p.42) Convincing others of something, even if it's not the truth.	Chase (CHS, p.43) Running away from something or chasing after something.	Awareness (AWR, p.44) Seeing something that's not obvious, whether an object or a foe.	Mysticism (MYS, p.X) Creating new spells, and other manipulations of the arcane.
Command (CMD, p.46) Delegating work, maintaining authority, and intimidating people.	Medicine (MDC, p.47) Aptitude at treating wounds, including both first-aid and surgery.	Crafting (CRF, p.48) Any craft, from fine art to construction to tying knots to cooking.	Recall (RCL, p.49) Remembering things you've heard or read, including knowledge of most sciences (including mysticism).

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)
In combat, Reflex is used to determine turn order.

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

Will (concentrating under stress, resisting fear or social intimidation, overcoming instincts, etc)
In combat, Will is used to stay alive when you are Dying.

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.

☆ Expertise

Expertise sets a character apart by combining your skills and attributes. When you gain Expertise, it may be used in two ways.

1. Choose an Expertise from the Expertise table. You must meet the requirements of your selection (2 Mastery or greater of the associated Attribute, AND 2 Mastery or greater of the associated Skill).
2. Gain 1 mastery in any Skill. This can be used to increase your Mastery to 4.

	Vigor	Reflex	Will
Performance	Breath Control You can hold your breath for up to 5 minutes.	Improvisation You may always make Group Performance rolls with allies.	Atmosphere You can create harmless effects in the area around you.
Persuasion	Halo Relation changes towards you gain +1.	Fast Talk You may roll contested Reflex during conversation.	Bluffing Awareness cannot be used to determine if you are lying.
Command	Intimidation It is never impossible for you to intimidate using Command.	Decisive You can always make Group Reflex rolls with allies.	Leader You may always make Group Will rolls with allies.
Stealth	Climbing When you climb, you can do so without making noise.	Tumbling Receive half as many wounds from falling,	Shrouding Your stealth rolls are effective against mystic detection.
Chase	Marathon Your individual Travel Speed is doubled.	Sprint Your Movement is doubled for the first turn of each combat.	Unshakable You do not gain Slowed when failing Contested Movement.
Medicine	Recovery When Injured, you may treat yourself without penalty.	Emergency Treatment Allies may reroll results on the Dying Table once per combat.	Medium You may roll Individual Will to speak with the recently dead.
Survival	Immunity Your defense against BIO (Toxic) is always at least 4.	Stability You cannot critically fail Reflex rolls against traps or hazards.	Focus Your senses cannot be overwhelmed
Awareness	Seeking When you gain Blindness, gain 1 less (minimum 1).	Quickheel Ambushers may not directly wound your Vital health.	Intuition You know when you fail stealth or persuasion.
Crafting	The Touch Broken equipment sometimes works after hitting it.	Intricacy You make enhancements at Target 8+X instead of 9+X.	Helping Hand You have a mystic arm which can help outside of combat.
Analysis	Tester You can test potion effects without receiving harm.	Speedreading You can read twice as fast.	Mystic Sense You can detect the mystic profile of anything you hold.
Mysticism	Overcasting When you overexert and gain a scar, do not roll to die.	Control You may spend all exertion to avoid losing control of a spell.	Teletactile You can psychically speak to an individual you are touching
Recall	Brain-Body Your defense against BIO (Nerve) is always at least 2.	Muscle Memory After you roll Reflex, save 1 die for a future Reflex roll.	Tapestry You may recall knowledge you never learned, if it is not secret.

Advancement Tracks

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 recorded 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. These tracks correspond to the following principles:

- ❖ Exalted: Heroism and Creativity.
- ❖ Union: Cooperation and Loyalty
- ❖ Order: Tradition and Service

When a shape is filled on the track, gain the corresponding advancement:

- Gain 1 mastery in any Skill.
- ◇ Gain 1 mastery in any Attribute.
- ☆ Gain 1 Expertise.

Across a full campaign of Rainfall, it is expected for no more than two tracks to be fully advanced.



Downtime

Downtime is a 10-day period of rest with minimal danger. 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). The benefits of downtime may be in material goods, relationships, knowledge, and in rare cases can be advancement.

If the task would take a longer than 10 days, track your progress towards completion in the “Downtime Activity” portion of the character sheet.

Downtime Activity Examples

- Crafting *(Crafting)*
- Enhancing a weapon *(Crafting)*
- Learning a maneuver *(Any skill)*
- Mastering a spell *(Mysticism)*
- Resting while injured *(Medicine)*
- Gathering gossip *(Stealth and Awareness)*
- Spreading gossip *(Persuasion or Performance)*
- Researching or reading *(Analysis)*
- Preparing defenses *(Survival and Crafting)*
- Training others *(Recall, Command, and/or Persuasion)*
- Making art *(Crafting)*
- Catching bugs *(Chase and Awareness)*
- Picking flowers *(Awareness or Survival)*
- Playing music *(Performance)*

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. High Relation is often required regardless of any social rolls or roleplay, although the exact Relation required may be lowered by successful gameplay.

Your GM will tell you if tracking Relation with a particular NPC is necessary. Some particularly important NPC's have their names pre-written. These are characters you would be broadly familiar with, even if they don't know you.

