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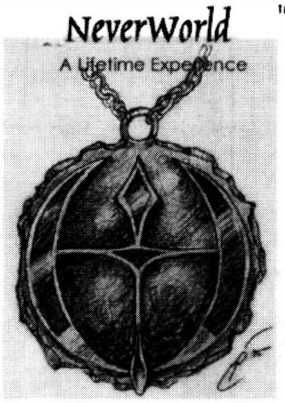


The Tome of NeverWorld

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This game is dedicated to Jim Laughlin for actions that make heroes, to Elizabeth & Samuel Adams for their selfless promotions, and to Rich Register who taught me the skill of awakening.
--Erin Laughlin

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Preface

Before we start, let me tell you what a wonder it is to say hello—at least, saying hello through this book. In all of my adventures, not one has been as demanding, scary, dangerous, or worthy as delivering this literature into your hands. Within, you will find whatever you wish for.

Role-playing has been called many things in the last two decades: inspiring, educational, dangerous, mystifying, gratifying, an art form, a theater of thinkers. A place for those burdened with wanderlust. It is for the dreamers, the believers, and the innocent. It is a school hall of imagination led by everyone who sits in during the session. It is warriors and wizards, dragons and doom, magic and mystical places. It is power, glory, fame, honor, bad and good, girls and guys, greed, love, lust, and a search for the ultimate in fun.

So why do we roleplay?

Number One: You know someone who has played before and told you about their adventure, so you've decided to try it. Number Two: The cool people are doing it. Number Three: It's either learn how to play or spend your spare time force-feeding your anemic ant eater.

Alright. So why do we play any kind of game? Well, we want to find that barrier that looms in front of us, waiting to be broken. We don't need to be facing the world's problems day after day, hour after hour. We need our peace. We need our imagination. We need things like NeverWorld.

All of you out there who believe that you're special and not like other people—well, you're right. Even though this book is in the hands of thousands of people, only a very few of them will understand the following three words: "Thoughts are things." You are one of these people.

Most people don't bother to read introductory material, but every time I bought a new RPG system, the first question I wanted answered was "How do these people view role-playing games?" Every creator has something to add to role-playing games, and so do you. Both GM and players work together to find that magical moment while gaming—the moment when reality frays and magic seeps in. This ability to translate desire into reality—to turn thoughts into things—is why we play. It is what role-playing is all about.

Where is the board?

A role-playing game is, by nature, boardless. As we play out our characters, we keep track of movement by notes, personal maps, numbers on the character sheet, and personal imagination/memories. The area that we play in changes so often and in so many different ways that we cannot possibly have a board surface for every place we visit. After all, your characters can go anywhere in the world that they wish (or even farther!). The only time we use a "board" during play is when miniatures are used to represent combat scenarios.

What are the dice for?

NeverWorld uses dice whenever an obscure factor or pure luck is involved, in order to produce an uncontrolled outcome—just like any other game that uses dice. The real question is this: How many ways can I use these dice?

"Infinitely" is the right answer. Here are some of the dice-rolling methods, with notation, that you can use during the game. The only two dice you should need are ten-sided dice and are commonly referred to as d10 (where *d* is short for dice).

1-2 When you need a number from 1-2, roll d10. A roll of 1-5 represents a one, while a roll of 6-10 represents a two. The same range of results can be accomplished by flipping a coin.

1-5	When you need a number from 1-5, roll d10. Then divide your outcome by 2, rounding up.
1-10	Roll a single d10. A 0 is always considered a 10 except when rolling percentile dice (see below).
2-20	Roll 2d10. (In other words, roll two ten-sided dice.).
1-100	(Percentile Dice.) Choose two differently colored d10s, then decide which one will be your "tens" marker and which one will be your "ones" marker. Call the color of your higher ("tens") die before you roll, so that everyone will know which one it is. The numbers 0-9 on the first die represent the range from 00-90, while the numbers 0-9 on the second die represent 0-9. After you roll, just add both numbers. For example, if you roll a 0 on the tens die and an 8 on the ones die, the outcome is 00 + 8 = 8. If you roll a 2 on the tens die and a 7 on the ones die, this gives 20 + 7 = 27. If you're a great roller and manage to pull a 0 on both dice, you've gotten a 100—also known as the "Neverending 100" (see page 43).
xd10	Roll a d10 x times. The number you assign to x will cause your total roll to be between that number and ten times that number. (E.g., 5d10 = 5-50; 100d10 = 100-1000.)
xd100	Roll d100 as usual, then multiply by x. (E.g., for 5d100, if you roll a 72, then 72 times 5 = 360.)

And what's this funny table doing here?

Throughout this book, you will find many references to something called the *Rolling Outcome Chart*, or ROC. This chart is unique to NeverWorld and is the backbone of the dice system. Whenever the ROC is referenced, it will give an outcome ranging from the letter A through the letter H. Occasionally, you might also score a "miss!" or (preferably) something above and beyond your H success. Look on page 42 for one example of a ROC.

To use the ROC, you'll need a base number and a d100. Your GM or your character generation procedure will supply you with a base number, depending on what you're attempting to do. When you roll and add the base, a total of 60 (a D success) or higher means that you were successful, while a number under 60 means you have failed. This applies to many rolls you'll make: using a skill, testing an advantage, making a saving throw or fear roll, rolling your sleep level, etc. Only the combat, magic, metaphysics, and religion systems have partial success for outcomes worse than D.

How do we refer to passing time?

Time in this RPG is defined in three ways: game time, down time and real time.

Game time

Combat *rounds* are determined in exact, definite increments. In basic combat, these are simple rounds; in advanced combat, however, every initiative point makes the difference. One full combat round lasts for 3 seconds, or 150 initiative points. This is just long enough for the average sword wielder to swing one, two, or three times (depending on skill rating and advantages), and still perform a balance of defense maneuvers as well.

Turns are less specific; every time a different character is taking action, time moves on to the next turn. Turns are short and purposely undefined in length. Conversation tends to bend the duration of a turn. The only definition of a turn is that it is part of a scene, and it differentiates who gets to act next.

Scenes are usually associated with the area that people are in while taking their turns. Scenes can also describe the length of a dramatic moment or a tense situation other than combat. A scene lasts until there is only one character taking action. When a character has finished his or her actions in that area, the scene is over.

Down time

Anything that does not require the interaction of a player is called *down time* for that character. Down time is the passing of hours, days, months, years, etc., in a quick fashion with just enough detail to satisfy everyone for the opening of the next scene. Down time and how long it lasts should be mutually agreed upon. As long as a conflict remains to be resolved with one or more PCs, you cannot enter down time without taking your character out of the game for the duration.

Down time is best used when everyone needs to catch up on learning skills, build or complete long and boring projects, or (especially) take days or even months to heal from past wounds.

Real time

Whenever the pressure is on, players may be forced by the GM to come up with answers to the given dilemma within a certain amount of real time. The GM will set the time limit, and if the player cannot answer or act within that time, then they have failed their chance.

Too cool! So when do I start?

Right now. Indeed, you already have. In fact, unless you've kept that creature of crazy thoughts under lock and key, you're probably dreaming about the past great sessions of games you've played or even about what is yet to come.

First make sure you get to look over all the cool pictures and sneak a peek at the sacred "Game Master's Section". (Face it, you wouldn't be real live gamers without looking at the "forbidden" material first.) Next, decide who will be the players and who will be the GM. A little hint to those of you who aren't sure who should play what: The spot of GM should be filled by the very first person who offers. A GM should always volunteer to run a session, unless of course her fame and popularity would cause rioting in the streets (an event that could be a little disturbing to some). Assuming that most of us don't have this problem, all of you with enough imagination to read this book have the potential to be GM. (And those of you who don't care to be GMs are low-down, good for nothin', ashtray-lickin', loser-players who are only good for stompin' on. Ha-Ha, Ha-ha-ha, HA HA HA HA HAAAARGH, COUGH, COUGH wheeze sputter, hic, ha—-hack!)

Just kidding.

In all actuality, players are the people who make the game. If it weren't for you, GMs would have to go back to writing for those flashy supermarket checkout-line newspapers. Together, the players and GM form an agreement: those who are players will do their best to believe in magic, the power of imagination, and the final word of the GM, while those who are GMs will do their best to challenge the players with whatever their wacky brains can come up with, and they also agree to be consistent when they change the rules. (Huh? Change the rules? Oh dear.)

In any case, GMs should mull over this book, until they can determine the flow of things. Further concepts on how to be a good GM are covered in Chapters 5 and 6. And both the following Introduction and the story in the back of the book will give you a good taste of what NeverWorld's about.

Of course, though, if you're already excited enough to jump in head first, feel free to skip to Chapter 1: "Fleshing out characters".

Introduction

NeverWorld characters are built from the ground up, where skills determine a character's "level" or power and players impose their only limitations. For example, if a character doesn't want to be "evil" as his culture prefers, the player can simply develop a reason as to why he could be good. If he wants to be a warrior who knows some magic, he can feel free to wear plate mail and carry a sword, and purchase spells during character generation.

And things don't end there: The dark forests, silver lakes, misty mountains, snowy barrens, endless plains, and underground architectures hold much more than mere inhabitants to block your way or treasures to be plucked. Surrounding your character on all sides is knowledge to be learned. If you cannot start with all the skills and elements that you desire, then you can acquire them later from other characters who already possess those skills and elements.

In addition, characters are not required to have specific careers, nor gain "levels" to advance. They can be dark or shady and still receive equal (but alternate) gain for doing so, just as those who perform nobly and justly are also rewarded. The only real rule in NeverWorld is that you must always pay the price for whatever actions you take; just as in real life, every action has its consequences.

Essentially, NeverWorld is built to give you a strong foundation from the very beginning, so that your quest to change the world through your efforts is essentially unlimited. As you read this book and stumble over things that might be hard to understand at first, just remember that this is merely the beginning, and your own ideas combined with what's in these pages will bring your fantasies to life. The cultures of NeverWorld are just beginning to regenerate from a world that was predictable and stale. Their Age of Myth is over, but your Age of Discovery has just begun.

The world as it is today

During the Age of Myth, people were either friends or enemies but never strangers. Trade and agreements of all sorts abounded between beast, man, elf, and dwarf. Even the shape-shifting Hourani were not feared. The only common enemies were ancient ones, like the dragons of the sky and the giants of the earth.

