

DRENCH TABLE

Die Result	Level	Drench Effect
1		Wild Awakening
	i	Gain the trained skill: Rain-sense. Add this to stat checks involving tackling Venus's jungle and clearing terrain.
	ii	Gain the expert skill: Flood-wise. Add this to stat checks involving tackling Venus's river terrain.
2		Venusian Blood
	i	Gain the ability: attack with Advantage when in water.
	ii	Gain the ability: communicate perfectly with Venusian morphs.
3		Duckback
	i	You may attempt to rest in the wilderness. Roll the Body Save with disadvantage.
	ii	You may attempt to rest in the wilderness.
4		Sixth Sense
	i	Add 1 to Drench.
	ii	Reading the landscape: You may roll to determine the contents of unencountered named hexes from neighbouring hexes, before you enter them.
5		Altered Biology
	i	Your hands become Tearing claws, 2d10 Blunt [+].
	ii	Your skin becomes tough and leathery, AP 7.
6		Altered Biology
	i	One of your claws becomes a Pincer, 4d10 Gore/Massive [+].
	ii	Your skin becomes tough and leathery, AP 7.

SOLDIER SPLASHING ALL ALONE

Solo Rules for Surviving
Constant Downpour Remastered.
Written by Alfred Valley

This is the easy-print booklet version.
Do not print in booklet mode.
Printer Settings: Print on both sides. Flip on short edge.

INTRODUCTION

Constant Downpour's procedures and random tables are already fairly well suited to solo play. This supplement adds rules for discovering named hexes and new abilities to compensate for the diminished party size, as well as solo oracles. The core Mothership and Constant Downpour rules should be observed unless specifically noted.

In solo play, the player takes on the additional role of a Warden. This means interpreting random prompts and deciding how they affect the game. By and large there is no right or wrong. Use your instincts. Stand by your decisions. Delight in the times when things don't go to plan.

