

NAME

LOOK

Names: Double, Mint, Orlania, Torrentia, Myst, Pann, Typhoon, Zet, Poseidon, Hydros, Cloud, Retsin, Chaos, Venom, Ralos, Cida

Blank Eyes, Empty Eyes, or Glowing Eyes
Lithe Body, Featureless Body, or Inhuman Body
Bubbling Skin, Elastic Skin, or Swirling Tattoos
Fullbody Wrappings, Mostly Naked, or Simple Tunic

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA
DAMAGE		ARMOR		HP	
				CURRENT MAX	YOUR MAX HP IS 4+CONSTITUTION

DRIVE

What single thought has driven your entire life? Choose one:

- BLASPHEMY
Upset the rightful order
- SALVATION
Save another from certain harm
- WORSHIPPING THE DIVINE
Advance the agenda of your god

STARTING MOVES

LIQUID BODY

Underneath a thin layer of semi-amorphous skin, your insides are entirely made of liquid, from Sola's blessed rains. As a result, your body can stretch and compress in ways that bodies of flesh cannot possibly mimic.

You can fit through incredibly narrow gaps - anything you can reach your arm through will fit your entire body. **When you Defy Danger by taking advantage of your body's inherent flexibility**, roll +Ward.

When you wield a Hand weapon, it also gains the Close tag. **When you wield a Close weapon**, it also gains the Reach tag.

RAIN MAN

Wherever you go, the rain will always follow. **Whenever you Make Camp**, it will rain in the area around you. **When you spend at least a short rest in water, rain, or fog**, you hold 3-Rain.

At any time, you can spend 1-Rain to fill the area within Reach around you with rain or fog, your choice. The rain or fog will only last a minute or so, but it will come even if you are indoors or underground. This rain or fog moves with you for as long as it lasts.

LIQUID CACHE

With a body made entirely of liquid, you can carry your supplies inside of you, as long as the water would not ruin them and you do not exceed your Load. Supplies held inside you can never be taken from you without your permission, but they are clearly visible inside you if you don't cover up. You can retrieve anything hidden inside you at any time, without needing to dig through your body for it.

DELUGE

When you unleash a blast of water from inside your body, spend 1-Rain and roll +Ward. **On a 10+**, choose three. **On a 7-9**, choose two.

- You slam back a single enemy within Reach, pushing them straight away from you up to Near range. **If they slam into something or someone**, deal your damage.
- You create a wave around you, knocking everything within Reach off their feet.
- You don't waterlog, sweep away, or damage anything or anyone important, either around you or from your Liquid Cache.
- The big splash doesn't draw any unwanted attention.

LIQUIDITY

Determine the nature of the liquid that makes up your body.

- FIRE Ward stat: +STR
Your body is liquid fire, which spreads to any liquids you touch. **When you are in water, rain, or fog**, enemies who get Close to you take 1d4 damage.
- LIGHT Ward stat: +CHA
Your body is brilliant and shimmering, providing a shining beacon for others to follow. You can never become lost due to inclement weather, darkness, or fog, and your allies gain this benefit while they are near you. In addition, you take +1 to Undertake a Perilous Journey.
- METAL Ward stat: +CON
Your body is liquid metal, making it difficult to harm you when you have liquid on hand. **When you are in water, rain, or fog**, you gain +1 Armor.
- SHADOW Ward stat: +WIS
Your body is dark and ethereal, making you difficult to spot. **When you are in water, rain, or fog**, you cannot be seen unless you want to be.

BONDS

Fill in the name of one of your companions in at least one:

_____ has a mission I must help them complete.
My duties rely on the help of _____.
_____ does not understand me, and I do not understand them.

RAIN:

You begin the first session with 2-Rain.

THE RAINLORD

LEVEL

XP

Your Load is 7 + STR. You start with monster feed (8 uses, 1 weight), which you can eat just fine.

Choose your weapon:

- A dagger of liquid metal or ice (hand, thrown, 1 weight), invisible inside your Cache.
- A blessed sword (close, 1 weight). It glows in the presence of those who mean you harm.
- A collection of knives (hand, precise, 1 weight) and (near, 3 ammo, 1 weight).