Your total Relation accumulates as more time is spent with specific characters. Changes to Relation which are less than half of your total relation to that character are not tracked. For example, if your Relation to a character is +4 and you would gain +1 or -1, Relation is unaffected. If your Relation to a character is +4 and you would gain +2 or -2, Relation is modified.

Changing Relation

Negative	Corresponds to:	Positive	Corresponds to:
-1	Spilling a drink on them.	+1	Doing a small favor.
-2	Spreading a harmful rumor.	+2	Helping with their passions.
-4	Stealing from them.	+4	Supporting them in crisis.
-6	Framing them for a serious crime.	+6	Taking significant risk to help them.
-10	Killing someone close to them.	+10	Saving their life.

Relation Categories

Negative	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

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 a 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. **Primary Action:** Making an attack or attempting a Maneuver.
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. **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.
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 a 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 Group 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. Additionally, the ambushers may choose to deal damage directly to Vital health during their first actions.

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 rainwarden on watch is likely to be unaware even though they are ready for general danger.

A rainwarden 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 & Death

Wounds

When you suffer **Wounds**, they accumulate separately on your **Superficial Health**, **Nonvital Health**, and **Vital 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. Superficial health can be thought of as bruises and scrapes. Each Health type has different consequences for passing its **Threshold** (filling each box on the character sheet for that health type). When a Threshold is reached, consult the Health Thresholds Table.

Health Thresholds

	Superficial	Nonvital Health	Vital Health
Health Threshold:	6 + Vigor	6 + Vigor	6 + Vigor
Met Threshold:	No effect	Gain 1 scar	Gain 1 scar, become Injured, and roll for death

When you receive a Wound, if you are mobile and aware of your attacker you may choose to apply it to any health type. If you are immobilized or unaware of your attacker, the attacker chooses.

Wounds which exceed a Health threshold overflow to another type of health. If all Health types exceed their threshold, gain 1 Scar for each excess Wound, and roll for death (do not roll twice if this is the same attack which met your Vital Health threshold).

Scars

When either health threshold is reached, you gain 1 scar. The scar should be representative of an intense fight, but can be any size, location, or shape you'd like (including not visible).

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

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
<ul style="list-style-type: none">Pierce Bit by dog Shot with an arrow	<ul style="list-style-type: none">Burn Touching hot metal Struck by lightning	<ul style="list-style-type: none">Asphyxiation Exerting too hard Being choked
<ul style="list-style-type: none">Slash Hit by a sword Cut by claws	<ul style="list-style-type: none">Cold Freezing weather Immersion in ice	<ul style="list-style-type: none">Nerve Mystic powers Disease
<ul style="list-style-type: none">Blunt Hit with a club Falling from a cliff	<ul style="list-style-type: none">Corrosive Chemical burns Acids or caustics	<ul style="list-style-type: none">Toxic Poisons or toxins Radioactive materialsHunger Not eating Unnatural hungersThirst 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.

Wounds heal according to which health track they are on. Wounds on the first Nonvital Health track are superficial and heal after 1 hour of resting. Wounds on the second Nonvital Health track are significant and heal after 1 day of resting. Wounds on the Vital Health track are serious, and heal after 10 days of resting (one period of Downtime). Scars do not heal.

Injured & Dying

When you roll for Dying, make a Will roll against a Target equal to your total number of Scars. NPC's are assumed to always die, and do not roll unless requested by the Players.

When 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 Group 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 treat yourself, the Medicine roll is made at higher Target than usual, determined by the GM.

Dying

Roll Will, Target #Scars	Result	Complications (Medicine failure)
Fail by 7 or more	Destroyed Vitals You die.	Cause of death is unclear.
Fail by 5-6 (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. Organ : Your Health tracks all receive 1 permanent Wound.	You die.
Fail by 4 (recovers after 4 periods of Downtime)		Effect becomes permanent.
Fail by 2-3 (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.
Fail by 1 or less (recovers after 4 periods of Downtime)		Effect becomes permanent.
Pass	Knocked Out You are unconscious for the next 1d4 minutes.	You forget the events of the day.

Character Death

An unfortunate section of the rules. Retain the character sheet of your dead character, as resurrection is possible on extremely rare occasions.

Follow the typical rules of character creation, except use the Milestone Advancements of your previous character instead of gaining advancements from your background. You will lose the bonus of the previous character's background, and gain the bonus of your new character's background. 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 all 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 the blinded sense.
Protected	Defense is treated as $+[X]/+[X]/+0$ higher.
Vulnerable	Defense is treated as $-[X]/-[X]/-0$ lower.
Exhausted*	Reduce all 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 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 a Reflex roll with Target corresponding to how quickly the ground crumbles. On a fail, they fall with the crumpling 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	Crafting Skill Roll:
Weapon	2	-
Armor	3	-
Armor (Shields)	1	-
Alchemy	1* (Up to 10 potions at once)	-
Compound Equipment	* (GM's discretion)	* (GM's discretion)
Enhancing (Any type)	1	Crafting roll at Target 9 + X, where X is the number of times the item has already been enhanced
Imbuing (Specified Type)	1	* (None unless otherwise stated)

Reagents

Reagents include a wide category of items which can be used for alchemical crafting, imbuing, or put to creative purposes. The applications for a reagent are included in its description, which can include "Weapon" "Armor" and "Alchemy". When using a reagent creatively, no particular tag is necessary.

Imbuing

Imbuing empowers equipment with the powers of the imbued reagent. An imbued reagent 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 critical effect of an unimbued weapon is to deal 1 Wound of the weapon's Wound Type).