SET UP

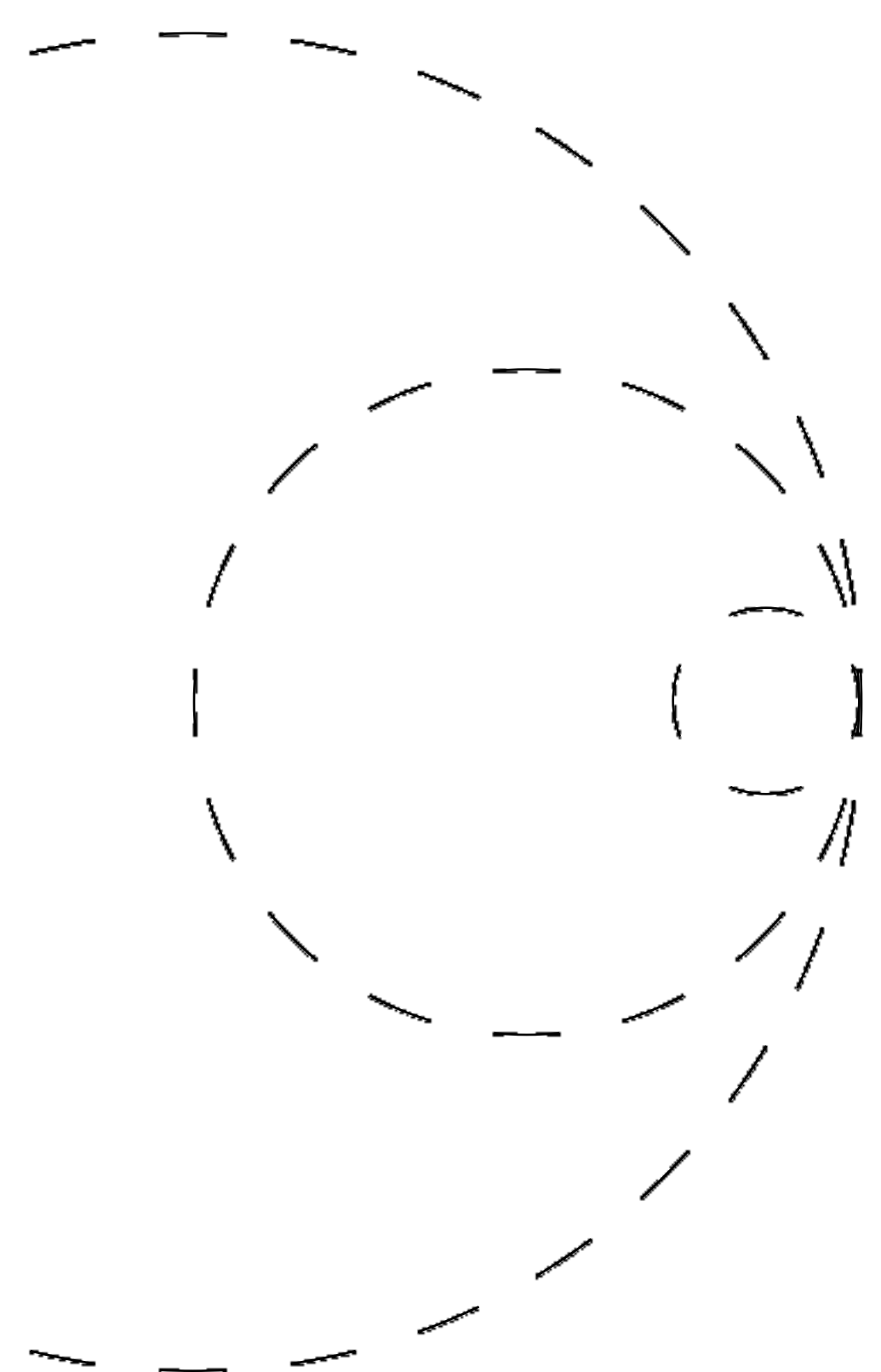
The co-ordinates must be wrong. You gaze out through the view portal and all you see is a large clearing. And rain. An eternity of rain. The gauges in front of you tell you what you already know — the rocket's busted. Transport or not, you've come to Venus for one purpose and nothing is going to get in your way. All the information you gleaned from the leaked documents you received, about Potamo Major's treachery, the environment, the resources, is vivid in your mind as you prepare to leave your craft. They're going to pay for what they did to _____.

Your character starts with full knowledge of the situation on Venus. If you haven't already, feel free to read through the first half of the Constant Downpour rules, detailing procedures, encounters and items.

Their mission is simple: cause as much damage as possible at SD-022 and find a way off the planet. They are drawn here out of revenge for a loved one who Potamo Major sent to their doom on a previous mission.

Before you start: determine who this loved one was and their relation to your character.

You start at The Landing [65.1]. For navigating the area, you'll use a modified version of the hex map.



YES/NO ORACLE

The Yes/No Oracle is used for binary questions you have or your character has about situations in the game.

Example: "Do I find something in the shallows?"

Results with 'but' indicate a complication to the answer.

- 1-2 No
- 3-5 No, but...
- 6-8 Yes, but...
- 9-10 Yes

OPEN-ENDED ORACLE

The Open-ended Oracle provides more interpretive answers for open-ended questions about situations in the game. Example: "What do I find in the shallows?"

It is themed around the concept of pareidolia - perceiving images or visual meaning in inanimate objects where there is none. The idea is that when you consult this oracle your character is interpreting the strange terrain of Venus and finding fleeting, though significant, meaning there.

Each entry has two prompts. Use whichever of the two prompts you feel best suits the situation and narrative of your game, or both if suitable. Allow your imagination to meander, experiment with meaning and lead you to unexpected places.

