



pv3 | 5e | Legal

Precipitate 3.0 is in active development and is subject to breaking changes at any time. What is currently shown is a *work in progress*.

Precipitate 2.0 is canceled due to a deeper rework of the core system. 2.0 was headed in a direction that was against the design goals of the system.

You can download the current version of Precipitate version 1.1 [here](#).

Rules | Items | Random Tables | Character Sheet

Items in review

Items are easy to sell for about half their cost

- Items can be sold for more by bargaining with the right buyer

Consumables in review

Item	Cost
Ration. Substance for a creature for a day. Required for <u>resting</u> .	3c
Packaged Ration. Small. Substance for a creature for a day. Required for <u>resting</u> .	10c
Healing Potion. Small. Accelerates the healing process for <u>critical injuries</u> as described in <u>healing critical injuries</u> .	50c

Downtime Related in review

Item	Cost
Alchemy Kit (for brewing potions)	100c
Bedroll (for comfortable sleeping while traveling)	12c
Cooking Supplies (for cooking)	4c
Crafting Kit (for crafting, refitting, and fixing)	6c
Fishing Rod (gain d4 rations as a downtime activity in an appropriate area)	10c
Glass Vial (small, for brewing potions)	7c
Tent (sleeps 4, for comfortable sleeping while traveling, 2 slots)	35c
Writing Kit (small, parchment, quill, and black ink, for creating a scroll (small))	10c

Armor in review

Item	Cost
Heater Shield. +1 Armor.	65c
Pavise. Spend maneuver to place or pick up. Provides cover and +1 armor to a small area behind it while placed. +1 Armor. 2 slots	100c
Spiked Shield. +1 Armor. d4 piercing. 2 slots	80c
Tower Shield. Provides cover for wielder. Provides cover and one armor to a small area behind the wielder. +2	90c

Item	Cost
Armor. 3 slots	
Robes. Armor set. +1 Willpower.	50c
Studded Leather. Armor set. +1 Armor.	90c
Brigandine. Armor set. +2 Armor. 2 slots.	250c
Chain mail. Armor set. Incoming slashing damage is disadvantaged. +2 Armor. 3 slots.	400c
Plate. Armor set. Cannot take more than 1 maneuver in a turn. Incoming slashing and piercing damage is disadvantaged. +2 Armor. 3 slots.	1,500c

Magical in review

Item	Cost
Wand. Spell focus. Medium d6 bludgeoning.	150c
Quarterstaff. Spell focus. d6 bludgeoning or medium d6 bludgeoning. 2-handed. 2 slots	225c
Orb. Spell focus. Long d6 bludgeoning. 2-handed. 2 slots	300c
Tome. Contains 5 <u>randomly generated</u> aspects at time of purchase. In form of 'Type: Aspect (PowerLevel)'	200c

Melee in review

Item	Cost
Battle Axe. +3 to Critical Injury rolls made as a result of this weapon. d6 slashing. 2 slots	90c
Cutlass. Advantage when fighting multiple unarmored opponents. d6 slashing. 2 slots	85c
Dagger. Advantage while grappling. d6 piercing.	30c
Estoc. Advantage against chain mail. d8 piercing. 2-handed. 2 slots	135c
Falchion. Advantage in first 2 rounds of combat against unarmored and light armored opponents. d6 slashing. 2 slots	100c
Flail. Negates armor provided by target's shield. Cannot be used in cramped areas. Takes entire action to attack with a flail, cannot use another item even while dual wielding as part of the action where the flail is used. d6 bludgeoning. 2 slots	75c
Glaive. Advantage when within short range of 3 or more opponents. Short d8 slashing. 2-handed. 3 slots	95c
Greatsword. Advantage when fighting 2 or more opponents in melee. d8 slashing or piercing. 2-handed. 3 slots	180c
Halberd. Advantage against mounted. Short d8 slashing or piercing. 2-handed. 3 slots	120c
Katana. Free action to draw. Has advantage on the round it's drawn. d8 slashing. 2-handed. 2 slots	200c
Lance. Single use. Must be used when attacking while moving past the target at a speed faster than a human sprint. May be used 1-handed if wearing a plate armor set with a shield. 2d6 piercing. 2-handed. 4 slots	50c

Item	Cost
Long Axe. Advantage against mounted opponents and unarmored opponents. Negates armor provided by target's shield (a target with a shield is not considered unarmored). d8 slashing. 2-handed. 3 slots	110c
Longsword. d6 if 1-handed or d8 if 2-handed — in either case, slashing or piercing. 2 slots	150c
Mace. Ignores 1 armor from opponents in plated armor. d6 bludgeoning. 2 slots	60c
Polehammer. Attacked target makes agility save or is knocked down. Advantage if attacking a knocked down target. d8 bludgeoning. 2-handed. 3 slots	130c
Rapier. Advantage when fighting a single melee opponent that is wearing light armor or is unarmored. d6 piercing. 2 slots	140c
Scimitar. Advantage when attacking while moving past the target at a speed faster than a human sprint. d6 slashing. 2 slots	120c
Spear. Advantage against mounted. Short d6 piercing. 2 slots	25c
Swordstaff. Short d8 slashing or piercing. 2-handed. 2 slots	115c
Trident. Attacked target makes agility save or is disarmed, dropping a random wielded item to the ground. d8 piercing. 2-handed. 3 slots	70c