- Any 2 traits of the item may be retroactively changed when imbuing. Points are refunded for these retroactive changes.
 - Some reagents will also specify that they require specific weapon or armor traits. Reagents which require a specific trait may simultaneously be imbued and the equipment may be modified to the required Attribute.
- Multiple reagents may be imbued to the same piece of equipment, gaining the primary effect from one reagent, and the secondary effects from additional reagents. Similar to alchemy, reagents imbued to equipment are limited to a single tetrad, with no duplicate reagents from a given class. Unlike alchemy, Weapons and Armor do not gain secondary effects from reagent class, or tertiary effects from completing an alchemic tetrad.
- An imbued reagent may be swapped over any period of Downtime as a Pursuit.
- Imbued reagents must be tagged "Weapon" to be imbued to weapons, or "Armor" to be imbued to armor.

Enhancing

Equipment can be enhanced to improve its capabilities. Upon passing a Group 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. Some weapon traits will be marked with an “*”, noting that they require a specific reagent. **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 a CHEM reagent.
BIO*	Your choice of any BIO Wound subtype. *: Requires a BIO reagent.
Heal (Primary)*†	Your choice of any Wound primary type. *: Requires a HEAL reagent. †: Requires Mystic weight.
Heal (Any)*†	Can heal any Wound. *: Requires a HEAL reagent. †: 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 an Aura reagent. †: 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 a Cone reagent.
Explosion-X*	Wounds are dealt to the target and all spaces in radius X, centered at your target. *: Requires an Explosion reagent.
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 an Ethereal reagent.
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 any imbued reagent †: 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 Enhancing 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)*†	1/20 OR -/30 OR Aura-1*†	Pierce/Cleave-4† OR Cone-3* OR		Balanced†
-5	BIO* (Note: illegal)	1/30 OR -/50	Pierce/Cleave-5† OR Cone-4* OR Explosion-2*		
-6	Heal (Any) *†	3/- OR -/100 OR 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 specific reagents to craft (see Weapons Trait table).

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 Enhancing 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 OR 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 an Ethereal reagent.

Compound Crafting

Rigging several items from the environment together, such as poles, sticks, rope, vines, bricks, or any combination of these is allowed, but generally does not form a stable end-product that can be moved around. This may be a makeshift watchtower, bridge, or contraption to solve a puzzle. Something like a cart might be possible to rig, but can only be used for a short distance.

Use your best judgment to determine the time, supplies, Crafting roll, and prerequisite knowledge necessary.

Alchemical Crafting

Reagents may be crafted into alchemic potions, which only have a single use, but their effects are guaranteed to occur. Some reagents may only be used in Alchemy.

- 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 occur to the 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 potion's hazard is reduced by 1 upon being triggered.

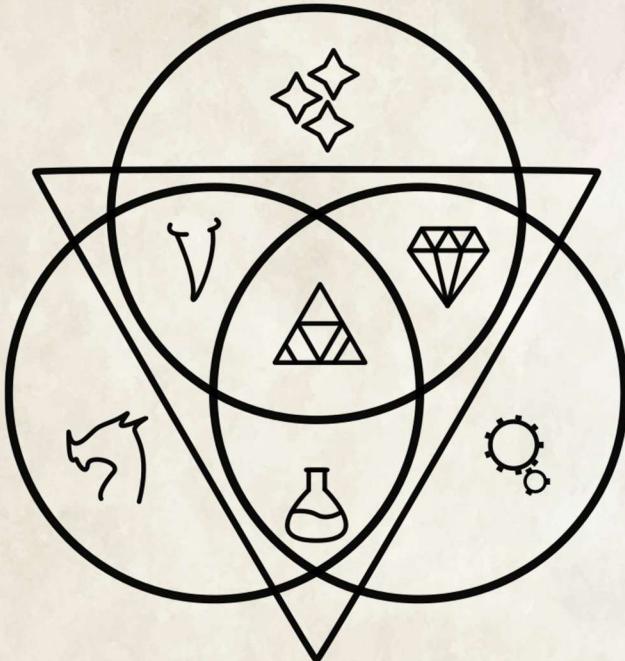
In all cases, the potion is consumed and has only a single usage. You may craft up to 10 potions in a single Downtime period. A reagent will state the number of potions it can be used to craft before being expended. A partially expended reagent may only be used for alchemy and may not be imbued.

Reagent Mixing

While any reagent may be crafted by a novice to create its effect, more advanced alchemy is possible when combining reagents. Adding additional reagents grants secondary effects according to the Reagents Class. Competing the alchemic tetrad additionally grants tertiary effects. This advanced process is only possible with an understanding of the fundamental laws of alchemy.

Reagents may be combined according to their relation on the Alchemy diagram. All reagents in a potion must share the same tetrad, and only one reagent from each class may be used or the potion will have no effect,. When mixing a potion, a primary, secondary, and tertiary reagents may be selected. The potion gains the effect of the primary reagent, the secondary effect from the secondary reagent's class, and the benefits of the completed alchemic tetrad if a tertiary reagent was used (all potions utilize principal reagents as a base). Some reagents may instead state a specific Secondary Effect, which may be used instead of that reagent's class effect.