- | | | | |
|---|---|---|---|
| 0 | a pale rictus
<i>discomfort
subterfuge</i> | 5 | a higher being
<i>hope
retribution</i> |
| 1 | sharp-edged machinery
<i>resilience
order</i> | 6 | the flicker of ghosts
<i>condemnation
history</i> |
| 2 | the glow
<i>shelter
vision</i> | 7 | a waiting door
<i>liminality
indecision</i> |
| 3 | tall figures
<i>authority
scrutiny</i> | 8 | your doppelganger
<i>familiarity
betrayal</i> |
| 4 | grasping hands
<i>desperation
activity</i> | 9 | a loved one
<i>pain
anger</i> |

Two types of solo oracle are provided to help determine details in your gameplay. These can be used at any time.

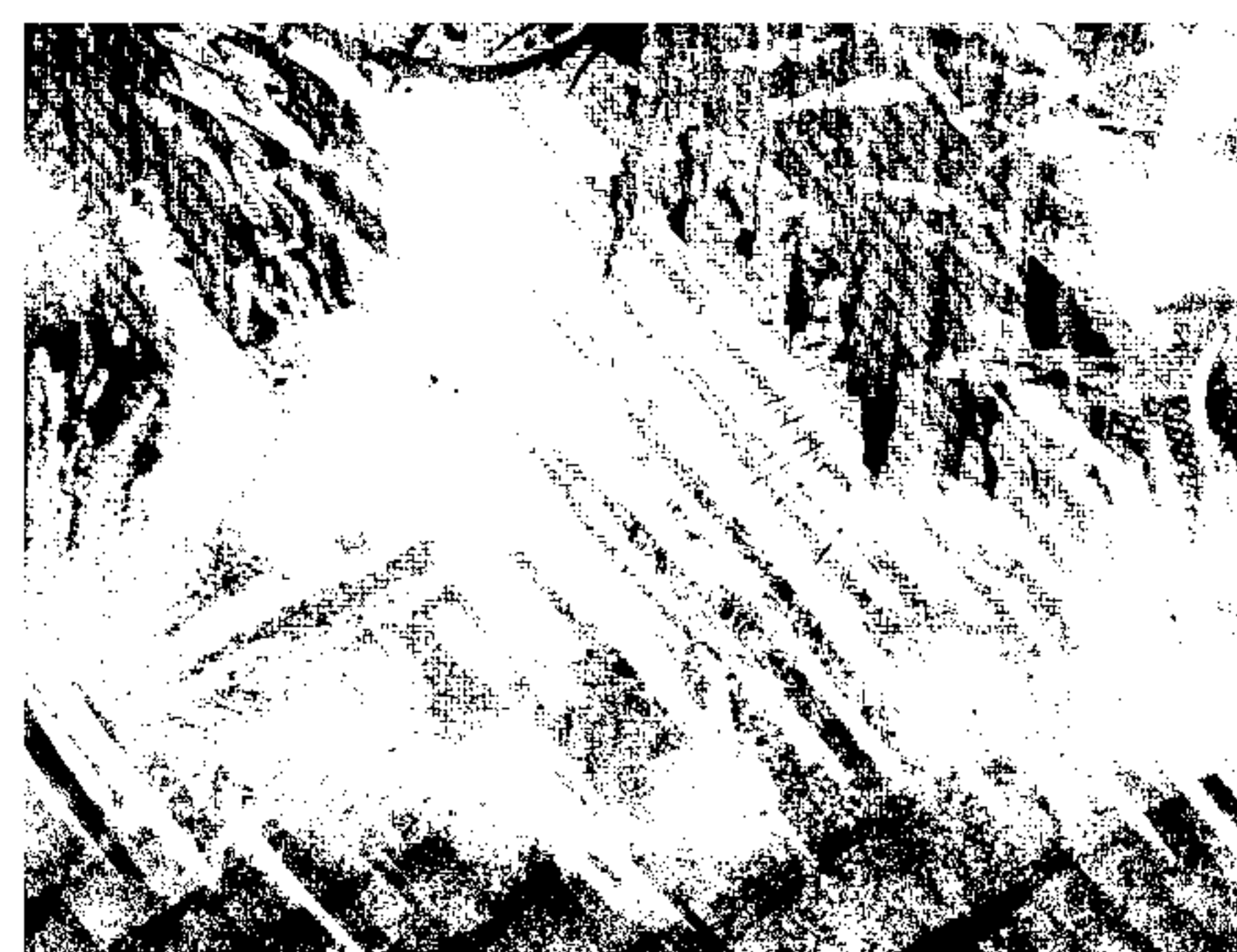
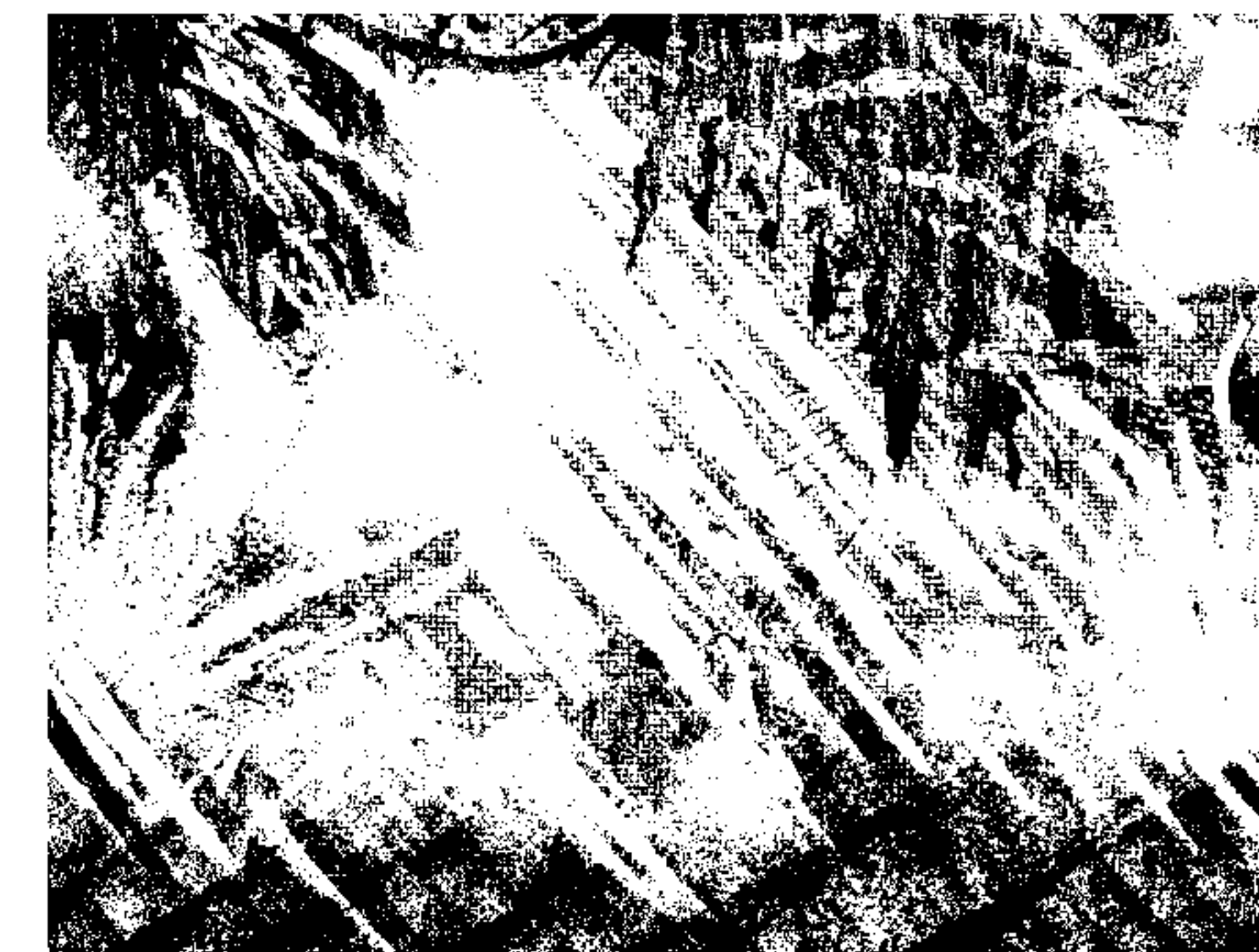
JUNGLE & CLEARING DETAILS

