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Jumpchain-Compliant



RAIN WORLD

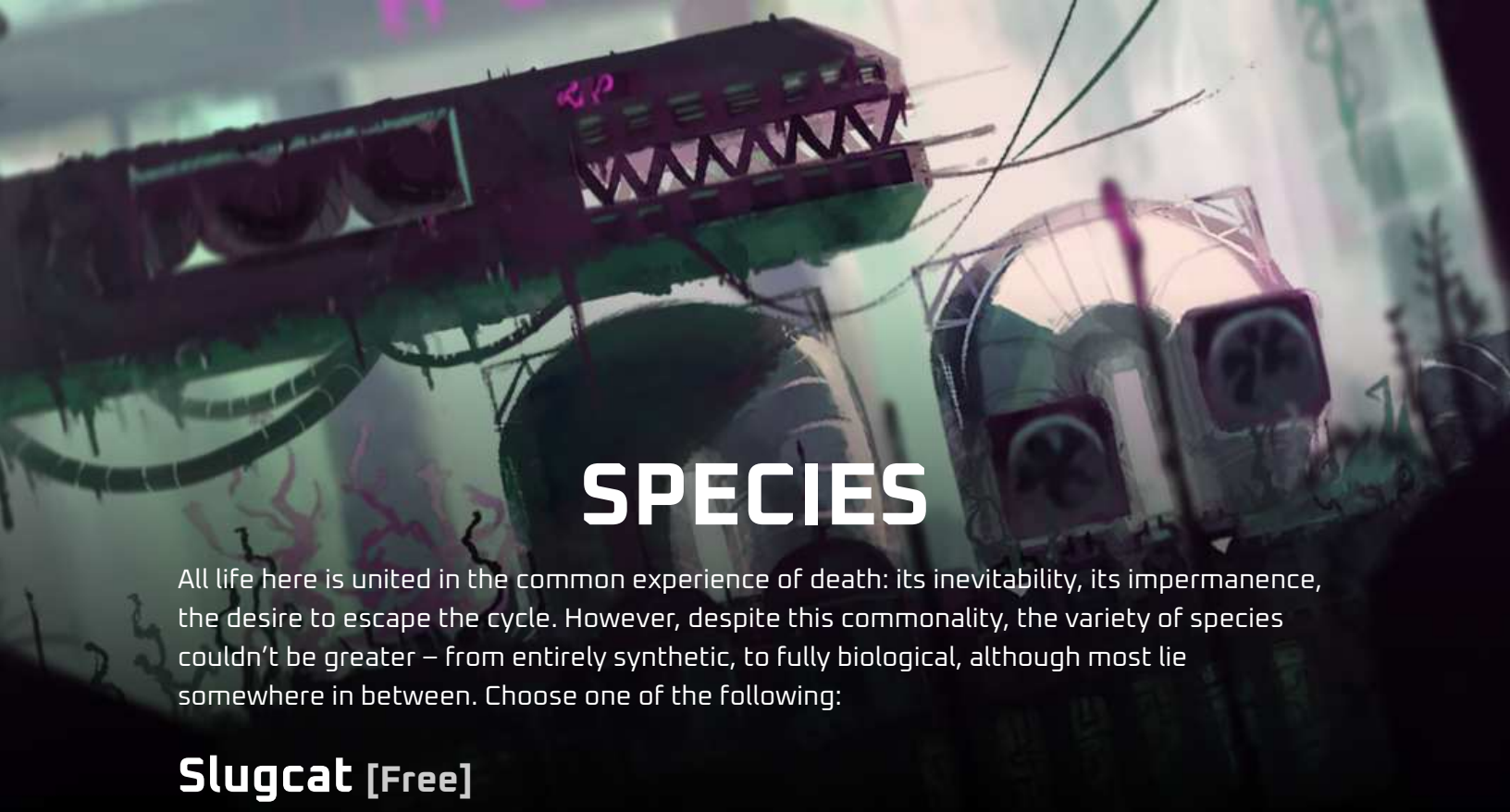
Welcome to Rain World, thus named for the terrible, bone-crushing rain that periodically beats down upon the industrial wasteland: the handiwork of the impossibly large supercomputers that dot the horizon amid abandoned cities. In the brief respites between these cruel storms, the creatures of the world emerge from their dens to gather, hunt, or be preyed upon themselves. With the coming of the rain they must scatter back to their shelters, where they hibernate before the cycle begins again.

To survive in this harsh world, you have been given

+1000 CP

Spend them wisely.





SPECIES

All life here is united in the common experience of death: its inevitability, its impermanence, the desire to escape the cycle. However, despite this commonality, the variety of species couldn't be greater – from entirely synthetic, to fully biological, although most lie somewhere in between. Choose one of the following:

Slugcat [Free]

Small creatures of varying colours, Slugcats are curious, bipedal and omnivorous, and proficient in climbing and throwing. They are common in their parts of the world, but in the majority of the facility, you'll be separated from your kin.