In the current age of NeverWorld, people cannot tell the difference between an enemy and a friend. Suspicions arise from a mere difference in skin color or a strange footprint in the mud. The people of NeverWorld are now segregated, and have been so since the eldest grandfathers of the longest-living races can recall. Although their descendants now begin to interact, no one remembers a time when human and elf walked side by side, or dwarf and Wolfihn backed each other in a good fight. Those are the stuff of long-forgotten memories. Those are the stuff of myths.

Beings live peacefully now only because they live among their own kind and do not overextend themselves. Although they no longer fear the dark, they still fear the unknown. Most are content to live their predetermined lives: growing up, finding true love, indulging in various pleasures, raising a family, and finally leaving behind a decent inheritance if possible. Their existence is traditional, acceptable, and safe.

It is no wonder that the current generation considers the more courageous and pioneering sorts to be troublemakers. Explorers are ones who wish to break the laws of the land—the laws that have kept people safe for so long and protected them from the horrors of what myths call "The Unholy Ages." These troublemakers call themselves adventurers, but the common citizen considers them prophets of doom. Normal village leaders and soothsayers will persist in their rigid thinking, believing that uncharted territories are meant to stay uncharted, and that disturbing what lies in the unknown could bring death to all.

In truth, these dark prophecies are spawned by the weak-minded. Some day adventurers will succeed in bringing nature's cultural cycle back full-circle and reunite the various peoples of the world. For now, however, this world holds many fears that only the bravest will walk through. This world is NeverWorld, and it awaits your fresh footprint.

One race yields many cultures

The word *culture* defines a group of people with unique values, skills, abilities, and philosophies. In NeverWorld, some things are common to every living creature, while other things are particular and unique to a

specific culture. Each culture book is devoted to explaining the details of that particular culture, and it will also be used by the Game Master (hereafter called "GM") to create the settings and stories you'll adventure in. The Hourani culture is included with this set, while other culture books (including the Bock, Driseti, Felihns, Neuonians, Rublug, and Wolfihn) will be released periodically.

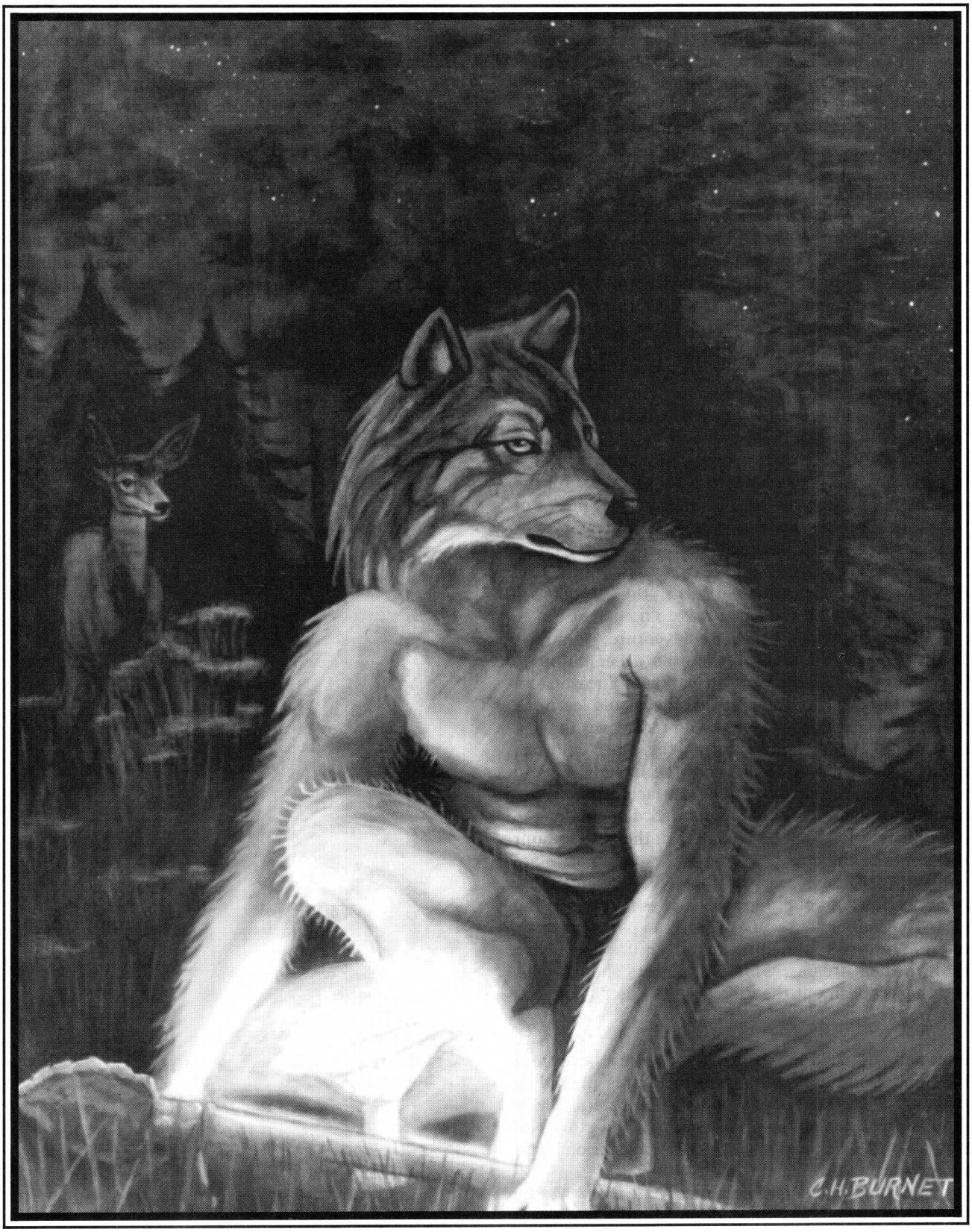
Almost all of the cultures are segregated—either by physical barrier, social law, or basic fear of the unknown. As long as the cultures remain isolated, they will continue to maintain their values and live in a relatively unchanging society. However, there is always cause for exploration—to find food or shelter, or to pursue self-interest, knowledge, domination, etc. Whether this happens by need or want, cultures that explore will eventually discover one another. And the people who make these discoveries will be the characters that you play in this game.

The culture book describing your character's society will provide your character's background. All the secrets of your chosen people—their magic, places of myth, heroes, heroines, legendary evils and dark pawns, special skills and sacred religions, and so much more—will be described in those pages. Until the GM decides to bring the cultures together, these details are known only to your character and to no one else's.

Once characters begin to adventure, they can finally explore the treasures of the other cultures. Humans could find the Wolfihn Nation of Yucazon and work to be accepted, in order that they could learn the spells of Elementalism. Elves could rediscover the lost artifacts of their people amongst the other cultures, dwarves could break the laws of the Unholy Ages to reunite with the people of the surface lands, ogres could once again rule the unguarded domains of the Neuonians, the Mulgrayne could sail the seas to hunt the giants of the opposite shores: the possibilities are endless. Just how NeverWorld begins to change is up to the actions of your character and the stories of the GM. The actions that you take become part of history, and the future is formed by the adventurers who give faith to their dreams. GMs and players should work together to flesh out the direction and details of each culture.

Two other groups mentioned in the book are minimally detailed in Chapter 6, "Groam's Lexicon of Fear and Darkness": the grobber cultures (including Goblins, Orcs, and Imps), and the monsters. These groups are a major factor of chaos in the stories of NeverWorld and are meant to be mysterious and unknown.

Grobber were scattered throughout the world by those who caused the Armageddon, in order to prevent powerful chaotic groups from taking control. Still, every culture of NeverWorld has been influenced by the chaos of the grobber, and everyone who has looked for them knows them by sight. Cultural monsters are supernatural beings that are supposedly undefeatable but can still be overcome, if only by the greatest thinkers and warriors. Monsters do not exist by the same rules as mortals and therefore are quite dangerous. As someone once told me, "Do not meddle in the affairs of dragons, for you are crunchy and taste good when dipped in chocolate!" Put more seriously, unlike in some other games, any dragon older than an infant is not hunted by characters: it's sieged, within a long cold war.


C.H.BURNET

Chapter One
Fleshing out characters

This chapter defines everything about your character sheet that you *never* wanted to know, plus more, and walks you step-by-step through the character creation process. Later on, during playing, if you need certain information, first check the index and then reference this chapter for more detailed information.

Player and non-player characters

The RPG world has many facets to it, with most represented by the characters. The character you play as will be referred to as a *player character* (commonly abbreviated in RPGs to "PC"). PCs are the active representations of you and the other players sitting at the table. Every other being your character meets during the game is called a *non-player character* or an NPC, and is played by the GM.

GMs are storytellers in all respects and have whole worlds of people at their disposal, from the best heroes to the worst knaves. As a player, you will interact in your character's personae with all of these NPCs, depending on actions taken throughout the game. And, at some point, when your character has grown to become a heroine of ages past, she might be elevated in the story line to become a legendary NPC who will be respected and/or feared by future players.

Get your pencils, paper, and imagination!

Players are the foundation of the game. They create and roleplay these wonderfully surprising characters that are at first a little leery of the unknown but soon enough find their niche. Because characters are so unique, however, they need to have a description. To forge this description, you will need the following items:

- A pencil
- Two ten-sided dice of different colors/markings
- Character sheets and scratch paper
- Calculator (preferable but not mandatory)

The two differently colored d10's should be included with this boxed set, although if you already have a favorite pair of your own, feel free to use them. All your planning should be done on scratch paper, and your final drafts will be placed on copies of the character sheet included in the box. A calculator will come in handy, although most of the math involved will be pretty straightforward.

Now let the fun begin!

Step 1: Use your imagination

1. To begin, write down your character's description on a piece of scratch paper. List *anything* you want your character to have or be, no matter how bizarre or impossible it might sound. (If you're not sure of your choices, flip through your culture books. The Hourani book is included in this set. People from other cultures are briefly described in "Humanoid encounters" in Chapter 6 and will be detailed in other culture books.)

   Even if it seems your desired culture doesn't allow a certain ability or skill you really want, write it down anyway. It never hurts to try, and some characters can possess skills different from their current culture if they are physically of another race. (See "cross-culturalism" on page 6.)