When you want to determine the details of the terrain around your character, roll 2d10 to determine which tables to consult:

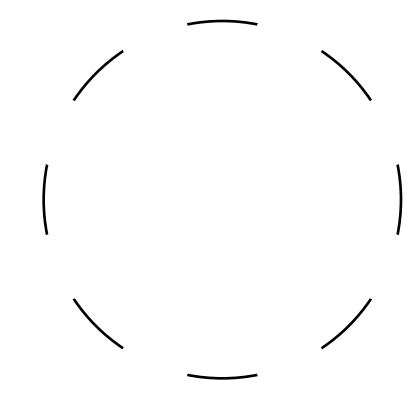
LAND ENCOUNTERS

To determine which of the Jungle or Clearing Encounter tables to roll on, first roll 1d10. A result of 1-5 indicates the first table of the appropriate type. A result of 6-10 indicated the second table of the appropriate type.

- 1-3 Dense Foliage [6.2]
 - 4-5 Obvious Walkways [7.1]
 - 6-7 Complete Darkness [7.2]
 - 8-10 Sounds + Smells [8.1]
-
- 1-3 Tall Grass [9.1]
 - 4-5 Other [9.2]
 - 6-7 Sounds + Smells [10.1]
 - 8-10 Deja Vu and Details to Repeat [10.2]



DRENCH & THE HEX MAP



1 In these rules you'll track an additional stat called Drench. This represents your character adapting to the conditions on Venus. Whenever your character enters a named hex for the first time, they will add 1 to Drench.

2 At the start of play, only one location on the hex map is labelled — The Landing.

Your Drench starts at 1.

As you progress, Drench will always be equal to the number of named hexes your character has entered.

3 When you enter the other named hexes you'll roll 1d10+Drench to determine which named hex you enter according to this numbered list.

If you roll a location you have already encountered, instead default to the next one in the list you have yet to encounter. If you roll a number greater than 17, cycle back to the bottom of the list and then default to the next one you have yet to encounter.

4 Every time your character experiences a dream [28.1] or nightmare [33.1], immediately afterwards roll 1d5. If the result is less than their current Drench they gain a Drench Effect. Consult the Drench table with this result to determine what the effect is. When a particular effect is rolled for the first time, take the first listed entry (level i.). If the same effect is rolled again, upgrade it to the next entry (level ii.), and so on.

- 1** THE LANDING [65.1]
- 2** CRASH SITE [67.1]
- 3** IRIDIUM PEAK [69.1]
- 4** SOUTH BUNKER [71.1]
- 5** SD-020 (Sun Dome) [73.1]
- 6** SD-021 (Sun Dome) [75.1]
- 7** DELTA TO THE ONE SEA [81.1]
- 8** LEYOL BUNKER [83.1]
- 9** ROCKET TOWER [85.1]
- 10** IRIDIUM DRAPES [86.1]
- 11** CREW 612 CRASH SITE [87.1]
- 12** THE GREAT DRAIN [88.1]
- 13** SEA BUNKER [89.1]
- 14** MUOX BUNKER [91.1]
- 15** THE TREMENDOUS FLYTRAP [95.1]
- 16** FEDAY BUNKER [97.1]
- 17** SD-022 (Sun Dome) [99.1]