Scavenger [100 CP]

Slightly larger than a Slugcat, but with a lankier build, Scavengers are the most prolific and advanced species to inhabit this part of the world. They are prone to bartering and the development of complex relationships, and you will find yourself supported by your kin almost wherever you venture.

Iterator [600 CP]

The last Gift of Charity from the Ancients to the remaining creatures of the world, these massive supercomputers work tirelessly to solve the Great Problem: how to escape the cycle of reincarnation, the seeming impossibility of which has driven many insane. Their gluttonous water consumption creates the violent rain cycles which dictate the shape of life on the surface.

Unfortunately, many Iterators have fallen into disrepair. You have not escaped this fate. Your state is closer to Looks to the Moon's than Five Pebbles', though you aren't in quite as desperate straits as her. Post-spark, this alt-form will be restored to proper, working condition, although the same could possibly be achieved with decades of research and an incredibly diligent engineering force.

Other [Variable CP]

There are plenty of other species that inhabit this particular facility, and surely many thousands in others, from Lizards to Lantern Mice, from Batflies to Leviathans. This Species option is divided into three size categories, each with their own cost. You can choose to be an existing creature so long as you have each of the perks that creature has. Alternatively, you can create your own creature, though it can't have any significant benefits not described by your perks.

Small [Free]

Any creature up to (and including) the size of a Slugcat. From tiny beings, like Batflies and Leeches, to those of a more modest size, like Squidcadas and Jetfish.

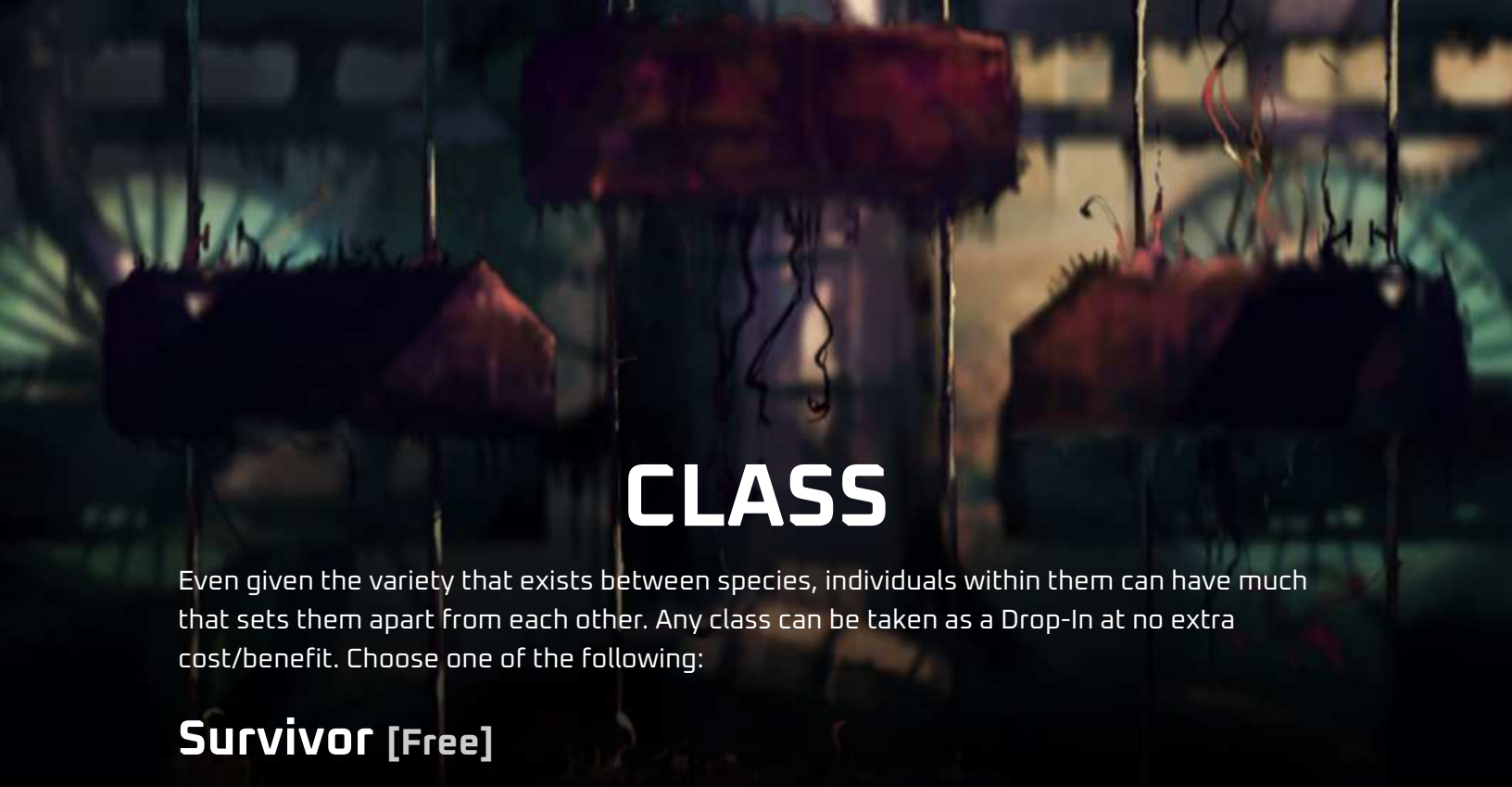
Large [100 CP]

This includes creatures which are larger than a Slugcat, but still able to traverse the pipes of the world. This includes Lizards and Noodleflies. Scavengers would fall into this option, too.