1. **Primary reagent:** Potion effect
2. **Secondary reagent:** Secondary effect from reagent class, or as specified
3. **Tertiary reagent:** Tertiary effect from completed tetrad



There are 7 Classes which Reagents are categorized into. These Reagent Classes are as follows:



Principal: The fundamental building blocks which tie together all other Reagents. These are the base of your potion.

Examples include water and oil.

Secondary Effect: None.



Alchemic: Potions crafted from other reagents, used as a reagent itself. These time-intensive Reagents cover a wide variety of uses. Examples include ammonia.

Secondary Effect: The primary reagent is expended for only half (rounded up) of the potions crafted.



Gemstone: Alchemical properties derived from complex crystal structures. These Reagents control the condition of those around them, both positively and negatively. Examples include cut sapphire.

Secondary effect: Status inflicted may be modified by +1 (your choice).



Primal: Alchemical properties derived from the power innate to living things, amplified by magic. These reagents are most often sourced from beasts. Examples include spider eye.

Secondary Effect: Effect Target may be modified by +1 (your choice).



Artificed: Constructed materials augmented to channel magic. These Reagents are sturdy, simple, and reliable.

Examples include firestone.

Secondary Effect: You may reroll 1 die when rolling for the effect.



Mystical: Phenomenon which have had their power harnessed. Stars and flames at your command, these Reagents are powerful and volatile. Examples include bottled lightning.

Secondary Effect: Critical effects are doubled.



Wondrous: Dryads, ghosts, and other wondrous creatures all possess their own magic which can be repurposed. These Reagents are powerful, but the peak of their applications is often difficult to achieve. Examples include unicorn horn.

Secondary Effect: Effect duration is doubled.

These classes are related according to the alchemic tetrads, which are as follows:

- **Heartblood Circle** (Primal, Alchemic, Wondrous, Principal)
Tertiary Effect: Wounds inflicted ignore Defense.
- **Liquid-metal Circle** (Artificed, Alchemic, Gemstone, and Principal)
Tertiary Effect: Each potion may be used twice (no benefits to throwing).
- **Mystics Circle** (Primal, Gemstone, Wondrous, and Principal)
Tertiary Effect: Thrown potions have Explosion-1.
- **Principal Triangle** (Alchemic, Gemstone, Primal, and Principal)
Tertiary Effect: Gain the secondary effect of all used reagents (including the primary).

Goods and Economy

The Eternal Order keeps careful tabulations of everything returned to Summit, and who uses it. After considering the scarcity of a good, Order economists categorize it to a specific restriction. These categories of good are:

1. **General**, to be used for any purpose
2. **Specialized**, to be reserved for professionals
 - o Determined by your Expedition Assignment
3. **Priority**, to be used for work of high importance
 - o Specific quests may be marked as Priority
4. **Critical**, to be used only as absolutely necessary
 - o Specific quests may be marked as Critical
5. **Forbidden**, to be submitted to the Order for processing, archive, or destruction
 - o Concealing these goods is grounds for exile

All goods are requested from a Ledgerkeeper, who may stay in Summit, travel with Expeditions, or accompany Traders. A Ledgerkeeper's sole job is to keep track of goods, and make decisions about who can take what (within the guidelines of the Order's rules). To make tracking simpler, the Ledger may list goods generically, for example 5x Priority Goods. Players may specify those goods to be anything from that category of their choice, however a specified good cannot become generic again.

When you begin an expedition, you will be allotted a specific number of goods to take from certain categories. Any good within a category is exchangeable for anything else in that same category, should you change your mind about what you want. If you're not on a GM provided expedition, someone from your party will make a case to a Paragon about how important your work is. Based on the results of that roleplay, the GM will determine how many goods will be allotted to each member of the expedition.

General Goods		
Item	Weight (kg)	Description
Torch (x5)	1	Doused in oils to burn even in the rain for up to 4 hours.
Backpack	1	Sewn with many pouches and pockets, to allow explorers to carry their cargo.
Bedroll	1	Woven tightly to retain heat.
Oil (x5)	1	Burns even in the rain. Can be used to create a Hazard 2.
Rope	1	10 meters of braided rope, made from rough fibers to prevent slipping.
Flintbox	1	Flint and striking metal to create sparks.
Waterskin	1	Made from the beasts of the continent, it can hold up to 2 liters.
Crowbar	1	A common iron tool for construction.
Hammer	1	A common iron tool for construction.
Pole	1	Carved from strong woods, a good pole can vary from 1 to 4 meters in length.
Candle (x20)	1	Simple wax candles, to be lit somewhere dry for religious services, or to read by.
Scroll	1	Heavy wax-sealed parchment, rolled into a scroll to avoid folding while damp.
Ink & Quill	1	Water-resistant inks and a colorful quill to apply it with.

Stone tablet	1	Little space for writing, but sure to withstand the elements.
Chisel	1	For carving whatever you'd like. Often used by scouts to mark safe routes.
Tent	5	A treated leather tent with overlapping flaps to be laced closed, with room for 2.
Tarp	2	Treated leather, large enough to cover a 2 meter by 2 meter area.
Dining Set	1	A shallow tin bowl and cutlery to better enjoy your meals.
Iron Pot	5	Cast-iron, and big enough to cook dinner for 8. Also useful for boiling water.
Shovel	1	Digging a hole is a grim requirement of expeditions.
Clothes	1	Clothes of all kinds are available in abundance
Typical companion animal	*	May include a dog, hawk, cat, or X.
Simple instruments	1	Includes a wide variety of percussion, stringed, and wind instruments
Compass	1	Tells north, except during storms.
Block & tackle	1	Combine it with rope to pull what's on the other end easier.
Wheelbarrow	*	Can be used to carry a small amount of supplies.
Net	1	Can be used to fish, or set a trap.
+0 Weapons / Armor	*	Common weapons and armor include spears, clubs, and light armor made from leather.
Nails (x20)	1	As long as a finger, and carved to a chiseled end.