   Of course, you should also add plenty of traits common to any great character, such as handsome looks, commanding authority, awesome weapon skills, inescapable attention to detail, natural affinity for power, perfect balance, ambidexterity, the world's greatest fireball spell... well, you get the idea. Just remember that anything you imagine can be a fundamental ability, skill, or goal for your character.

Chapter One

Step #1

At this point, you're only creating a "pre-"sketch of your character--what you'd like him or her to eventually become. You have free reign to design your character in whatever ways you want; however, the game itself will decide how many of these details you start with and how many you can earn during actual play. At this point, it's also good to read about your character's culture.

Step #2

Use the character sheet included with this rule book (and the specific template in the Hourani culture book) to write up your character. Also, it's a good idea (and legally permissible) for you to make photocopies of the upcoming numbered generation list so that you can move quickly through the book without having to constantly flip back and forth.

Now write down a physical description of your character, including mannerisms and style (or lack of either). Is he tall, short, ugly, or distinguished? Does he "click" with people, or do they run from him, screaming? In social situations, is he debonair or without a prayer? Right now, you're trying to get a good physical picture in your mind of what your character looks like and how he moves or acts.

3. Determine your character's motivations for becoming an adventurer. Once your character has a past and a reason to live, she will begin to act on her on her own accord, doing things you might not have thought of or inspiring you in ways that you may not have felt before. What follows here are ten classic ideas you can use to explain why your character would be different from everyone else. Choose one, or invent your own unique motivations:

   - You are rejected, banished, or exiled from your home town or possibly even the entire land of your people. Not only that, but you are also marked in some way to distinguish your pariah status (like Hester Prynne in "The Scarlet Letter"). Your people despise you.
   - You grew up without the influence of your culture—perhaps raised by wolves or a lonely hermit. You know little of social values but have knowledge of places most people would consider unknown territory.
   - You are either abnormally ugly or beautiful and cannot be treated as a normal person. However, this causes you to realize your individuality and makes you independent of



other peoples' influences. Your dreams are your own.

- You have either seen the outside world or accidentally been involved with some element of it. You are driven to discover what is truly out there, and your life will never be the same again.
- Your family is either wealthy or very powerful, and so you have special knowledge or skills that put you ahead of most other people. You are probably also bored with the tedious laws of etiquette and feel rebellious. (Note: This background should be chosen only if you roll appropriately on the Family Background table, due to the benefits it offers.)
- You have become talented at one particular skill (must have 90+) that many people know of both you and your ability. People want to be around you, to ride on the heels of your success. Many offers made for use of your skill will put you on dangerous paths.
- You are enslaved but have not given up hope of escape. After fighting for so long to survive, your chance for freedom finally arrives. Your instincts are your best weapons, and you will forever be fueled by the anguish of slavery.
- You have discovered the horrifying truth about your parents (or religion, or village, or schoolmaster, etc.) and you must escape to tell someone. You might even want revenge for their crimes against you or against someone close to you. Your involvement is bigger than you realize, and now you do not know whom you can trust.
- You have been given a sign from your god(s) to carry out a specific mission or to devote your life to them. Although your mission might not be fully unique, only you can fulfill it in the ways that are required. (Your character should have at least a 2 Confidence for this background.)
- You have stumbled upon, inherited, or purchased a strangely mystifying and powerful object with a special purpose, and you have decided to see where it will take you. Many people will tempt you, while others will follow on your coattails as you attempt to carry out the object's purpose.

4. Finally, determine your character's dominant feelings and thoughts at the current time, based on his motivations, appearance, and abilities, and write those down as well.

Whew! Congratulations, you've just created your basic character. Wasn't that easy? Now comes the second step: assigning some numbers and equations to your character, so that she can interact with NeverWorld.

Step 2: Fill in that character sheet!

The following numbered list guides you through the PC creation process, step by step and quickly, while the rest of the chapter is devoted to fleshing out each step. For more information about each step, first read the continuing sidebars appearing on left-handed pages—"Yonrock's Guide to Character Generation"—and then read the detailed descriptions throughout the rest of this chapter. GMs can use this chapter to create a few characters, so as to become familiar with generation, and should then use "Yonrock's Guide to Quick-Cooking NPCs" in Chapter 5 to create future NPCs.

Remember that nothing is yet set in stone and you can still modify your scrap-paper description. Don't hesitate to choose all possible characteristics you would like your character to have. After you begin to translate these desires into the game system, you'll realize which traits you really want to start with and which traits you'll strive hard to gain during actual game time. (For example, if interested in a samurai of sorts, perhaps you'll decide to spend your beginning points to purchase a high level of swordplay, and then spend experience you get through adventuring to improve your talent for haiku and calligraphy, until your character truly emulates a real samurai.) In other words, dream big!

Easy character generation

1. Choose a race and culture. For those owning only this boxed edition, all starting characters will be metamorphoun Hourani. As additional culture books are released, initial character selection will widen. (See pages 4 and 6.)
2. Choose a pathway (Giver or Taker). (See page 33.)
3. Choose a starting age. (See pages 7.)
4. Fill in your character template, which is located in Chapter 1 of the appropriate culture book. This template includes:
   - Starting advantage levels

Chapter One



Yonrock's Guide to Character Generation

Included in these sidebars on the left-handed pages is the bare-bones information you need to create characters quickly and cleanly. Read through these sidebars first, then proceed to look under the appropriate head in the chapter to find more detailed information about each character aspect.

Race

Each culture mentions what race that culture belongs to. Remember, however, that your character will usually be classified by culture rather than race. All people of the same race have identical power tolerances and healing factors.

Culture

Your character's culture (described in one of the various culture books) determines everything about your character, except for universal skills.

Example: If you choose to be a Rublug (outpost dwarf), then you would access the Rublug culture book to determine your starting advantages, health points, willpower points, etc. (The Hourani culture book is included with this game, with other culture books soon to follow.)

Subculture

Your character's subculture may determine certain physical traits, as well as location, resources, skills, philosophies, and natural abilities unique to a culture.

- Eye, hair, and skin/fur color choices (see page 11)
- Base movement rate and size level (see pages 18 and 8)
- Height and weight (see page 18)
- Health factor, HP base, and WP base (see pages 19 and 20)
- Power tolerance (see pages 21)

5. Add 1 level to any one advantage.
6. Reference your culture's Age table to determine your character's starting skills and levels, as well as how many skill points your character gets to spend on any desired skills or advantages. (As a rule of thumb, a character must have 1 level of Logic for each spell learned and cannot gain endownments unless a priest of some sort.) (See pages 12 and 114.)
7. Based on your character's current skills, calculate emphasis, mastery, and Professional Level (PL). (See pages 23 and 27.)
8. Calculate Social Level (SL). (See page 27.)
9. Determine starting money and purchase necessary equipment. (See page 23.)
10. Calculate Fiscal Level (FL). (See page 29.)
11. Using PL, SL, and FL, now calculate your character's Life Level. (See page 31.)

Race

Race is simply the name of a very broad group of beings with whom your character shares a common heredity. Every race includes a variety of different cultures: for example, the elven race encompasses the Driseti, Tristleti, Bock, Frolidi, and Muesis cultures.

Beastish are humanoid animals possessing the heads and feet of their animal ancestors. Their fur is beautifully colored, and their teeth and claws are sharp. Beastish respond instinctively and are often downright fierce, although this isn't to suggest they can't be educated; their initial reactions just tend to be based on natural impulse rather than lengthy thought processes. Many beastish strongly dislike each other, especially the Wolfihn and Felihn. Other beastish to be explored later include Bearmihn, Birdmihn, Bullmihn, Molru'k (piranha), Roomihn (kangaroo), and Sabrihn (sabertooth tiger).

Dwarves are the underground dwellers of the mountain ranges and lost caverns of the world. They are very stout, strong, and muscular, usually under four feet tall and over four feet wide. They sport great beards and heavy wrinkles. All dwarves wear armor because their careers demand it. Dwarves are scientists and combat artists who have created rune magic and developed the best architecture and sturdiest craftsmanship available. At the end of the Age of Myth, all dwarves fell prey to a curse that would cause them to burst into flames should they ever be touched by sunlight. Other cultures to be explored in the future include the Duarlich (psychotics), Glangdla (imperials), Gnomes, and Thokmol (dungeon dwellers).

Elves are thin, pale, and often beautiful planet—wide wanderers who rarely listen to others because they are certain that they are the superior race. (Obviously, some other races might object.) Elven cultures are extremely diverse in attitude, domain, skills, and tools, but all possess a natural flair for the



magic arts if they simply chose to apply themselves. They usually prefer to keep to themselves, squabbling over each other's accomplishments. No two cultures could be more opposite than the Bock (desert elves) and the Driseti (forest elves). Other elves include the Frolidi (valley elves), Muesis (ocean elves), and Tristleti (silver elves).

Giants are at least 14' tall, and not all are humanoid in shape. The common giants living on the opposite side of Strongen Range and the Isle of Khybern are known as the Cyclops, Trols, Minotaur, and Earth giants. The Ice giant is a 40' yeti who hunts whales with a nordic passion in the Icy Death Ocean. Finally, the Sea giant is a monstrous 70' crustacean/humanoid octopus who is rarely seen but leaves an obvious trail of destruction on any coastal civilization. The basics of these creatures can be found in Chapter 6, under "Groam's Lexicon of Fear & Darkness"; their full cultural descriptions will eventually be released.

Grobber are the Orcs, Goblins, Imps, Kobolds, and Haflings (in general, the scourge of the world). If they aren't looting, killing, mugging, or maiming, you can still expect them to be causing some kind of chaos before you can even yell for help. This diversely vicious race rules the night in any area of the Northern Wilds or the Southern Barrens, keeping all the other cultures from ever adventuring and finding each other. Remarkably, they are only small remnants of those darker times called the Unholy Ages, where it was always nighttime and the grobber ruled the world. The grobber have very unique abilities of survival that are difficult to combat for any length of time. Representatives from grobber races are presented in Chapter 6, while a full cultural layout will eventually be published.

Humans are the shortest-living, brightest stars of the planet—willing to fall into any sort of trouble in order to fulfill their desires. As most of you who are reading this are human, we will only mention that the humans of the current Age of Discovery are just coming out of the darkness for the second time. They have only begun to entertain the concepts of feudalism because their traditions have been long-forgotten. Neuonians almost always make their decisions by the sword or the altar, but at least they try to remain fair. Other human cultures to be explored include the Mulgrayne (from the Western Lands) and the Eppelan (islanders).