Huge [300 CP]

Creatures of a genuinely impressive size, too large to fit into the tunnels lesser creatures typically inhabit. This includes Leviathans, Vultures, Miros Birds and so on.





CLASS

Even given the variety that exists between species, individuals within them can have much that sets them apart from each other. Any class can be taken as a Drop-In at no extra cost/benefit. Choose one of the following:

Survivor [Free]

You are both predator and prey, and caution and cunning must infuse your every act. The Survivors is a happy medium of the following two classes, with their own particular knack for the harsh realities of survival.

Monk [Free]

More peaceful than the other classes, the Monk is likely to cultivate plants and befriend dangerous beasts. Their path is one of avoiding confrontation, going around problems rather than through them.

Hunter [Free]

Sometimes, killing is the only answer. Besides, death means little in this world. You are adept with weaponry and fast in the favour of violence, more likely to fight a potential predator than to flee from it.

Purposed [300 CP]

While the origin of all life that still exists in the world was likely purposed organisms, you in particular do not have to trace your ancestry far to find them. Perhaps you were created to be a message-deliverer, a pipe-cleaner, perhaps even a hunter or a protector of a certain region. Whatever your purpose, the recent meddling of the Ancients or their Iterators in your biology has left you with particular enhancements.



LOCATION

While almost the entire surface of the planet has been rendered a desiccated husk of urbanisation, there is still variety within that aesthetic. Roll a d8 to choose a location, or pay **100 CP** to choose.

As an **Iterator**, you will instead be placed somewhere on the surface of the world (in Looks to the Moon and Five Pebble's local group, if you wish). Your location choice here will determine the nature of the landscape around you.

1. Outskirts

What was once a suburban housing complex. Now, the flat landscape and relative lack of predators make it an appealingly safe place to live.

2. Industrial Complex

A more vertically-focused region, once a manufacturing site. Its towers, bridges and tall interior rooms make an appealing location for the athletically-inclined creature.

3. Drainage System

Once, the tunnels here would have whisked filthy water away to be processed. Now it lies stagnant, infested with leeches, snails and aquatic lizards.

4. Shaded Citadel

This was once a place of religious significance, although now it lies entirely in the shadow of a superstructure, possibly the Iterator Five Pebbles. The region is almost pitch black, and its inhabitants either use bioluminescence or purpose-made lanterns, or fall back to other senses.

5. Shoreline

A large expanse of water, exposed to the sky, and vulnerable to threats from both directions. It is dotted with small islands and neighbours the dilapidated Iterator Looks to the Moon.

6. Sky Islands

The remains of large mechanical structures suspended high above the ground, high enough that falling becomes a common cause of death. Traversal is difficult here, and may require flight: yours, or another's.

7. The Exterior

The outer shell protecting the Iterator Five Pebbles. It extends so high that some parts are beyond the clouds and the reach of the rain, although the region is far from safe: lurking predators and locomotive rot are commonplace.

8. Free Choice

You may pick any of the above options, or choose to begin somewhere else. The only place off-limits is within an Iterator itself.





PERKS

The following adaptations may be purchased, to give you a fighting chance. Discounts give 50% off.

Acrobatics [100 CP, free Survivor]

You have the agility and strength to quickly climb the many poles and pipes that litter the abandoned facilities of the world. This is an ability common to terrestrial creatures, though it will certainly help to be on a level playing field with them.

For an additional **100 CP**, not discounted, you also get access to many more advanced movement options: rolling, sliding, backflipping and so on. These, when used adeptly, can allow you to outmanoeuvre many other creatures, given you don't get trapped in a corner.

Ecosystem Intuition [200 CP, discount Survivor]

A primary key to survival, whether you find yourself as predator or prey, is to be aware of the living ecosystem you inhabit. After spending a little time in any region, you'll find yourself naturally beginning to understand the flow of life there: which creatures feed on what, who comes out of their dens and when, and what plant life flowers where. Careful use of this information could make your stay significantly more leisurely.

Crafting [400 CP, discount Survivor]

The Ancients were an incredibly technologically advanced race, able to create unfathomably powerful supercomputers and harness the very fluid that breaks down the world. Unfortunately, they are long gone, and their secrets with them. Fortunately for you, you are adept at creating beyond a level that your tools allow. Assembling grenades or cherry bombs, intricate masks, or lanterns to fend off the dark and cold, all are within your grasp using only your own hands. With proper tools your efforts could prove more fruitful still.

Danger Sense [600 CP, discount Survivor]

The ultimate in survival tools, a sixth sense for danger. When creatures that mean you harm are close by (with a further range if they've noticed you) you'll be made aware of the presence of danger and its general direction. If you're in a region you understand with **Ecosystem Intuition**, you can also tell what the source of the danger is.