Specialized Goods		
Item	Weight (kg)	Description
Spyglass	Lookout	
Grappling hook	Pathfinder	
Antivenom	Medic	BIO (Toxic) damage from venoms are healed.
Manacles	Rainwarden	
Saddle & bridle	Hauler	
	Commander	
	Lookout	
	Pathfinder	
Hourglass	Medic	
Hunting Trap	Rainwarden	
Typical draft animal	Hauler	May include an ox, a giant tortoise, a llama, or X.

Typical riding animal	Commander	May include a horse, a
Climbing gear	Lookout	
+1 Light Armor	Pathfinder	
	Medic	
+1 Weapons / Heavy Armor	Rainwarden	
Wagon	Hauler	
+1 Medium Armor	Commander	

Priority Goods		
Item	Weight (kg)	Description
Torch (5x)	1	A torch doused in oils to burn even in the rain for up to 4 hours.
Typical battle animal		May include a raptor, a wolf,
Giant draft animal		
Giant riding animal		May include a stoneshark,
Complex instruments		
Sled		
Canoe		
Healing potions		
Imbued Material		
+2 Weapons / Armor		
Typical homing animal		

Critical Goods		
Item	Weight (kg)	Description
+3 Weapons / Armor		
Giant battle animal		May include a bear, a tiger, or a

Forbidden Goods

Item	Weight (kg)	Description
BIO Wound Type weapons	Varies	X
Drug 1		
Drug 2		
Spell Groundings		Knowledge of how to create or use these is intentionally kept out of public awareness. They are known to be engraved pieces of metal in the shape of a long nail.
Falsified records		Including but not limited to census, voting, and ledger information
Human corpses		

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

Reagents	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.

Travel

Food and water are not tracked. Hunting small game or foraging is always possible, meaning food is highly abundant. 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 unpurified rainwater.

The Ledger & Expedition Cargo

Carried goods are tracked in two ways; Personal Cargo (on the character sheet), and Expedition Cargo (on the Ledger).

Personal Cargo is kept on the Player tracking it, either in their packs or at hand. Expedition Cargo is spread across all of the vehicles and NPC crew of the expedition.

The character in charge of distributing expedition 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. Typically the Ledgerkeeper for an expedition is an NPC run by the GM. When travelling with your own vehicles and animals, a Player may need to take on the role of Ledgerkeeper.

Crew

All members of your expedition are your Crew, including animals. A large animal may count as more than 1 Crew.

Running out of Supplies

As you travel, General Goods are lost at a rate of 1 per crew per 10 days. Players may choose what specifically is lost if they are tracking their own Ledger. If your expedition runs out of General Goods, it's up to the GM will decide how this manifests. Examples might include running out of lantern oil, a soaked tent, worn through shoes, or running out of firestarter. If someone is accidentally separated from the expedition, they lose access to the Ledger and its supplies. Once their Personal Cargo is out of General Goods, this is effectively similar. While out of Supplies, Crew gain Exhausted 1 until the next period of Downtime.

Additionally, in extreme circumstances:

- 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

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**.

Personal Cargo Capacity and Expedition Cargo Capacity are tracked separately. Expedition Cargo Capacity is calculated by the total of all vehicles, animals, and non-player humans. The expedition's travel speed is halved (rounding down) if Cargo weight exceeds Cargo Capacity, and is 0 if Cargo weight is double or more than Cargo Capacity. Players may each carry 20kg of goods in their Personal Cargo. Player Weapons and Armor do not count against their 20kg limit.

Cargo Capacity and Travel Speed

Crew	Individual Cargo Capacity (kg)	Counted as # of Crew:	Travel Speed (km/day)
Captive/Injured Crew	0	1*	Half of usual if not carried as Cargo
Human child	5	1*	5
Human adult	20	1	10
Typical companion animal	5	1*	10
Giant companion animal	20	2	15
Typical draft animal	100	2	10
Giant draft animal	500	5	15
Typical riding animal	60	3	20
Giant riding animal	240	6	15
Typical battle animal	40	1	20
Giant battle animal	50	4	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.

Travel Speed

An expedition moves as 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 Group Rolls when the assignment is called on.

- Crew incapable of communication may not be Lookouts, Pathfinders, or Commanders.
- Only human crew may be Medics, Beastmasters, or Commanders.
- 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.