Metamorphouns are sneaky shape-changers, and only one group of them—the Hourani, who hold "the beast within"—is very public at all. Hourani are accepted within the Neuonian culture and coexist in the same city states, while other metamorphouns secretly live among humans as their best friends, relatives, enemies, and leaders, daring not to show their true forms because of the villainous reputation earned by a smattering of evil metamorphouns. *Chamilihns* are independent beings capable of imitating any living thing for short periods of time and can be either good or bad, depending on personal whim. The only truly evil metamorphoun is the *Parasycophant*, a parasitic

Age

Age is broken down into the categories of infant, youngster, young adult, adulthood, midlife, elderly, old, and legendary. Age should be chosen carefully, as if affects your character in many ways-both positively and negatively. For example, it determines your health base and willpower points, movement base, height, weight, starting skill points, and advantage modifiers. It also determines size level (a combination of how tall/big you are).

Your character cannot increase her physical advantages once she reaches midlife, and while she will gain certain advantages while maturing, she will lose others as she becomes even older. In other words, choose your character's age wisely! (See Table 1.)

Experience points

Experience points (EPs) are used to improve your character. Your GM will determine your earned EPs and give them to you at the end of the game session. Note that, if your character has an Awareness advantage, he will receive a percentage bonus to his EP award. (GMs sometimes become busy and forget to add in the Awareness bonus, so agree ahead of time that you will be responsible for adding in your character's experience bonuses.)

creature that must consume others in order to survive. After it consumes its prey, it takes the prey's place and weaves a tight web of security to protect itself. Chamilihns and Parasycophants will be described in later NeverWorld releases, while Hourani are detailed in the accompanying culture book.

Culture

Culture is the term used to describe the concepts, habits, beliefs, skills, and arts of the land and people you come from (such as the Bock culture, which is part of the elven race.) Some cultures are even divided into subcultures, like the Stonecaster subculture of the Bock culture. The present cultural descriptions are set in the Age of Discovery or the Third Age. Your character's culture represents everything she knows as a beginning character—nothing more, nothing less. All other cultures are currently non-existent to her; in fact, almost every culture in every race (as a whole) believes that they are the planet's only inhabitants.

Cross-cultural characters

Cultures change over time, as do people—mostly from the influence of new materials, new needs, and new beings. As NeverWorld develops, each culture will change and grow to interact with others, making it very possible that someone of a different race could grow up in an alien culture.

For example, let's say that a human child grows up in Wolfihn society. This means that her race is human, but her culture is Wolfihn (and her subculture could be the Greenslight or even the Ice Kings tribe). This child's background is referred to as *cross-cultural.*

Table 1. The effects of age.

Age	Modifications
Infant	Completely defenseless until past first year
Youngster	Check culture's Age table
Young adult	Check culture's Age table
Adulthood	Check culture's Age table
Midlife	+1 to Charisma or Avoidance; +1 to Confidence, Style, Logic, and Perseverance; 50% chance for -1 to Appearance
Elderly	+1 to Charisma or Avoidance; +1 to Confidence, Logic, and Perseverance; 60% chance for -1 to Awareness and Appearance
Old	+1 to Charisma or Avoidance; +1 to Confidence, Logic, and Perseverance; 70% chance for -1 to Awareness and Appearance
Legendary	+1 to Charisma or Avoidance; +1 Confidence; 80% chance for -1 to Appearance

The race she is genetically related to will determine all the following genetic traits:

- age
- eye, hair, and skin color
- movement rate and size level
- height and weight
- health factor and health points
- willpower points
- power tolerance
- physical advantages and maximums
- mental maximums
- genetic cultural skills

The culture in which she is raised will determine any culture background, such as the following items:

- beginning mental advantages
- social advantages and maximums
- careers
- non-genetic cultural skills and native skills
- equipment

Subculture

The *subculture* is a group within a culture that possesses a unique bond of some sort, whether it be belief, instinct, action, desires, biology, pathway, vocation, or location. Subcultures often compete with each other but still try to remain interlocked as part of the same culture and race, especially in the face of adversity. Some subcultures denote certain heritage, social rank (genus level), natural abilities, or advantages.

Age

The Age table in your character's culture book will provide all this pertinent information. When you locate starting advantage modifiers for your character's age group, note that you should also add together all advantage modifiers for the previous age brackets as well (because people's abilities change as they move from infancy). However, the starting EPs value is already adjusted for age; just take the listed value, rather than adding up all the previous age brackets as well.

You'll notice that the Age tables for each race are radically different. Some races become feeble at the same time that others are just finding their new strengths. When selecting an age group for your character, choose one with which you are familiar, so that you can feel comfortable playing that level of wisdom and experience.

Your character's starting experience points (EPs) are used to buy skills and improve advantages and are based on the youngest age of that category. Starting in the middle of an age category can get your character extra EPs to begin with but will necessitate a shorter lifespan to live and enjoy them.

Experience points

Experience points are the sum total of your character's wisdom and knowledge. When you buy skills during the generation procedure, you're spending the experience of the character's previous actions in life before actual adventuring. During the game session, everything your character does will earn more experience, which you can use to build her even further. Your GM will decide how many EPs your character has earned based on her actions, style, and truism of character.

Hint: The more risks a character takes, the more experience she earns and the faster she grows and gains power. Any unspent experience is recorded on the front of the character sheet under "EPs".

The EP bonus is found on the Awareness chart; if your character has a disadvantage, you must subtract the value instead of adding it. The EP bonus applies to EPs as they are earned, not to a character's total unspent EPs.

Example: Shannon Willow has an EP bonus of 15%, so she multiplies any EPs she receives by 115% (1.15) before she adds them to her unspent EP pool.

Table 2. Ranges for size level.

Size level	Height/ Length (ft)	Size level	Height/ Length (ft)
1	Microscopic	6	13-20
2	Under 1	7	25-50
3	1-4	8	60-80
4	5-7	9	100-200
5	8-12	10	250+

Size level

Size level (sl) affects height, lifting capacity, encumbrance, and damage bonus. This value is consistent throughout a particular culture unless a creature is magically or immortally altered. If you wish your character to be smaller or larger than the given range, read this section.

Advantages

Advantages range from average to 10. The value 0 equals "average" (written as an "A" on your character sheet). A value of 8 is the general mortal limit for almost all races, while a 9 or 10 is usually reserved for immortals.

As mentioned before, starting characters fill in beginning advantages from their culture's Age table, including any bonuses from younger age categories. After you write down your character's starting advantages, add one point (level) to any one advantage of choice. Note that advantage levels cannot exceed cultural maximums.

As another means of adding variety to character generation, for every level of disadvantage you take for your character, you are allowed to add an advantage elsewhere. (Taking a disadvantage means lowering an advantage by one or more points from your character's base advantage levels—which usually drops a value into the negatives.) This can only be done during generation.

Example: Kragg the dwarf decides that he would rather be a librarian than a barbarian. His Strength is currently 3, while his Logic is only average (0). If he wishes, he can take a disadvantage and reduce his Strength by 2 points (to 1), so that he can then raise his Logic to 2. He could even split the two bonus points if he wants, changing his Logic to 1 and raising Etiquette from 0 to 1. (In the end, Kragg decides to avoid possible social ridicule and stay a barbarian.)

Advantages give you bonuses in learning and using skills in which you have an emphasis. Some jobs and professions require certain minimum advantage levels. Finally, the total of each category (Physical, Mental, and Social) multiplied by 5 equals your Physical, Mental, and Social saves, respectively.

Size level

Size level affects not only how tall a character is, but also how many health points he starts with, how much he can lift and carry, how much he weighs, how powerful his physical blows are, and how much food he consumes. The height value reflects vertical height for two-legged beings and body length for four-legged creatures. Check the culture Age table to find your character's size level.

The discrepancies between categories on Table 2 allow characters to choose abnormal heights or lengths. Variations in a certain race or culture are allowed to range from the highest number in the previous size level to the lowest number in the next size level.

Example: Estaban Castillian, a silver elf, is exceptionally tall. Elves have a size level of 4 (written as "sl4"), and according to the culture description, Tristleti (silver elves) range from 6-7', on average. According to the rule, Esteban can be as tall as 8' (the smallest value in sl5), so his player elects to make him 7' 8".

Anyone choosing abnormal shortness for their race or culture will tend to be dwarf-like or very pudgy/stocky, while abnormal tallness makes a character resemble a tall twig. (Of course, life is full of exceptions.) These descriptions can be modified to some degree by various advantages: for example, a high Strength can bulk out a relatively skinny character.

Advantages

Advantages (in essence, your character's possible attributes) are divided into three categories containing five advantages each:

Physical	Mental	Social
- Strength	- Comprehension	- Appearance
- Agility	- Awareness	- Charisma
- Dexterity	- Logic	- Etiquette
- Stamina	- Perseverance	- Style
- Reflex	- Confidence	- Avoidance

Advantages modify a character's limits and specialties and differ from the term "attribute" in the sense that they are attributes in which your character is above the norm. NeverWorld requires you to only record things your character does better than others.

Note that advantages are in no way a substitute for well-rounded experience. Don't fool yourself into thinking that your high Dexterity will automatically make you an excellent violinist: such a complex skill takes hard work and years of training. In generally, advantages simply suggest what skills you'd excel in if you tried them. They also make a large difference when two equally experienced opponents are competing

against each other. Advantages give your character added bonuses in desperate situations, make her more desirable for certain jobs, and certainly determine her ability to aspire to the higher goals of the game.

Advantages are most recognizable when compared to their lack in someone else. For example, you will probably want to have your character possess one or two recognizable traits, like being able to lift a mountain (Strength) and carry it effortlessly across the continent (Stamina), or juggle a mountain lion (Strength) with an egg and a battle axe (Agility). As unlikely as these possibilities might seem now, years of hard work in raising your chosen advantages will definitely pay off in the end, and perhaps even make your character the stuff of legend!

When making a skill roll, you may add a bonus equal to *one* of your advantages times the skill's emphasis level. The GM will decide which advantage is most appropriate to a given situation, although you can offer suggestions. If you have an average advantage in an area or do not have an emphasis level for that situation, then you get no bonus. And if you have a disadvantage, then you must subtract from your roll.