Optionally, you can have this manifest as menacing techno music that only you can hear.

Light-Footed [100 CP, free Monk]

The path of the pacifist is no easy one to tread. Not all problems can be talked around, and not all threats can be pacified with presents. For problems such as this, it's often better to go around rather than through – and at that, you are significantly skilled. You are harder to detect when moving normally, and significantly harder to find while making an effort to remain unseen. This extends to every sense: vision, hearing, even smell, somehow.

For an additional **100 CP**, not discounted, you also find that pursuers forget which way you went shockingly fast, and will often give up the chase before they ordinarily would.

Trading [200 CP, discount Monk]

Barter is a sure tool for making friends in these wastes. Whether your aim is to acquire specific items, pacify foes, or simply build renown, you find your gift-giving efforts easier and better rewarded. This also goes for gifts to non-sapient creatures, though it has to be something they would otherwise accept.

Rotund [400 CP, discount Monk]

When confrontation is unavoidable, you have the bulk to at least make it out alive. You are larger than normal for your species – nothing too dramatic, but enough to protect you from a few flesh wounds, or even the cold for a while. This natural size also makes you a little more likely to find leadership positions among Slugcats, Scavengers and other such folk.

Friend [600 CP, discount Monk]

Perhaps what this world needed, all along, was a little kindness. You are adept at taming the creatures of this world, big and small alike. It will take a while, and longer the more powerful the creature is, but it can always be done, given adequate food can be consistently provided. Over generations, maybe this could even lead to true domestication.

Weapon Handling [100 CP, free Hunter]

Sometimes, unfortunate though it is, violence cannot be avoided. In these situations, proficiency with your weapons is paramount. Luckily, you are more than prepared. You have a basic ability with any simple weapon you pick up, and a particularly strong throwing arm – spears are your specialty.

For an additional **100 CP**, not discounted, you're able to hold spears on your back, and the time you take to draw or holster weapons of all kinds is drastically reduced.

Maul [200 CP, discount Hunter]

You will not be lucky enough to have a weapon on hand every time danger approaches; fortunately, you are a weapon yourself. You have a strong melee attack that can be performed while grappling an enemy: a Lizard's bite, a Centipede's shock, or just a simple limb-based rend. This works especially effectively on creatures smaller than you, although it will still harm those larger if you can get a grip on them first.

Predator [400 CP, discount Hunter]

With your dangerous nature, you'll likely find yourself amongst your fair share of corpses. Most hunters need to bring corpses back to their shelters to eat between cycles; you do not have this limitation. You are able to strip the meat from a body on location and eat it stunningly quickly, and you can find nutrition in any corpse you come across.

Dragon Slayer [600 CP, discount Hunter]

Small may you be, the predators of this world *will* fear you. The threats of this world are unending, but you are up to the task. The more you defeat a certain type of foe, the more easy the process becomes. The adversary need not be exactly alike: Lizards of different types count as one, and sapient creatures with similar fighting styles do too.

Adhesive Tongue [400 CP, discount Purposed]

Myriad are the uses of a long, sticky tongue. Choose either movement or hunting; your tongue is now suited to that purpose. Swinging with a tongue is an incredibly quick, though risky, form of movement, while as a hunting tool it can be used for long-ranged grappling, though it leaves your mouth vulnerable.

For an additional **200 CP**, not discounted, your tongue is capable of both (though not both at once.)

Advanced Movement [400 CP, discount Purposed]

With the towering remnants of ancient civilisation all over the place, easier ways to traverse them than just jumping and pole-climbing are within your grasp. You can climb sheer walls, as easily as walking, although it takes all your limbs not to fall into the depths below.

For an additional **200 CP**, not discounted, this can be upgraded to true flight. You are graced with either insect wings (if small) or bird wings and biomechanical jets, which can bear you efficiently (if not gracefully) wherever you wish – even above the clouds.

Amphibious [400 CP, discount Purposed]

Another frontier opens to you: the seas and the disused pipes offer up their bounty. You can swim quickly and breathe underwater, and you find yourself more able to see in murky depths than you would otherwise, though not quite so well as on land. This does not affect your land abilities in any way; you are truly amphibious.

Enhanced Sense [400 CP, discount Purposed]

One of your senses is greatly enhanced. Choose either hearing or sight. Enhanced hearing is invaluable in tunnels and dark areas; you can hear sudden noises (creatures throwing objects, jumping, or fighting) from far away. Enhanced sight, on the other hand, is significantly more useful in wide open spaces. You also gain a laser sight, which can be used to track prey from almost any distance away, and helps with aiming projectiles at long ranges.

Metal Implants [400 CP, discount Purposed]

Many creatures here are not wholly organic. Neither are you. Pick a body part; that part is either replaced by a metal simulacrum or given metal plating, in the vein of Lizards' metal face plates, Miros Birds' metal legs or Red Centipedes' metal armour. This will improve its efficiency, and leave it less vulnerable to attack.