Expedition Assignment	Description
Lookout	Rolls Awareness to stay on the lookout for hidden threats, and scout nearby areas.
Pathfinder	Rolls Survival and Analysis to navigate the expedition through the wilds. Failure will slow down the expedition's ability to explore.
Medic	Rolls Medicine to tend injured or diseased crew and stabilize their condition. Failure may result in Crew becoming Injured or Weakened.
Rainwarden	Rolls Recall or Survival to identify, observe, and deter beasts. Rainwardens are also responsible for any prisoners taken.
Beastmaster	Beastmasters care for any animals in the expedition. <i>This role must be filled to use animal Crew in the expedition.</i>
Hauler	Pulls the vehicles of the expedition (detailed in Cargo Capacity). Human haulers also keep the vehicles in good repair.
Commander	Rolls Command to delegate work to hired Crew. In most cases, working with Crew you have high Relation with is preferable. Failure may result in mutiny of hired Crew. <i>This role must be filled to use NPC human Crew in the expedition.</i>
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

Expedition Travel Speed = (Lowest Travel Speed)		Supplies Lost per 10 days: (1 per crew)	
--	--	--	--

Exploring

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 make new discoveries. This task is immensely dangerous. While the continent is drowsy in the early months of mist, dangers will awaken as the rains intensify.

Entering New Regions

When entering a new region, the GM will describe its appearance, provide the map, 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 last for expeditions which want to experience everything the region has to offer.

The Map

Traveling is done on a hexagonal grid, with each cell being 10km across.

Scouting nearby areas will reveal connections to nearby cells, as well as a brief description of the types of goods expected nearby, and any points of interest.



Danger

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

Each Region has a baseline danger, Storm Intensity adds to the danger, and the features of an area add to the danger until they are explored or otherwise resolved. Expect higher Targets on skill rolls, higher stakes, and meaner enemies when Danger is high. Danger can be reduced by scouting, taking precautions, and defeating the beasts which roam the area.

Exploring

Exploring uncovers the secrets of the world. When on an expedition, exploring occurs with the following process:

1. The GM will narrate a trial which the expedition must overcome. Creative solutions can avoid the need for any rolls.
 - a. If the expedition overcomes the trial, exploration continues.
 - b. If the expedition fails the trial, consequences may be dire, or might simply be lower travel speed.
2. The Ledgerkeeper marks how many days have 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 everything can be found. 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. In severe storms, you will be lucky to survive. Storm Intensity increases from Calm to Flooding through the year, but might also change according to narrative events.

Calm	Rumbling	Heavy	Torrential	Flooding
Range for months of Mist				
Range for months of Rain				
No flooding	Low spots flood	Rivers flood	Hills flood	Mountains flood
Scouting reveals +2	Scouting reveals +1	Scouting reveals +0	Scouting reveals +0	Scouting is not possible
Danger +0	Danger +1	Danger +2	Danger +3	Danger +4
Ghosts are agreeable	Ghosts are restless	Ghosts are irritable	Ghosts are hostile	Ghosts are malevolent

Maneuvers & Spells

Maneuvers and Spells are powerful options used at the cost of **Exertion**. Maneuvers test your skill to perform impressive feats. Spells similarly test your skill, but additionally call on volatile mystic power.

Exertion

Your maximum exertion is your total level of all Attributes. All spent exertion is restored at the end of Downtime.

Exertion may be spent in two ways:

1. Attempting a Maneuver or Spell. One exertion is spent whether you pass or fail.
2. Add one additional die on any Skill, Attribute, or Attack roll. Only one exertion can be spent on a roll.

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.

The GM may also restore 1 Exertion as a reward for good roleplay.

Performing & Learning Maneuvers:

To learn any maneuver, spend a period of downtime and roll against the Maneuver's Target using its related skill. For spells, use Mysticism. On a success, add the maneuver to your known list. On a failure, the downtime is lost. If you are inventing a new maneuver, also roll Crafting and work with the GM to make sure the power of the maneuver is appropriate.

To perform a Maneuver, roll the skill required by the Maneuver you are attempting. Compare the result to the Maneuver's Target.

- On a success: The Maneuver effects occur.
- On a failure or critical failure: No effect unless otherwise stated.

Performing Spells:

A spell is a special type of Maneuver. To perform a Spell, roll the Spell Dice specified. You can reroll a die once for each level of Mastery you have for that spell.

- If the total roll is equal to or less than the spell's Target: The spell effects occur, where X is your total roll result.
- If the total roll is greater than the spell's Target: You lose control of the spell. Suggested effects are described with each Spell, but is always at the GM's discretion. Note that some effects state "instead" and others state "additionally." The penalties of losing control may be acceptable at times.

Mastering Spells:

Each level of spell Mastery allows you to reroll a Spell Die when casting.

For any known Spell, you can increase your level of Mastery by spending a period of downtime and rolling against the Spell's Target + the level of Mastery you are trying to achieve. For example, achieving Mastery 3 would require a success against the Target + 3. There is no limit to Mastery. Mark the Maneuver's name with "+X" to indicate your mastery.

[Maneuver/Spell Name]*

[Skill/Spell Dice] Target [X]

[Primary] Action

[Continuous] Duration

Which action is required to use the maneuver is specified

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.

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*

2d4 Target 4

Special Action; making noise

Continuous Duration

The sound of your voice or an object you're holding becomes up to X times louder. If you lose control, additionally the source of the noise is damaged, potentially resulting in X Wounds or destruction of the object after use.

Commit*

2d6 Target 6

Primary Action

Instant Duration

Instantly memorize any song, speech, or text you've heard/seen up to X pages long. If you lose control, additionally you cannot speak using words other than what was memorized for X hours.

Façade*

2d10 Target 10

Primary Action

Continuous Duration

Alter your face and voice to seem to be someone else's, requiring an Awareness Target X roll to tell you apart. You must have seen and heard the person you impersonate. If you lose control, instead the features are exaggerated badly, requiring no Awareness roll from others. You are stuck this way for X hours.