Choose two:

- Lightweave armor, worn under your skin (1 armor, 1 weight)
- A rain bottle (1 weight) (see page xx)
- A badge of rank and 30 coin
- A healing potion and adventuring gear (5 uses, 1 weight)

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

DO THE WOBBLER

When you wobble away from an opponent's attack, roll +Ward.

On a 10+, choose two. On a 7-9, choose one:

- You avoid their attack
- You slip away to somewhere they can't follow you
- You taunt them, drawing their full attention

DIVINE PROTECTION

When you wear no armor or shield, you have 2 Armor.

HOLY WATER

When you touch someone, skin to skin, and bless them with holy water, roll +Ward. On a 7+, you heal them of 1d8 damage or remove one disease. On a 7-9, the damage or disease is transferred to you.

HYDROKINESIS

When you are in water, rain, or fog, you can Volley by shooting intense jets of water at your enemies, rolling +Ward instead of +DEX. This attack has the tags Near and Forceful. When you would mark ammo with this weapon, spend 1-Rain instead.

LIQUID EXPULSION

Everything in your body gains the Near and Thrown tags, and you can Volley with them without using your hands.

LIQUID WEAPON

You gain the ability to create a unique signature weapon out of water. Gain the Fighter's Signature Weapon move. Your signature weapon is always stored inside your Liquid Cache until you need it. When your signature weapon leaves your hands, it is immediately destroyed, but you can recreate it by spending a few moments of time and safety.

MOBILE DABBLER

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move rolls +DEX or improves your ability to get around.

SERENITY

When you calmly walk through a dangerous situation, take +1 to Defy Danger.

STRETCH ARMS LONG

When you stretch a hand out to grab something, you can reach anything within Reach and pull it to you. When you grab something heavier than you in this way, you are pulled to it instead.

WALL WALKING

You can climb along solid walls and ceilings as quickly as you can walk or run, regardless of their texture or composition. When you are climbing, you only have one hand free to take actions with. You may carry one person with you while you are wall walking, but you can't use your hands at all while you have a passenger.

CURRENT LOAD

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

DIVINE APOTHEOSIS

The next time you sleep after taking this move, you receive visions of your creator's true nature. Choose a feature associated with the deity who formed you (magnificent wings, dark and terrible claws, a third eye that sees all, etc.). When you awake, you permanently gain that physical feature.

DIVINE ARMOR

Replaces: Divine Protection

When you wear no armor or shield, you have 3 Armor.

FANTASTIC REACH

Replaces: Stretch Arms Long

When you stretch a hand out to grab something, you can reach anything within Near range and pull it to you. When you grab something heavier than you in this way, you are pulled to it instead. You can also use your arms to pole vault or swing like a vine, allowing you to cross gaps easily.

LIQUID RESERVOIR

When you spend at least a short rest in water, rain, or fog, you hold 5-Rain instead of 3. When you take damage, you can spend 1-Rain to take 2 less damage.

MOBILE INITIATE

Requires: Mobile Dabblor

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move rolls +DEX or improves your ability to get around.

MOVE LIKE WATER

When you block or dodge a physical attack from an enemy, they land prone within Reach of you.

MY BODY IS AN OCEAN

When you are in water, rain, or fog, all of that water, rain, or fog counts as part of your body until you leave that body of water, rain, or fog. You can be anywhere and everywhere within your expanded body, at any time. Anything that completely fits within your expanded body is considered to be inside of your Liquid Cache.

OUTMANEUVERED AND OUTFOUGHT

When you attack an opponent who is surprised, defenseless, or at a disadvantage, you deal +1d6 damage to them.

ULTIMATE WARDING

When you Defy Danger with your Ward stat, on a 12+, you succeed beyond all expectations. The GM will offer you a better outcome, a moment of divine perfection, or an opportunity for great calamity.

WATER OF LIFE

When you imbue a dying or recently dead body with some of your lifewater's essence, they return to life, whether they like it or not. You gain leverage over them, and they count as both living and undead.