Explosive Leap [200 CP, requires Acrobatics]

You are able to explosively propel yourself forward short distances. This can be used as a sort of double-jump in the air, to avoid predators, or to quickly bear down on prey. This heats up your body, though; use it too many times in quick succession and it'll become erratic, eventually fatally so.

With **Crafting**, you can exploit your own volatile biology to coat items in your internal fluids, creating makeshift explosives.

Camouflage [200 CP, requires Light-Footed]

Letting your food come to you sounds appealing, but is easier said than done; this will help, though. You can have your body shift its colour to match the surface behind it. When keeping still, this renders you almost invisible, and it still functions (albeit less effectively) when moving. If you are wounded, your skin broken, however, you will have to wait until it heals for your ability to resume working.

With **Rotund**, the effect is harder to break – even a strike from a weapon is unlikely to disrupt your abilities for more than a second.

Projectiles [200 CP, requires Weapon Handling]

Hunting can be difficult when all the weapons you can find are the rocks and rebar left lying around. Fortunately for you, you can make your own projectiles. Choose either spit or spears; you naturally generate it. Spit can be fired very quickly and weighs its target down, while spears are slower to generate but have lethal potential.

With **Predator**, your projectiles take on an additional property. Spit gains a temporary paralysis effect, with more spit required to immobilise larger foes. Spears are now connected to your body with tiny tubes, syphoning nutrients from any creatures they strike.





ITEMS

Some resources to help you survive. If one is lost, you will find it in your shelter a few cycles later.

Blue Fruit [100 CP]

A small plant which consistently produced one Blue Fruit each cycle. You will find it outside any shelter you sleep in. With care and cultivation, it may be able to produce more – never enough to fully sustain you alone, though.

Bubble Weed [100 CP]

Bubble Weed, a strange plant created to release oxygen when submerged in water. It significantly increases the time you can remain underwater for. One will appear in your shelter whenever you sleep.

Data Pearls [100 CP]

Small, pearl-like objects, valued highly by Scavengers, and in actuality ancient data storage devices. You get one every few cycles, containing anything from message logs to research data to shopping lists to garbled noise, though they are easily overwritten to use for your own ends, given the tech..

Bone Mask [200 CP]

A light-but-strong mask, made of a composite of bone and other material. This is either a Vulture mask or an Elite Scavenger mask. The former is liable to startle any creature that knows Vultures as predators, for a short period. The latter is likely to command respect from Scavengers, whether you are one or not. Both protect the face well.

Mark of Communication [200 CP]

A gift from an Iterator, this item allows limited telepathic communication – understanding languages even if you don't speak them. In this Jump, the only beings it will translate are Iterators, but in the future it will work with any unknown language.

Spear Supply [200 CP]

A couple of spears – lengths of sharpened rebar – will always be found in your shelter upon awakening. Useful for combat, but can also be impaled into the environment for easier traversal.

Neuron Fly [300 CP, free Iterator]

These synthetic insects act as remote processing power for Iterators (and computer systems generally). Purchasing this gives you five of them, and one more every ten cycles. They are also bioluminescent, and confer that property onto any creature which eats them. After this Jump, you are able to dispel this light at any time, though you must eat another Fly to regain it.

Popcorn Plant [300 CP]

A strange, long plant which opens up when violently struck, revealing a bounty of food – enough to fill up any creature. You will find one outside shelters you spend a cycle at, although only once every few cycles.

Tamed Beehives [300 CP]

Another plant that follows you, this pinecone-looking flower is actually the nest of dozens of tiny insects. When thrown at another creature (for these samples will not attack you) the inhabitants will emerge and tether that creature to any nearby surfaces, immobilising it for a while. The Beehive replenishes every cycle.

Karma Flowers [400 CP]

Flowers infused with a strange energy, which protects a creature that consumes it from the repercussions of death. You get one when you purchase this item, and one at the beginning of each Jump in the future. The protection they grant doesn't stack, and you can't carry any over into another Jump, but they will protect you from death in other settings.