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*

3d6 Target 6

Primary Action

X minute Duration

An illusory copy of you appears at a location within X kilometers. You can perceive through this copy and speak through them, but they cannot move. If you lose control, additionally the copy gains both the ability to move, a mischievous personality, and your connection to them is severed.

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*

3d4 Target 8

Primary Action

Instant Duration

You extinguish any flames of your choice within X meters, up to the size of a bonfire. If you lose control, additionally you receive X CHEM (Cold) wounds.

Drain*

1d6 Target 5

Special Action; Attacking

Instant Duration

If the target is unaware of your presence, they gain Weakened X. If you lose control, instead you receive X BIO (Nerve) wounds.

Shadowmeld*

1d4 Target 3

Primary Action; Standing in a shadow.

X hour Duration

You merge your body into the shadow you stand in. While hidden in this way, you cannot be detected except by mystic power. If you lose control, additionally all nearby shadows become aware of you and aggressive.

Misdirect

Stealth Target 9

Special Action; Rolling contested Chase

Instant Duration

Your pursuers gain Slowed 2.

Clearbody*

1d10 Target 7

Primary Action

Continuous Duration

You gain Warded X for the duration. If you lose control, instead you gain Exhausted 1.

Erase*

1d12 Target 2

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. If you lose control, instead 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*

2d6 Target 8

Primary Action

X minute Duration

You transform a nonhazardous plant within reach into a Hazard X. It is reduced to Hazard 0 at the end of the duration. If you lose control, additionally the plant gains the ability to move and is hostile.

Endure*

1d6 Target 3

Primary Action

Continuous Duration

Your BIO defense is increased by X. If you lose control, gain 1 scar.

Campcall*

2d4 Target 6

Primary Action

Continuous Duration

Designate a point within reach, and up to X 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. If you lose control, instead all targets hear an ear-splitting ringing for the next minute.

Enflame*

1d10 Target 4

Primary Action

1 minute Duration

An object you are holding bursts into flames. If this is your weapon, deals X additional CHEM (Burn) wounds when attacking. If you lose control, additionally you receive X CHEM (Burn) wounds.

Earthhold*

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.

Insulate*

1d4 Target 2

Primary Action

Continuous Duration

Your CHEM defense is increased by X. If you lose control, additionally you also gain Blinded 7 as mystic insulation blocks your senses.

Analysis (NLY):

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

Examples include:

- Making calculations.
- Characterizing an individual.
- 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

NLY 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

NLY 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

NLY 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.

Gambit

NLY Target 8

Primary Action

1-minute Duration

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

Weakpoint*

NLY 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*

NLY 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*

PRS 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*

PRS 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.

Feint

PRS Target 8

Special Action; attacking

Instant Duration

Target BRU defense is reduced by 3 for your attack.

Distort

PRS 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*

PRS 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.

Link*

PRS Target 7

Primary Action

1 minute Duration

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

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*

CHS 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*

CHS Target 7

Primary Action

Continuous Duration

You gain Hastened 1 for the duration.

Charge

CHS Target 8

Special Action; Attacking

Instant Duration

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

Stepwall *

CHS 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

CHS Target 10

Special Action; Taking wounds from falling.

Instant Duration

Reduce the wounds you would suffer by half.

Fly*

CHS 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

AWR 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

AWR 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*

1d4 Target 3

Primary Action

Continuous Duration

You can see, hear, and smell in detail from X times further away than usual. If you lose control, you are Blind 8 to everything within 5 meters.

Sentinel

AWR Target 9

Primary Action

Continuous Duration

You cannot be caught Unaware.

Worldsight*

AWR 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*

AWR 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.

Mysticism (MYS):

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.

Mysticism Maneuvers

Strategize

MYS 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.

Flank

MYS 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.

Last Stand

MYS Target 7

Primary Action

Instant Duration

All targets of your choice with Exhausted 1 or greater gain

Warded 10.

Gambit

MYS Target 10

Primary Action

Instant Duration

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

Timeskip*

MYS 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.

Bulwark

MYS Target 8

Primary Action

1 minute Duration

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

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)
- Exercising authority.

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.

Menace

Command Target 9

Primary Action

Instant Duration

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

Regroup

Command Target 7

Special Action; you fail a Group roll.

Instant Duration

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

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.

Push

Command Target 8

Primary Action

Instant Duration

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

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 Relation 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.

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).

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.

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.

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.

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.
- Forging a weapon.
- 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.

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.

Fortify

Crafting Target 7

Primary Action

Continuous Duration

Your BRU defense is increased by 1 for the duration.

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.

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.

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.

Echo*

Recall Target 10

Secondary Action

Instant Duration

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

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.

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).

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.

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 spell affects all actors in the agreement. If the agreement is intentionally broken, the offending actor dies 100 days later unless their actions are pardoned by all other parties.

Modify Memory*

Recall Target 7
Primary Action
Instant Duration

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

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 imbuements. 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.

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.

Appendix

The following pages contain useful documents in printer-friendly formats for players interested in them.

See the most up to date rules and files at rainfallrpg.com

Weapon Traits

F	
---	--

Status

F	
---	--

Relation Categories

F	
---	--

Storm Intensity

F	
---	--

Cargo Capacity & Travel Speed

F	
---	--

Dying

F	
---	--

Political Hierarchy of the Eternal Order

F	
---	--



Claude Lorrain del.