Ranged in review

Item	Cost
Bolas. Thrown. Must be retrieved to be used again. Running target makes an agility save or is knocked prone. Medium, no damage.	30c
Chakrams. Thrown. With 2 free hands, may throw up to 2 per 7 seconds or 1 combat action. Otherwise may use a free hand to throw 1 per 7 seconds or 1 combat action. Medium d6 slashing.	50c
Javelin. Thrown. Must be retrieved to be used again. Disadvantage against heavy armor. Medium d8 piercing.	25c
Shurikens. Thrown. With 2 free hands, may throw up to 4 per 7 seconds or 1 combat action. Otherwise may use a free hand to throw up to 2 per 7 seconds or 1 combat action. Medium d4 piercing.	35c
Blow Gun. Medium d4-1.	35c
Composite Bow. Advantage when used while riding or after spending 2 maneuvers for movement in the same round as the attack. Can only shoot arrows. Medium d6 piercing. 2-handed. 2 slots	150c
Crossbow. Advantage against all targets. Ignores target armor granted by worn armor (not shields). Takes 30 seconds (3 combat rounds) to reload. Can only shoot bolts. Medium d6 piercing. 2-handed. 3 slots	200c
Longbow. Advantage when target is at long distance. Can only shoot arrows. Long d6 piercing. 2-handed. 3 slots	120c
Repeating Crossbow. Can shoot up to 4 times per 7 seconds or 1 combat action. After 3 uses, spend 10 seconds or 1 combat round to replace magazine with a new one. Can only shoot repeaters. Long d4-1 piercing. 2-handed. 3 slots	400c

Item	Cost
Sling. Disadvantage against plate armor. Requires free hand and maneuver to reload. Medium d6 bludgeoning.	10c
Shortbow. Advantage when used in tight or cluttered environments. Can only shoot arrows. Medium d6 piercing. 2-handed. 2 slots	60c
Bodkin Arrow Quiver. d4 piercing (2d4-1 piercing against armored targets).	8c
Barbed Arrow Quiver. d4 piercing (2d4-1 piercing against unarmored targets).	12c
Fire Arrow Quiver. Can be lit on fire. d4 fire if lit (ignites flammable objects) or d4 piercing if unlit.	10c
Whistling Arrow Quiver. Whistling sound that can be heard a long distance away as the arrow flies. d4 piercing.	10c

Transport in review

Item	Cost
<u>Horse</u> . 8 stamina. Transports 10 inventory slots and holds up to 1,000 coins. Can carry a rider and a passenger.	300c
<u>Horse-Pulled Wagon</u> . Transports 40 inventory slots and holds up to 10,000 coins. Requires a <u>horse</u> to pull (may be burdened, but not ridden). Can carry a driver and 4 passengers.	150c

Services in review

Item	Cost
Night at an Inn. Includes ration and everything else required for <u>resting</u> (doesn't include animals)	10c for shared room, 30c for private room, 65c for deluxe suite
Surgery. Restores most of the function to what was lost, takes 7 days under specialized care	1,000c to 3,000c per <u>major injury</u> , depending on complexity

Functional Items in review

Item	Cost
10 Foot Ladder (2 slots)	8c
11-foot pole	5c
25 Caltrops	5c
250 Ball Bearings	5c
Bag of Salt (small)	2c
Bear Trap (2 slots)	20c
Bellows	8c
Bottle of Wine	10c
Brass Lock and Key (small)	30c
Bucket (1 gallon)	3c
Candle (small)	2c
Canvas Sack (small)	7c

Item	Cost
Chalk (5 sticks, small)	2c
Chisel (small)	5c
Compass (either solar or magnetic kind, small)	20c
Crowbar	5c
Disguise Kit (takes 10 minutes to an hour depending on detail to disguise as someone you've seen or studied, bonus points for specific details such as mannerisms and personal items)	25c
Drum	15c
Earmuffs (small)	3c
Fishing Line (small, 50 feet, not required for fishing)	6c
Flint and Steel (small)	2c
Grappling Hook	25c
Hand-Harp	20c
Hourglass (small)	15c
Incense (small)	4c
Iron Chain (10 feet, 2 slots)	20c
Iron Hook	5c
Iron Piton (small)	3c
Iron Rake	10c
Iron Skewer (small)	2c
Juggling Balls (small)	5c

Item	Cost
Sponge (small)	2c
Leather Flask (2 liters)	10c
Leather Strap (small, 5 feet)	4c
Lockpicking Kit (small)	100c
Lute	30c
Magnifying Glass (small)	20c
Manacles	8c
Metal File (small)	10c
Metal Tongs	4c
Net (5 feet x 5 feet)	10c
Noble Clothing	75c
Nose Plug (small)	1c
Oil (small)	1c each
Oil Lantern (uses oil, 1 hour per oil, long distance in cone, shutter to turn light on and off within 3 seconds or 1 combat maneuver)	15c
Paint (1 color) (small)	5c
Portable Hand Drill	12c
Rope (25 feet)	5c
Set of Dice (small)	2c
Set of Playing Cards (small)	3c

Item	Cost
Shovel	10c
Signal Whistle (small)	2c
Hand Bell (small)	5c
Steel Mirror (small)	12c
Soap (small)	1c
Spiked Boots	15c
Spyglass (small)	100c
Stone Mortar and Pestle (small)	12c
Tarp (5 feet x 5 feet)	10c
Tongs (small)	4c
Torch (1 hour, lights medium distance, d4 fire damage)	1c
Trowel (small)	3c
Wax Sealing Kit (small)	7c
Whetstone (small)	8c
Wool Blanket	7c