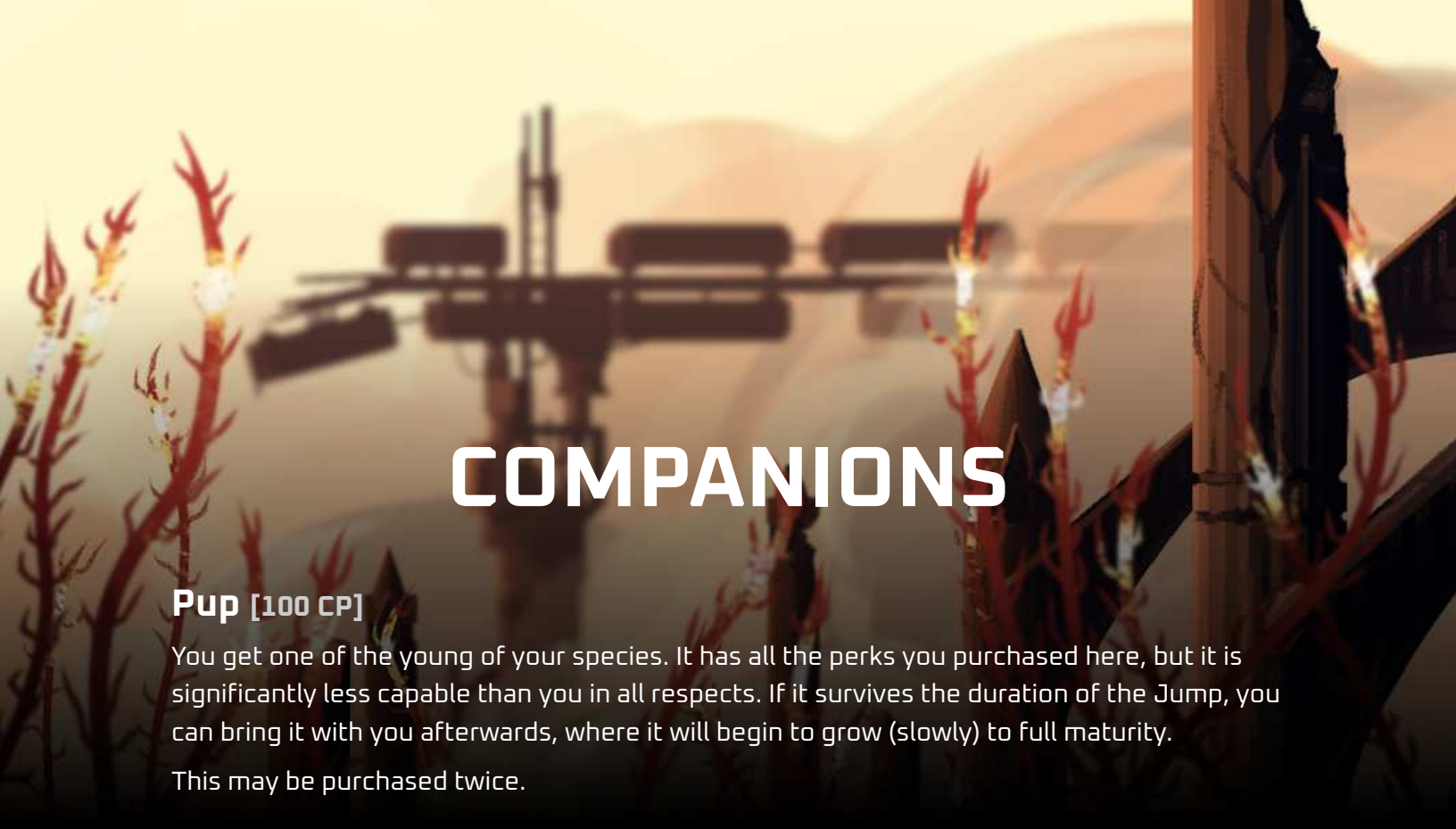
Rarefaction Cell [400 CP]

A backup power source for Iterators, even one Rarefaction Cell is enough to sustain a modest superstructure. They are heavy and unwieldy, but this can be mitigated by their odd side effect; they lessen gravity nearby when active. This purchase gets you one, which is replaced if lost or destroyed.

Singularity Bomb [400 CP]

A small, damaged Rarefaction Cell. Instead of an energy source, these are more apt to be used as highly dangerous explosives; when thrown, they pull any nearby creatures in before detonating, which is invariably lethal. This purchase gives you one, and a new one every ten cycles.





COMPANIONS

Pup [100 CP]

You get one of the young of your species. It has all the perks you purchased here, but it is significantly less capable than you in all respects. If it survives the duration of the Jump, you can bring it with you afterwards, where it will begin to grow (slowly) to full maturity.

This may be purchased twice.

Overseer [200 CP, one free Iterator]

These semi-autonomous worm-like creatures often pop out of the ground around Iterators' facilities, observing whatever they find interesting. They have the ability to display holograms, and to syphon the data they observe back to their Iterator. Often, however, they will act independently (though always to the benefit of their owner.)

This can be purchased multiple times, with purchases after the first costing **100 CP**.

Critters [200 CP]

Choose a type of small creature found in Rain World: Batflies, Snails, Lantern Mice, Tube Worms, the like. You will now find a few of them upon waking up from any shelter, or otherwise passing a cycle.

Post-Jump, you can gain a small, self-replenishing enclosure for them. This can be in your Warehouse, or you can have it follow you to your starting location.