Example: Illian wants to try his hand at Pick Pockets. Normally this skill involves Dexterity, but in this particular situation the GM decides that the object is easy to grab but hard to grab inconspicuously, so Avoidance is most appropriate. Illian's emphasis in Prestidigitation is 5, and his Avoidance is 2, so he gets to add 5 x 2 = +10 to his roll. Note that a failure means that Illian still manages to grab the object but is noticed by at least one bystander (most likely, the victim).

Disadvantages

Disadvantages act contrary to advantages as far as skill rolls go.

Example: Let's assume that Illian now has an Avoidance disadvantage. If his Avoidance is -4 instead of 2, Illian would have to add -4 x 5 = -20 to his roll.

The maximum disadvantage level for any mortal creature is -8; supernaturals can have disadvantages of -9, while immortals can be immensely disadvantaged at -10.

Unlike initial character creation, adventuring that results in your character acquiring a disadvantage does *not* allow her to raise a different advantage. (Just consider your character the victim of an unfortunate accident; hey, it comes with the territory.) However, she can always work to overcome disadvantages by spending EPs equivalent to the absolute value of her current disadvantage level multiplied by 1000.

Example: If Illian wants to raise his Avoidance of -4 to a -3, it will cost him 4 x 1000 = 4000 EPs. However, to raise it from a -3 to a -2 will only cost him 3 x 1000 = 3000 EPs. And so on. It's easy to raise advantages and disadvantages the closer they are to average; the more extreme the ability is, the harder it is to modify.

Physical advantages

Strength

Strength (Stre) describes the character's muscular development and maximum lifting potential, not to mention the amount of force carried by her blows. Any strength a character possesses tends to come from natural day-to-day work, because weightlifting for the purpose of improving physique has not yet become commonplace in most cultures.

Advantage:

- For lifting, damage, and other bonuses, see the Strength table (Table 3).

Disadvantage:

- Decrease average lift/encumbrance by 10% and damage bonus by -2 for each disadvantage possessed.

Table 3. Strength modifications.

sl	Average Lift/Enc.	Increase Lift by	Increase Enc. Max
1	—	—	—
2	2/1	Stre x 2	Stre x 5
3	40/10	$Stre^2$ x 35	$Stre^2$ x 15
4	80/30	$Stre^2$ x 120	$Stre^2$ x 50
5	200/80	$Stre^2$ x 200	$Stre^2$ x 80
6	500/200	$Stre^2$ x 400	$Stre^2$ x 200
7	2000/800	$Stre^2$ x 1400	$Stre^2$ x 800
8	5000/1000	$Stre^2$ x 3500	$Stre^2$ x 2000
9	10,000/2000	$Stre^2$ x 5000	$Stre^2$ x 3000
10	25,000/5000	$Stre^3$ x 8000	$Stre^3$ x 3000

Disadvantages

Disadvantages are attribute values lower than the norm for a character. Because some races or cultures offer inherent advantages that can be reduced and still remain above average (0), we will define a disadvantage as a reduction that drops an attribute value below average into the negative value range. Disadvantages affect skill rolls in negative ways: when you multiply your negative-valued disadvantage by your character's emphasis level, you're going to get a negative modifier.

Lifting capacity describes the maximum amount of weight that can be picked up and dropped shortly afterward, as in a deadlift. Encumbrance maximum is the most weight able to be carried for long periods of time. Both are adjusted further by advantages in Strength. See Table 4 for encumbrance modifications.

Agility

Also known as gross dexterity, Agility (Agil) describes your character's nimbleness and balance, determining whether she is a clumsy bumbling idiot or a potential tightrope walker. It contributes greatly to evasiveness and ability to surprise, not to mention helping to impress mates while, err, dancing. In other words, high Agility earns bonuses to dodging, balancing, coordination, and anything remotely similar.

Advantages: Add Agility x .1 (positive number) to movement base

Disadvantage: Add Agility x .1 (negative number) to movement base

Table 4. Encumbrance modifications.

At Enc. %	Roll difficulty	Movement at
01-40	0	100%
41-60	20	90%
61-80	40	75%
81-100	60	50%
101-200	80	25%
201-Lift	100 to 200	10%
Lift	200	1%

The first column shows at what percentage of max encumbrance penalties are applied. Roll difficulty applies to evasive combat maneuvers and Physical checks. Characters can stay overencumbered for 30 minutes, + 10 minutes per Stam, - difficulty, and must rest for at least 30 minutes afterwards.

Dexterity

Dexterity (Dext) describes the fine manipulation of hands and fingers. The best craftsmen must have high Dexterity in order to produce excellent work. High Dexterity offers bonuses in almost anything involving eye-to-hand coordination, like hitting the right target in combat or archery, picking pockets or locks, performing stage magic, juggling, throwing knives, and applying the most delicate calligraphic swirls.

Stamina

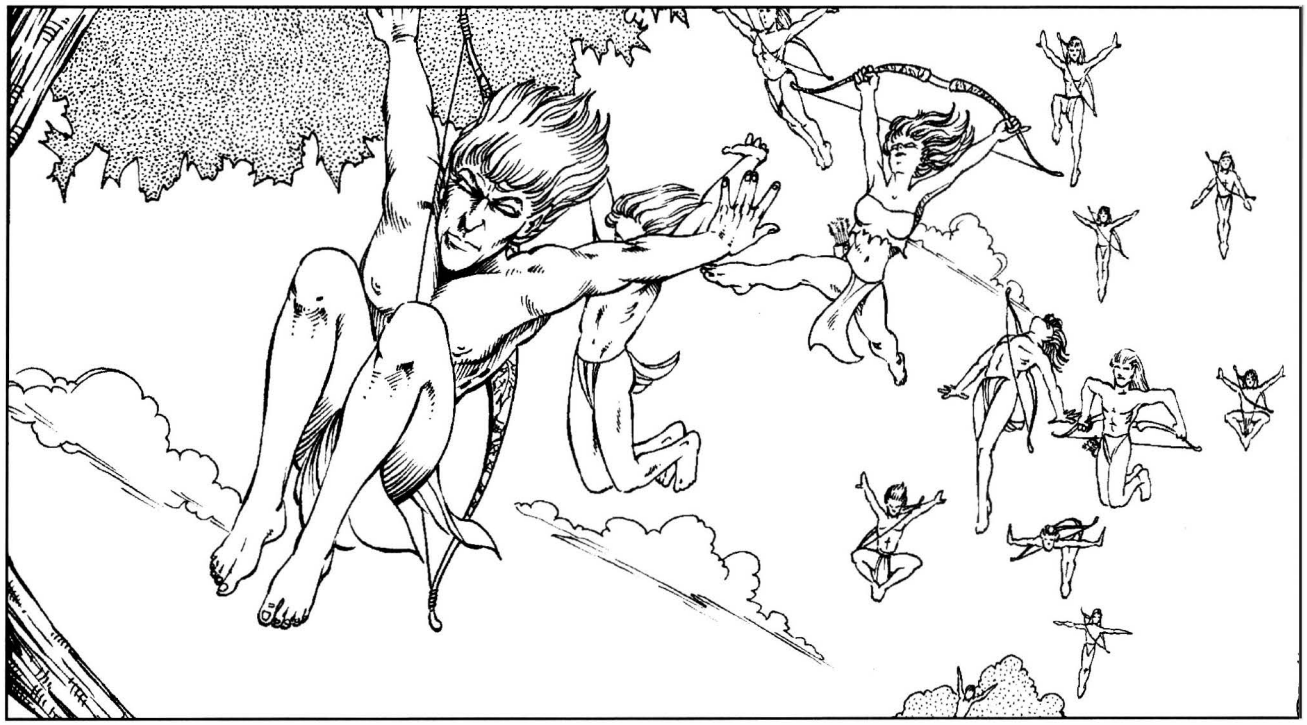
Just how tough are is your character? Stamina (Stam) will tell you. State of mind is what enables one to build up high levels of endurance, and your character's Stamina indicates what level he's reached—a pretty important advantage when you find yourself running from the "Mighty-huge-monster-with-big-teeth"! Characters with high Stamina can run, fight, play, climb, whistle, love, and sit through board meetings longer than the average person.

Advantage: Stamina x 5 is added to WP max. In addition, the health points modifier on Table 5 should be multiplied against your character's base health points to find his new total.

Example: If your character is human, with a HP base of 25 and a Stamina of 2, his new HP max is 25 x 1.6 = 40. If your character is Wolfihn, with a HP base of 35

Table 5. Stamina modifications.

Level	HP Multiplier	Level	HP Multiplier
1	1.3	6	2.8
2	1.6	7	3.1
3	1.9	8	3.4
4	2.2	9	3.7
5	2.5	10	4.0



and a Stamina of 2, his new HP max is 56. And if your character is an adult great dragon (ha, dream on!) with a HP base of 6000 and a Stamina of 2, his new HP max is 9600.

Disadvantage: Take the absolute value of the disadvantage (for example, the absolute value of -2 is 2), find the multiplier on Table 5, and *divide* by that number, to reduce HP max accordingly.

Reflex

Reflex (Refl) describes how quick your character is on the draw, encompassing muscle speed but also thought speed. Reflex often becomes crucial during combat, as it affects your character's ability to strike others and dodge, parry, thrust, or duck their blows.

Reflex also helps your character avoid nasty traps and other minor mishaps. Typically, when the GM insists on an Awareness check, a Reflex check isn't far behind. Reflex rolls enable your character to escape the majority of damage from traps and other peripheral attacks. If someone unknowingly triggers a trap, he can still reduce the trap's damage by one success for every success he scores on a Reflex roll.

Advantage: Add Reflex x .2 (positive number) to movement base

Disadvantage: Add Reflex x .2 (negative number) to movement base

Mental advantages

Comprehension

Comprehension (Comp) is the ability to understand a new concept—in other words, your character's learning rate. Some professions require high Comprehensions.

When your character improves an already known skill, the amount of EPs she must spend is determined by the skill's complexity rating. With advantages in Comprehension, she can subtract her Comprehension from the skill's complexity score before calculating her cost to raise the skill.