N° 49

Pub. Anne 1807 by Bordin & C°. 90, Cheapside, London.

Rich' Farlorn sculps.

From the Original Drawing in the Collection of Earl Spencer



Claude Lorrain, del.

N° 54

Pub. June 1807 by M^{rs} Boydell & C^o 90 Cheapside London.

From the Original Drawing in the Collection of Carl Spencer

Richrd Earlom, sculp.



From the Original Drawing in the Collection of Edmund Turner Esq.



Claude Lorrain del.

N° 53

Pubd. June 1781 by Mrs. Boydell & C° 90 Cheapside London.

Rich. Earlston sc.

From the Original Drawing in the Collection of Earl Spencer



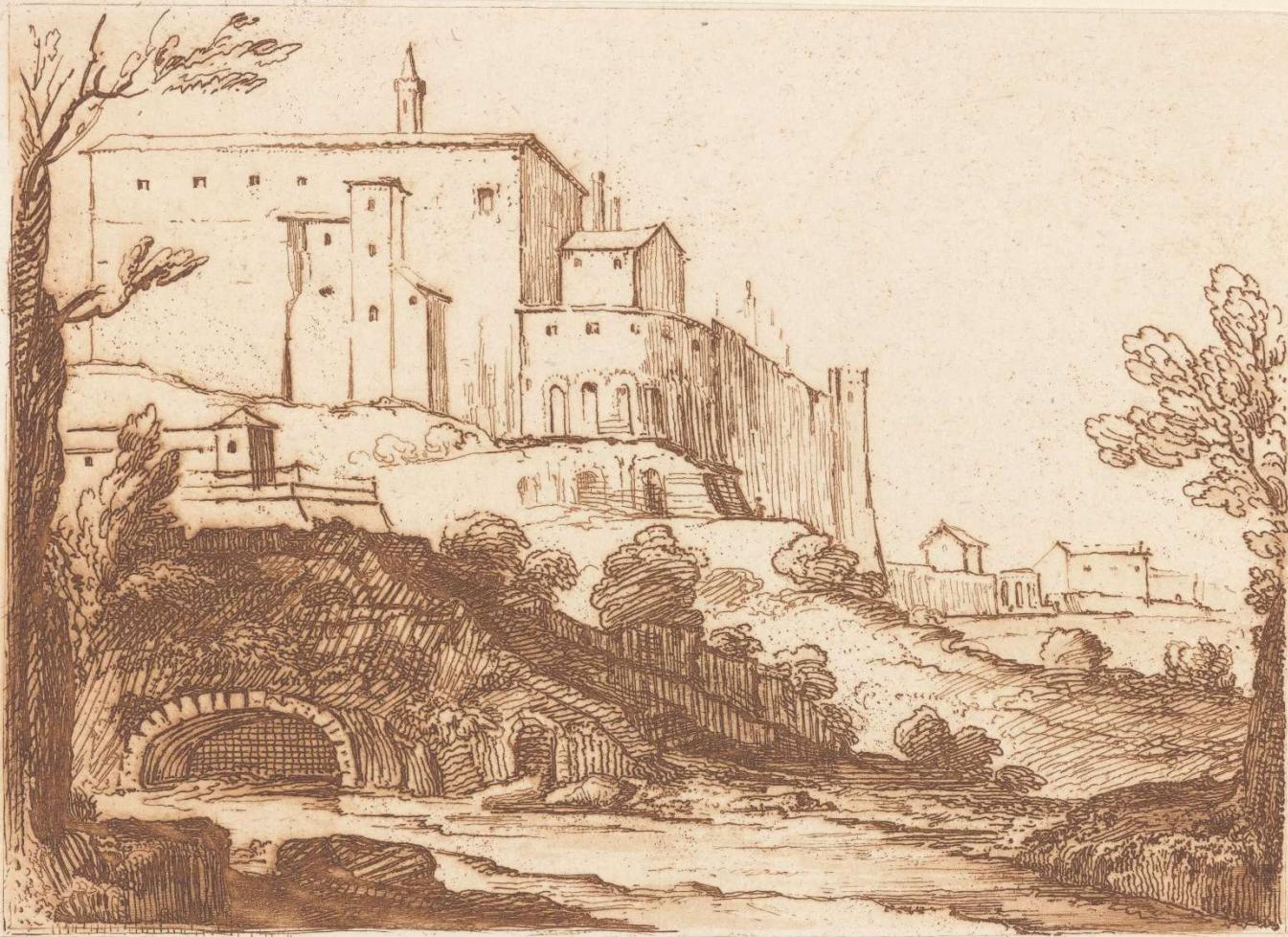
Claude Lorrain del.

N° 50

Pubd. June 1. 1807, by Boydell & C° 90, Cheapside, London

From the Original Drawing in the Collection of Chas: Lambert Esq:.

Rich: Earlom sculps.



Claude Lorrain del.

Pub. June 1. 1807, by Boydell & C^o. 90, Cheapside, London

Rich. Earlom sculps.

N^o. 57

From the Original Drawing in the Collection of Charles Lambert Esq.



Claude delin.

N^o 72

Pub. Dec^r 1st 1810, by Buxton & C^o N^o 90, Cheapside London.

R. Hartom sculp.

From the Original Drawing in the Collection of Geo. Hibbert Esq.