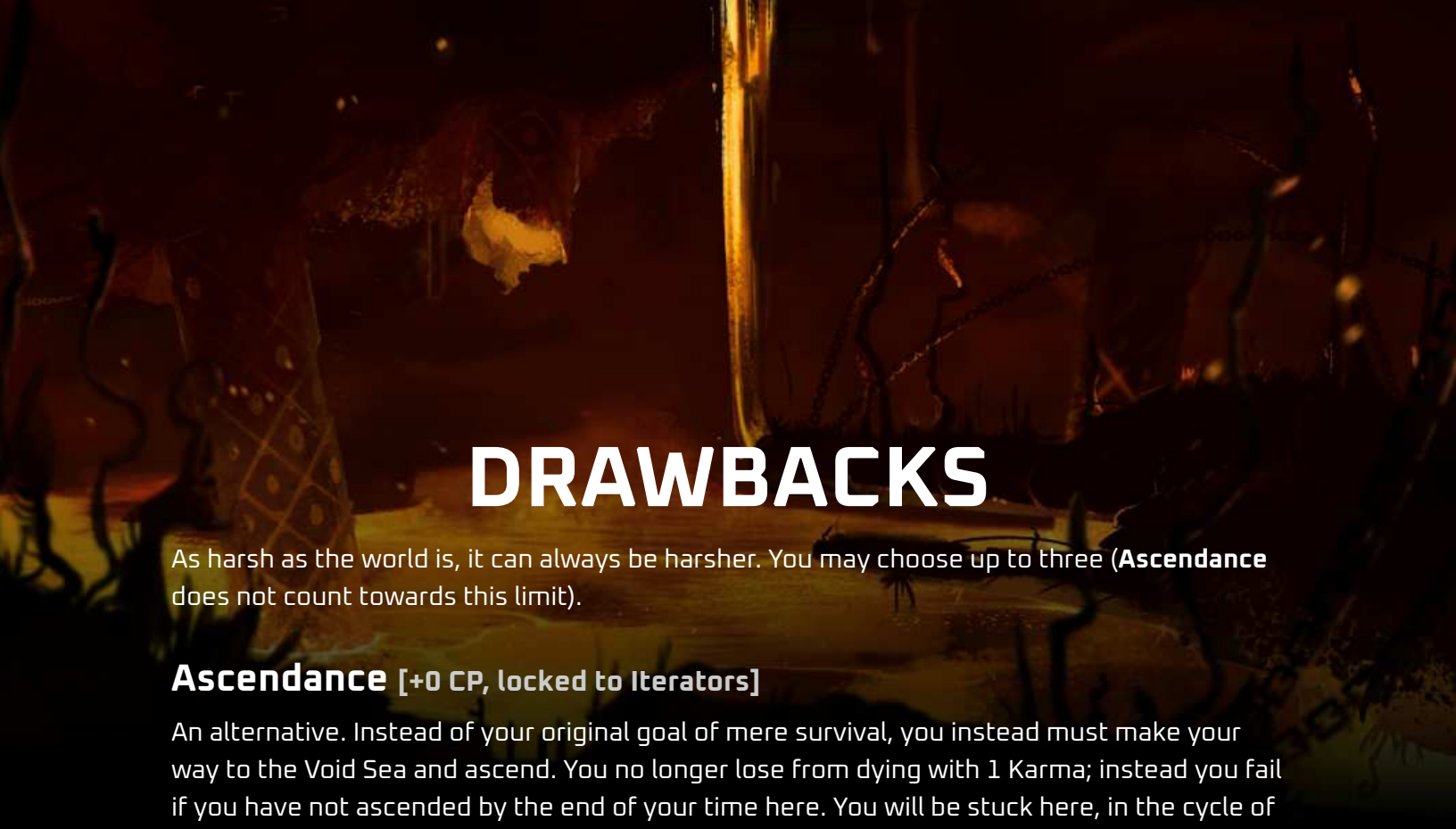
Recruit [Variable CP]

You choose to either create or pick up an existing creature or Iterator and have it become a companion in future Jumps. This option costs **100 CP** for a Slugcat, Scavenger, or Small creature, **200 CP** for a Large creature, and **300 CP** for a Huge creature or an Iterator.

Import [100 CP]

You may choose an existing companion to give a form in this setting. They get **600 CP** to spend on a species, a class, and perks, and may take up to one drawback (not including **Ascendance**).





DRAWBACKS

As harsh as the world is, it can always be harsher. You may choose up to three (**Ascendance** does not count towards this limit).

Ascendance [+0 CP, locked to Iterators]

An alternative. Instead of your original goal of mere survival, you instead must make your way to the Void Sea and ascend. You no longer lose from dying with 1 Karma; instead you fail if you have not ascended by the end of your time here. You will be stuck here, in the cycle of reincarnation, for the rest of time.

Glutton [+100 CP]

Your hunger is ravenous; each cycle, you require another half-again as much food to hibernate: two “pips” worth, as a Slugcat.

This perk can be purchased up to three times; each time the same extra food requirement is added again. It only counts as one perk for the drawback limit.

As an **Iterator**, your systems are becoming less efficient; instead of food, this increases your groundwater consumption rate.

Locked [+100 CP, mandatory and +0 CP to Iterators]

The form you chose here is all you will have access to for the duration of the Jump: no switching alt-forms, and no previous perks can modify your biology or anatomy while you stay.

As an **Iterator** this is mandatory and doesn't provide any extra CP, though it also doesn't count towards your drawback limit.

Noisy [+100 CP]

While this does not render you *incapable* of stealth, it does make it significantly more difficult. You will make more noise even when trying to be quiet, and you will be visible from further away.

As an **Iterator**, you'll find more of the local fauna adventuring inside your superstructure, and they'll be less deterred by any defences you may impose.