The second bonus to having an advantage in Comprehension is that a character can increase a skill more than 10 points at one time. High Comprehensions allow people to apply themselves longer to a particular skill before needing to move on to something else. So, at Comp 1, a character can raise a skill 15 points at one time; at Comp 2, 20 points; and so on, in increments of 5. Most of the time, your character will not have stored enough EPs to raise a skill that quickly at one time, but if she has been accumulating

monthly experience and wants to learn a new skill fast, Comprehension is invaluable.

Comprehension also affects the speed at which your character learns a new skill, decreasing the needed time interval by one day for every level of Comprehension.

Advantage:

- When increasing skills with EPs, a character can decrease the skill's complexity by his Comprehension before determining the EP cost. (For example, assume Illian has a Comp 2. If the desired skill's complexity is 5, Illian can purchase it as if only complexity 3.)
- The maximum amount a skill can be raised at one time equals 10 + (Comp x 5). (For example, Illian can raise any skill 10 + (2 x 5) = 20 points at one time.)
- The days needed to learn a new skill can be decreased by a character's Comp value. (For example, if a skill normally takes 10 days to learn, Illian only needs 10 - 2 = 8 days to learn it.)
- When using cultural skills out of your character's native emphasis, Comprehension can be used as an advantage bonus (see page 9) when no other advantage seems to apply—especially where language is concerned.

Disadvantage:

- Similar to advantage, but all bonuses will be negative due to negative Comp. (Skill complexities will get harder, it will take more days to learn a new skill, etc.) Maximum skill-increase equation changes to 10 + Comp (so a Comp of -3 would reduce a max increase to 7, and a Comp of -10 would essentially keep your character from learning anything new.) Incidentally, almost all animals have Comprehensions of -5 to -10.
- A character may only learn skills of complexity 20 + (2 x Comp) and lower. For example, having a Comp -4 means that your character cannot learn skills above complexity 20 + (2 x -4) = 20 - 8 = 12.

Awareness

Awareness (Awar) describes a character's ability to notice things around her. Very high levels of Awareness can be thought of as a "danger sense" of sorts, but for most characters, high Awareness means having a less dangerous life overall. Being highly aware can save a person from pitfalls, tripwires, ambushes, and major faux paus. Many strong leaders have reached their current positions because of their honed Awareness.

The 5% per level EP bonus can be figured out easily with a calculator; just multiply your character's EPs by 1.05 at Awar 1; 1.10 at level 2; 1.15 at level 3... all the way up to 1.5 at level 10. Thus, if your character has an Awar of 3 and receive 1000 EPs from the GM, she would actually get 1150 EPs. (And you omniscients out there with a whopping Awar 10 would get 1500 EPs... as if deities even needed EPs.)

Advantage:

- Awareness x 5% bonus when gaining experience
- The Awareness level equals maximum Sphere of Conscious Influence for a psychic character.

Disadvantage: Awareness x 5% penalty to all experience gained.

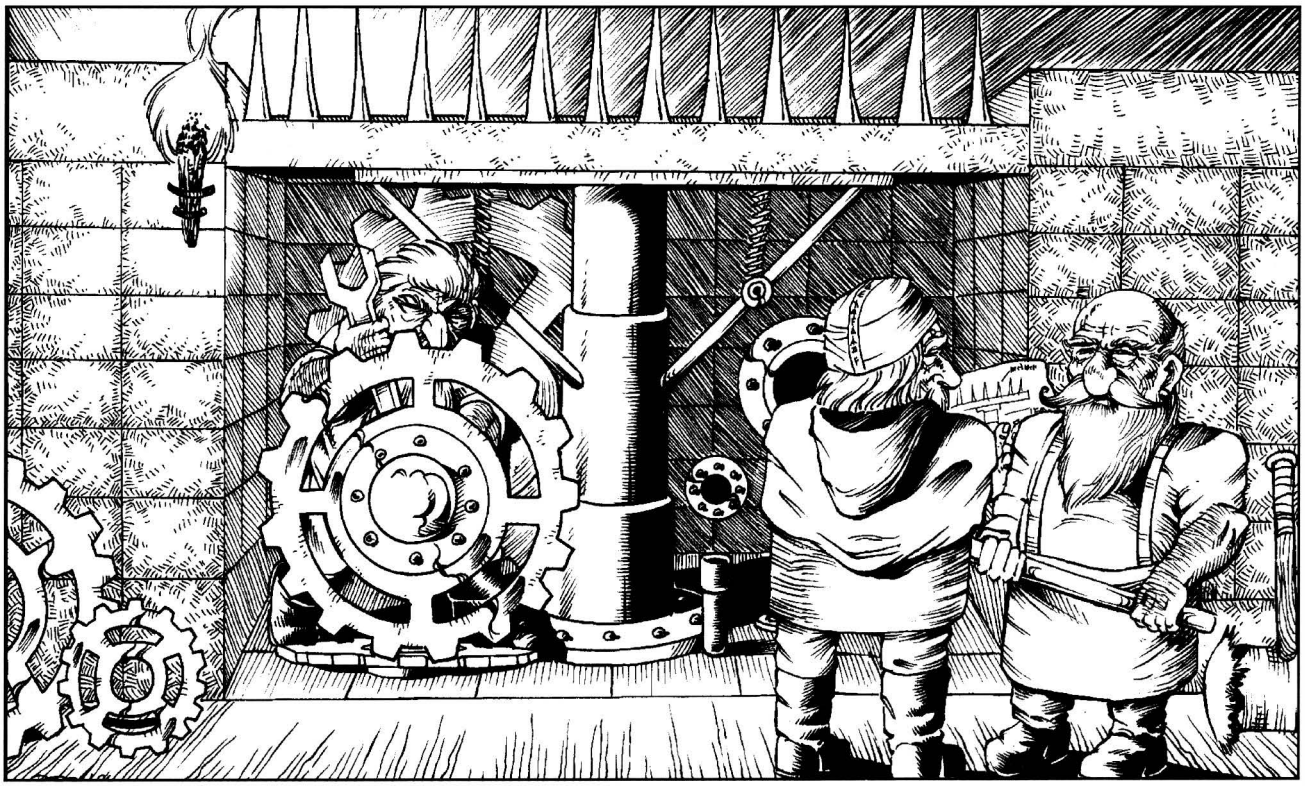
Logic

Logic describes your character's current maximum level of thinking—the ability to correctly reason why things are what they are and then deteremine how to use that knowledge. Logic can be misused by trying to make the question fit the answer, often resulting in "false truths." Logic is a prime requisite for mastering any formally taught magic. (See "The mastery of Magic" in Chapter 3.)

Because of the incredible amount of Logic necessary to understand Magic Theories, Leadership, and the higher laws of Scholastics, your character's maxi-

Table 6. Logic modifications.

Mastery/ Emphasis level	Minimum Logic level required		
	Magic	*Leadership*	*Scholastics*
1	5	A	A
2	5	A	A
3	5	A	1
4	5	1	2
5	5	1	3
6	5	2	4
7	6	2	5
8	6	3	6
9	7	4	7
10+	7	5	8
A = an Average advantage (level 0)			



mum power level is limited by her Logic level. A character can increase her skills but cannot raise emphases and masteries higher than the limits set by the Logic table. As soon as a character increases her Logic advantage, emphases and masteries are automatically recalculated. See Table 6 for the full effects of Logic on various skills.

Advantage: As per effect on Table 6.

Disadvantage:

- The maximum PL for a Profession is 10 + Logic; for example, a character with a -4 Logic can only reach a maximum of PL 6 in a Profession.
- The maximum PL for a Job is 10 + (Logic/2); for example, a character with a -4 Logic can only reach of maximum of PL 8 in a Job.

Perseverance

Perseverance (Pers) runs the gamut from having the ability to work at tedious tasks to surviving the most undesirable duties or putting up with unendurable situations. Incredibly, the more Perseverance you have, the more you can learn, because you will experience and see things that few people have the endurance to experience. Characters of high Perseverance almost always finish what they start and will usually learn new skills in the required time. More importantly, only

Table 7. Required Perseverance levels.

PL	Required Perseverance level, per # of masteries in profession			
	One	*Two*	*Three*	*Four+*
1	A	A	A	A
2	A	A	A	A
3	A	A	A	1
4	A	A	A	1
5	A	A	1	2
6	A	1	1	2
7	A	1	2	3
8	1	2	2	3
9	1	2	3	4
10+	2	3	3	5

Mages and leaders add 1 to required Perseverance
Priests add 2

Table 8. Required Confidence levels.

Level	Maximum Leadership level	Maximum Religion level
A	2	3
1	4	4
2	6	5
3	7	6
4	8	7
5	9	10
6	10	Unlimited
7	Unlimited	Unlimited
8	Unlimited	Unlimited
9	Unlimited	Unlimited
10	Unlimited	Unlimited

characters with this advantage can apply it to their professions and become masters of their trades.

Note that some races and cultures do not allow for advantages in Perseverance, and their cultures have great difficulty accomplishing things that take a long time, like setting up governments, planning cities, developing architecture, makings extensive laws, training armies, etc.

The "learning new skills" bonus allows your character one extra roll, with Perseverance cumulatively added to the roll, for each day spent studying past the minimum. For example, if your character needs ten days to learn a skill, and she has a Pers 3, then Day 11 gives her a +3 to her roll, Day 12 offers a +6, Day 13 grants a +9, etc.

Note: Any skill that takes longer than a day to accomplish must have a Perseverance check to finish.

Advantage:

- Add Pers x 10 (positive number) to the character's WPs.
- If a character studies extra days to learn a skill, he can multiply the extra days by his Perseverance and add the result as a bonus to learn the skill.

Disadvantage:

- Add Pers x 10 (negative number) to character's WPs.
- Skills of complexity 20 + Pers cannot be learned at all. (For example, a Pers -2 keeps a character from learning skills above complexity 18).

See Table 7 for the required Pers to earn certain mastery levels, based on Professional level.

Confidence

Closely related to Perseverance, Confidence (Conf) helps a character believe in himself, his ability, and whatever undertaking or adventure he attempts. People with high Confidence live on a two-edged sword: while they must completely believe in their ability to do a task, they must be ready to admit that they do not know everything. Many people become overconfident and do not realize that making mistakes is the only way that people truly learn.

Likely to be called arrogant, overconfident people have two choices: they can either be humble and learn from their mistakes (having the confidence to know that they will still attain their goals), or they can take on false pride that allows them to accomplish small deeds but inhibits them from attaining higher Life Levels. Characters with high Confidence must constantly pay attention to whether or not they are still on the right track, or else they "get nowhere fast".

Aside from the dangers, a strong advantage in Confidence will help your character attain the upper levels of her profession, protect herself vs. mind control (psionic or not), and promote faith in and from her followers. As such, Confidence is the prime requisite for clergy and other religious leaders.

If a character's Leadership mastery level is above the maximum allowed on Table 8, then he must make a Confidence check any time he fails his Leadership roll. Every time the Confidence check is failed, his Leadership mastery will drop by one level permanently (thus, losing all the EPs spent to get it that high). This loss remains a constant threat until the character's Leadership mastery level equals his Confidence limit. Note that all skill scores must be changed appropriately to reflect the new mastery level. (If your GM is kind, she might just decrease those skills the character was testing at the time, instead of the mastery itself.)

Advantage: Add Confidence x 5 (positive number) to WPs.

Disadvantage:

- Add Confidence x 5 (negative number) to WPs.
- The maximum Leadership or Religion level equals the values in the A row on Table 8, plus the Confidence score (so a Conf of -1 would make the maximum Leadership 1 and maximum Religion 2).

- During mental Willpower battles, the character must add 5 x Confidence to her roll.

Social advantages

Appearance

Appearance (Appe) describes how people look to themselves and others. If they like their appearances, their self-confidence will increase; if not, they will periodically be troubled. The most important thing about Appearance is that it only works its magic on others before your character opens his mouth; after he starts talking, like can easily turn to dislike, and disgust could even become lust. Appearance only really gets that distant person to cross the street—either towards you or away from you.

Appearance is based on two things: natural looks and artificial enhancement. Ways to artificially change Appearance include makeup, posture, girdles, hair design, walking style, and facial expressions.

Appearance is not just a matter of "Yes, I like him" or "No, I don't". Aside from the curiosities between any two humans, consider what your character's appearance would be to an elf, dragon, ogre, goblin, fire elemental, or the God of Tulips. In other words, good looks are nice to have, but unless you're a king, most of the time they don't matter in a diverse world. (And anyway, who would dare say anything to the king about his appearance?) To be frank, routine bathing is more important in NeverWorld than Appearance, because all people (except maybe Goblins) seem to equally appreciate it.

Appearance offers two major benefits. First, while adventuring, you may decrease the cost of raising your character's Confidence by 500 EP for each point of Appearance she possesses. Thus, if moving from Conf 3 to Conf 4, she would normally pay 1000 EPs (or 25 skill points); however, if she has an Appe 2, the cost would only be 4000 - (2 x 500) = 3000 EPs (75 skill points). And this bonus applies *every* time you raise Confidence, except during character generation and unless you're running a Doppleganger (as a Doppleganger's Appearance is totally subjective).

The second benefit of high Appearance is that a good-looking character will receive more respect and courtesy in social settings: for every Appearance level your character has, she will be treated as if one Social Level higher. (Hmm. Well, maybe Appearance does have its benefits after all.)

Advantage:

- Reduce Confidence costs by (Appearance x 500) EPs.
- Character is treated as (SL + Appearance) Social Levels higher.



Genus level

Genus level describes your character's background, parents' station in life, and family trade. To determine genus level, first find the Family Trade table for the appropriate culture. You can either roll on the table, or simply simply choose the genus level corresponding to the "1 advantage or 25 skill points" bonus slot.

Common characteristics

You may choose your character's gender, eye color, hair color, skin/fur color, height, weight, birthdate, and sleep level, all according to the appropriate culture's genetics. You should also check to see if your character is ambidextrous.

Bonus advantages

You may have earned some bonus advantages from your genus roll. When you spend them, make sure your character's advantages are not raised above his cultural maximum. You may also opt to spend starting EPs on more advantage levels, 1000 points per extra level. (Note that this cost changes after generation).

Example: Bob the Trol wants to have a Strength 4 instead of 2, which is an increase of 2; he must pay 2 x 1000 EPs = 2000 EPs.

Disadvantage:

- Increase Confidence costs by the absolute value of (Appearance x 500) EPs.
- Character is treated as (SL + Appearance) Social Levels lower.

Charisma

The ability to communicate true thoughts and feelings is difficult for most humans and close to impossible for Giant and Ogrish races, which makes Charisma (Char) an even more valued talent in public relations and leadership. It opens lines of communication and can establish good rapport, build trust, and inspire faith. Although Appearance has the strongest effect on first impressions, Charisma follows a close second. Those with high Charisma are often perceived as being interested in others almost more than themselves.

Advantage: Prime requisite for some skills.

Disadvantage:

- Certain lack of trust exists between your character and strangers, forcing more Charisma rolls than normal.
- Avoidance costs more to increase—500 EPs per Charisma disadvantage level.

Etiquette

Etiquette (Etiq)—a character's manners—describes how well she understands in her own culture which actions are appropriate and inappropriate. Without the proper amount of Etiquette to deal with a specific social class, she would stick out like a sore thumb.

When dealing with foreign cultures, a character's Social Level is replaced by her Etiquette level—allowing her understanding of common decency to garner her some social standing in an alien environment. (Characters without Etiquette have no effective SL in an alien culture.)

Also, to be accepted by an NPC, a character must have one level of Etiquette for every two Social Levels over 3 the NPC possesses. (Thus, to be accepted by Duke Farlington, who has an SL of 7, Abbey must have an Etiq of at least 2.)

Advantage: Etiquette equals SL when dealing with other races.

Disadvantage: When dealing with other races, the character must make Social saves to avoid causing chaos and anger—one save for every day spent with them, for a week. (After one week, any foreigners actually met by the character will accept him.) If the roll should fail, the aliens will become hostile or arrogant, depending on their natural disposition or pathway.

Style

Style is a manner of acting—a way of impressing others. Whether or not someone is impressed is based on their perception of the character, but some people still always have more style than others. Style is infectious in the world of art and can also make characters the heroes and heroines of legend. Some races are not capable of good style, while other races thrive on it. Like Etiquette, Style affects (and can be affected by) social class.

Advantage: Can be applied to some skills, especially those involving craftsmanship.

Disadvantage: Most people of the character's culture will think of her as either a clown or a menace and will have a hard time following her directions or leadership.

Avoidance

Avoidance (Avoi) is a combination of being able to lay low socially and to answer people's questions in a way that doesn't reveal the truth. Characters can deflect questions from people with lower Confidence than their Avoidance. Your character can also try to appear as one Social Level lower when necessary, but this only works against those whose Awareness is lower than his Avoidance.

Avoidance is a commodity in the black market and in questioning commoners. People who have high Avoidance make the best deceivers and (unfortunately) are best qualified for the highest positions in government and military systems.

Advantage: With varying degrees of Avoidance, a character can remove outstanding personal qualities from what people first notice about her. At Avoidance 1, she can remove all facial qualities (including Appearance). At level 2, she can remove all mannerisms. At level 3, she can go about her business unnoticed. At level 4, people must make Awareness checks to find her. And, at level 5, she can choose to be virtually invisible to those in her field of vision (excellent for Ambush/Surprise attacks).

Disadvantage:

- The character's appearance is very unique and easily remembered by everyone who sees, hears or smells him.
- As a somewhat positive benefit, beastish and Hourani can intimidate others; to keep from being intimidated, the target must make a Confidence check, modified by the character's Avoidance x 5. (This power can be restrained if desired.) Note that, if the character should increase Avoidance to average or higher, he can no longer intimidate others in this manner.

Genus level

If you roll for your character's genus level and get a genus lower than average, your character will still acquire some additional advantages, dependent upon culture (check that culture's Family Trade table). If you roll higher than average, you will receive extra skill points to spend on starting skills, at a 1-to-1 ratio. Genus Level is discarded once you determine your character's Social and Fiscal Levels.

Common characteristics

Gender: Gender normally refers to male or female, although a doppleganger's sex can change continually throughout a campaign. (Note: Don't be afraid to play characters of the opposite gender; it can be a lot of fun.)

Eye color: Eye color choices are listed with each culture. Some races place a heavy value on eye color: some believe certain hues to indicate natural leadership, while others suggest demonic influence.

Hair color: Hair color choices are listed with each culture. Hair color can also have significance but not as much as eye color, as hair color can be easily changed. Races with fur do not have hair color.

Skin/fur color: Possible skin and fur colors are listed with each culture. Skin color is as difficult to change as eye color and can cause problems when dealing with other cultures. Fur can be dyed, but most beastish will refrain from doing so.

Handedness: Handedness describes whether your character is right-handed, left-handed, or ambidextrous. The dominant hand is the only hand that can use advantages like Dexterity and Reflex to their fullest; effective Dexterity drops by 3 when a character uses her non-dominant hand. In addition, any combat actions taken with the untrained hand are at half the normal OCF or DCF (except for skills with paired weapons, two-weapon combat, or shield blocks).

To see if your character is ambidextrous, call out a number from 1 to 100, loud enough so that your GM can hear it, and then roll d100; If your number comes up, congratulations, your character is naturally ambidextrous! In this case, all normal Dexterity and combat penalties for using the untrained hand do not apply. If you miss the roll, chose your character's dominant hand. Any creatures with more than two hands are considered ambidextrous.

Birth date: NeverWorld runs on the same calender as dear old Earth, simply to make play easier. (If GMs want to change this, feel free.) The year of your character's birth can be found by subtracting your character's age from 1000 AD (Age of Discovery). You can determine the day and month in one of three ways:

- Choose them yourself.
- If you have a d12 and a d30, you can easily roll the birth date.
- If you only have d10s, you'll have to be a little more mathematically creative. For the month, roll 6d10 and divide by 5; for the day, roll 3d100 and

Lifting capacity

Lifting capacity describes the absolute maximum weight someone can pick up and move, using maximum effort. This numbers helps you answer weird questions like "Can I push this heavy boulder off me?" or "Can I pull apart these cell bars and get out of prison?" Your character's lifting capacity will change based on his size level and Strength advantage.

Damage bonus

Your character's damage bonus equals lifting capacity divided by 200 (rounded down) and is added to physical strikes with only melee or thrown weapons.

Encumbrance maximum

Calculate encumbrance maximum using Table 3.