Bad Karma [+200 CP, locked to Iterators]

You are tied to this world by sin. Your initial maximum Karma is 1. It can still be increased by meeting Echoes of ancient beings, but you will need the blessing of a Karma Flower to encounter them.

Carnivore [+200 CP, locked to Iterators]

You can only eat meat. While it is not a lose condition to eat other food, it offers you no nutritional benefit and will wreak havoc on your insides.

Herbivore [+200 CP, locked to Iterators]

You can only eat plant-life and fungi. Similarly to above, your body cannot properly digest animal foods, and will hurt itself if you make it try.

Exhaustion [+300 CP]

You don't have the stamina typical for your species. Excessive jumping or erratic movement will tire you out before too long, as will a single spear thrown with killing velocity. You will always need a few seconds to recover in this state.

As an **Iterator**, this means you start in an even worse state: the same as Looks to the Moon.

Outlaw [+300 CP]

You have made an enemy of the entire Scavenger population. They will engage you whenever you encounter them, and they will send out teams to hunt you down specifically, often when you emerge from shelter. No gift or act of kindness will change your reputation with them.

Pacifist [+300 CP]

You have no penchant for violence; you can't even throw a spear correctly, much less harm another being with your own hands. This does not extend to creatures you can eat whole, but you will be at the mercy of anything that manages to corner you.

Blind [+400 CP]

You cannot see. Hearing will be your primary method of sensing other creatures. That and touch – though by then it will most likely be too late.

As an **Iterator**, you also lose access to your Overseers, your "eyes" to the outside world.

Monsoon [+400 CP]

There is a lot of Iterator activity in your area. The Rain is more violent, and dry periods sparse; this results in a more waterlogged environment, too.

As an **Iterator**, this increased activity from other Iterators nearby means you won't get enough groundwater to survive; you'll need to get them to stop (which will be a task by itself) or find another way to acquire water.

Rotting [+400 CP]

A rot has infested your body. How it came about is anybody's guess, though there is no removing it now.

As a non-**Iterator**, this disease is incurable, and will progress during your stay here, slowly weakening you. By the time your departure draws near, you will be too weak to fight, leap far, or even run too fast.

As an **Iterator**, the rot is spreading throughout your systems, and will kill you before the end of your time here – unless, that is, you find a way to fend it off. You will probably need to enlist some of the local fauna, though.



ESCAPE

Here, an overview will be given for each of your methods of egress: leaving the Jump, and Death.

Death is hard to avoid here – and yet, declawed slightly. You begin the Jump with your maximum Karma (by default, 5). If you die while at 1 Karma, you fail the Jump, with the same consequences as usual, with the maximum final Karma being 10. The known methods of increasing your Karma work the same for you as normal. To leave, you must avoid this fate for one hundred cycles.

When you do, you have the typical three choices: to return home, to carry on to your next setting, or to remain here. If you choose to stay, dying at 1 Karma reverts to normal, and regardless of your choice, your drawbacks are lifted.

If you are an **Iterator**, you instead abide by the normal Jump rules; death is your loss condition. And you stay for one thousand cycles, rather than one hundred.



NOTES

- The scale of Rain World compared to our world is unknown; you can pick a scale from Slugcats = cat to Scavenger = human. But your chosen scale must stay the same past this Jump.
- You can choose to enter this Jump at any point in the Rain World timeline.
- Having an **Iterator** alt-form is logistically confusing, so if you want a solution, see below:
    - At the beginning of each Jump, you can choose to have your superstructure manifest somewhere close to your starting location – whether it suddenly appears and sparks curiosity in the locals or whether it has always been there is your choice.
    - Groundwater is required for its continued function, as well as the physical parts responsible for its upkeep, though Void Fluid is provided for you.
    - When you wish to inhabit the alt-form, you must travel to the puppet-chamber and assume the form of the puppet, jacking yourself in. When you swap out of the form, you will become yourself again in the same chamber.
    - Improvements you make to your superstructure and anything constructed on its surface carry over to future Jumps, though people living on it do not.
    - If your superstructure ever becomes more damaged than Looks to the Moon, it is restored to that condition at the beginning of the next Jump.
- All the **Purposed** perks become toggleable at end-of-Jump, with a moment's effort.
- It's up to you how **Purposed** perks affect **Iterator** bodies. Perhaps biomechanical tentacles to snare intruders constitute an **Adhesive Tongue**, maybe the second tier of **Advanced Movement** lets you slowly drift over the landscape.
- **Explosive Leap**, **Camouflage** and **Projectiles** have no associated background discount.
- You must take *every* appropriate perk to take an existing form with **Other**.
    - A Pink Lizard, say, would require **Maul**, **Acrobatics** and **Metal Implants** at the least.
    - Grasping tentacles count as **Adhesive Tongue**s for this purpose.
    - Void Worms are out of bounds.

- Blue Fruits are described as insect pupae by Looks to the Moon, but count towards the Monk passage in-game, so they are edible with both the **Herbivore** and **Carnivore** perks.
- In the future, for the purposes of replenishment:
    - "Every cycle" becomes "every month"
    - "Every ten cycles" becomes "every year"