Health factor & heal rate

Your character's health factor can be found on your culture template and has a direct effect on heal rate, which describes how many health points your character regains per month based on the following equation:

heal rate = (health factor + Stam + Pers) x sl

Health points maximum

Health points describe how much abuse your character can physically absorb before passing out or dying. HP maximum is determined by your base health points (found on your culture's Age table), adjusted by Stamina (good or bad).

Movement rate

Movement rate is your character's speed factor, determining how far he can move in a specific segment of time. To calculate movement rate, use the movement base found on the appropriate culture's Age table, then add or subtract appropriate Reflex, Agility, and encumbrance modifications.

divide by 10. In both cases, round to the nearest integer, with a minimum of 1.

Height: Height is chosen by you, based on your character's Age category and size level.

Weight: When considering weight, account for greater Strength and Stamina.

Bonus advantages

As mentioned in the sidebar, advantages can be raised during character generation for 25 skill points per extra level. Note that the cost of raising advantages increases greatly after your character enters play, becoming 25 points x the next advantage level.

Example: If Bob wanted to increase Strength from 2 to 4 after he started adventuring, it would cost him 3 x 25 points (for level 3) + 4 x 25 points (for level 4), which equals 75 + 100 = 175 points instead of the original 50. It's best to increase your character's advantages during generation instead of waiting until he begins to adventure. Note that EPs (not skill points) are earned during play; 1 skill point = 40 EPs.

Once all of your character's advantages are written down, apply all bonuses and/or penalties from the various advantage tables.

Sleep level

Sleep level is your character's ability to wake up when you want her to. The base chance that she will wake up on demand is equal to

(5 x Awar) + (5 x Stam) - any unrecovered WPs

Movement rate

To determine the maximum number of yards your character can cover in one minute, multiply movement rate by 100. For example, Neuonians have a movement rate of 5, which means that, without any Reflex or Agility bonuses, they can cover at most 500 yards per minute. And they can move at this fastest rate of speed for only 1 minute + (30 seconds per Stamina level).

Required rest: If your character moves at any given rate of speed for 75-100% of the maximum time allowed to move at that speed, he must rest for an equal amount of time.

Spending WPs: A character can increase his maximum movement time by spending Willpower points (WPs): 20 WPs lets him act as if he were 1 Stamina level higher, as far as movement is concerned. Calculate all necessary rest time as described previously. However, your character must regain all WPs spent on movement as well before he can become physically active again or use magic/channeling powers.

Movement types

Sprinting speed: Movement rate x 100. A human can sprint 500 yards per minute, for a time period of 1 minute + (30 seconds x Stam).

Running speed: Movement rate x 70. A human can run 350 yards per minute, for a time period of 10 minutes + (1 minute x Stam^2).

Jogging speed: Movement rate x 40. A human can jog 200 yards per minute, for a time period of 60 minutes + (10 minutes x Stam^2).

Walking speed: Movement rate x 20. A human can walk 100 yards per minute, for a time period of 6 hours + (1 hour x Stam)^2.

Search speed: Movement rate x 5. A human can search 25 yards per minute, for as long as she can stay awake.

Prowling speed: Movement rate x 2. And if complete silence is required, a character can move only his movement rate in yards per minute.

Combat: In combat, a character can move a number of feet equal to his movement rate for every 30 initiative points (Init) spent—the equivalent of the walking rate. This might seem slow, but as long as someone is engaged in combat, watching for attacks, dodging, ducking, firing on distant targets, etc., his movement will be very limited. If your character should choose to "break combat," (and hence give up his chance to dodge, duck, and shield block), he need only spend 10 Init instead.

Lifting capacity

Use the Strength table to calculate your character's lifting capacity, and (accordingly) damage bonus. Note that a character cannot take any other actions when trying to lift more than her encumbrance maximum.

Damage bonus

Your character will be getting into some scuffles, and size level and Strength obviously make a difference in combat. Also, an attack's success determines how much damage bonus can be added, as a weak hit won't direct as much of the blow's force into the opponent:

Success	Damage modifier
A	None
B	1/4
C	1/2
D+	Full

Encumbrance maximum

Encumbrance describes the most weight your character can carry without affecting normal movement. We rarely walk around fully encumbered, and we *never* engage in any intense physical activity while fully encumbered. (Face it: When's the last time you saw a long-distance runner wearing a full backpack, belt pouches, and miscellaneous camping gear?)

Your character's fighting encumbrance is how much weight she carries into any given combat situation and figures in which items she would simply drop (like ballast) when entering combat. When determining encumbrance difficulty, read the Strength advantage section for more details.

Health

Health factor & heal rate

The health factor is also used to resist disease. Note that the health factor is not easily changed.

Health points maximum

Your character's health points represent her physical endurance and body structure. During play, health points can be reduced by bodily harm, disease, magic, channeling powers, metaphysics, and changes to Stamina. When your character is physically hurt through any means, you must subtract the damage from her maximum health point total. Points can be regained, up to her maximum, with suitable rest and/or medical treatment.

If your character's health points drop past zero, she will remain alive one minute for every Stamina level she has before dying. For more information on healing and health points, see pages 59.

Willpower points maximum

Whenever your character must make a Willpower roll, he can spend Willpower points to increase his level of success. Decide how many points to spend, then add

Willpower points maximum

Willpower points (WPs) describe not only how much mental punishment your character can take, but also how much effort she can exert to succeed in difficult actions or in magic, channelings, or metaphysics. Your character can also use Willpower to roll with physical and magical damage. The Willpower points maximum (WP max) is determined by culture (found on the chosen culture's Age table), is adjusted by Stamina, Perseverance, and Confidence, and can be increased by spending EPs.

Power tolerance

Your character's base power tolerance (PT) is given in her culture book, along with the Age table. Power tolerance reduces the drain on WPs when your character uses magic, channeling powers, or metaphysics: simply subtract the character's power tolerance from all magic, channeling, or metaphysics costs before subtracting the costs from her current WPs.

Example: If our friend Illian the elf has a power tolerance of 60 and casts a spell costing 70 WPs, the total cost to cast the spell would only be 70 - 60 = 10 WPs. (Isn't it great to be an Elf mage?)

Universal skills

Skills are divided into two classifications: universal skills and special career skills. Your character's starting universal skills are determined by checking her culture's "native skills and unknown skills" section. Each skill rating will determine which areas your character has an emphasis in. The rules for using these skill ratings are found in Chapter 3.

Skills can be increased in two ways: by spending EPs (explained later in "Choosing Universal Skills"), modified by Comprehension level, or by spending skill points from your character's Genus table on a 1-to-1 ratio. All skill points must be spent before the character begins play.

When alloting points or spending experience on skills for a beginning character, realize that starting characters should average 20-40% for most skills, with only a few starting over 40%. If you are determined that your character will have a certain career, make sure that you build her skills to fill those requirements. Most professions and even some jobs are designed to be beyond a starting character's capabilities.

that amount to the roll. Note that the WPs are spent whether or not the roll succeeds and should be subtracted from your character's current WP total. If the Willpower roll is a critical success, any points spent on the roll are *immediately* restored. If the roll is a critical failure, your character loses double the WPs originally spent.

Besides Willpower rolls, WPs can be added to any action your character attempts, signifying that she is trying her utmost to succeed. As many points can be added as desired, as long as your character still has WPs left to spend. However, a failed roll that had WPs added to it should be treated as a *critical failure*, and the effects for failing in that skill should be found on its Critical Failure chart in Chapter 3. (Note that, for a critical failure of this type, double WPs are *not* spent—just the amount originally allocated.)

If your character loses all her WPs, the amount of time it takes her to get them back depends on what happened when she lost them:

- If she fell asleep when running out of WPs, the character will remain asleep until she gains back at least 3/4 of her WP max or until she make a successful sleep level roll.
- If she fell unconscious, a ROC roll must be made, using a base of 5 x Stam. If the roll is a D success, the character will receive 1 WP back after six minutes of game time. If the roll is better than a D, the time until the first WP is regained is reduced by one minute per success level over D. If the roll is worse than a D, the time until the character awakens is increased by one minute per failure under D. If the roll is a total miss, your character will be unconscious for fifteen minutes before being allowed to roll again. A critical failure means the character slips into a coma, while a critical success means she wakes *immediately*, with 1 WP.
- If the character enters a coma for any reason, you must check the healing rules in Chapter 2.

Regaining WPs

Willpower is regained by resting or engaging in activities that strengthen your character's mind, attitude, and spirit. The amount regained is shown in Table 9.

Power tolerance

NeverWorld is a planet of magic, but not all creatures are as in tune with the planet as others. Some accept the world as is, others reject it and try to change it on a daily basis, and a few do neither. Evolution has wrought great changes on many races since the Age of Creation, and one of these changes offers an inherent ability to focus a certain amount of the planet's energy without conscious effort. This ability is called *power tolerance*.

Power tolerance is the amount of energy and force your character can manipulate through her body without strain when using magic or metaphysics, or when channeling the power of gods. Any of these things would normally cost WPs to use, but power tolerance allows the character to perform these tasks at a reduced cost rate. If her power tolerance is high enough, a certain character might be able to use low-level powers as often as she desires, because the powers' costs will be reduced to zero. GMs, note that a cost *cannot* be reduced below zero (in case a character insists that she can actually gain WPs and "juice herself up" by having a high PT and casting low-level spells).

Power tolerance can be increased by spending EPs, although it takes an exorbitant amount. To increase PT by 1 point costs 100 EPs multiplied by the next level of PT.

Example: If Illian wants to increase his power tolerance from a 60 to a 61, it will cost him 100 x 61 = 6100 EPs. To increase his PT from a 60 to a 62 would cost 6100 + 6200 EPs = 12300 EPs. And so on. (Ouch.)

A character can also increase power tolerance when gaining Life Levels (see Life Levels on page 31 for more details). Because it is a physical statistic, power tolerance differs between races but not between cultures. Elves have the highest power tolerance (60) and grobbers the lowest (0), while humans are in the middle (30).

Table 9. Actions that restore WPs.

WPs regained	Action
10	Every hour of sleep
25	Portraying your character's main attitude (see page 35), or engaging in "mortal passions"
???	Achieving actions on the Handiwork & Performance table (Table 12A).
WPs gained by other acts should be decided by GM	

What are universal skills?

Throughout the world, there are some skills that are learnable by every culture, although some cultures might not have discovered them yet. These skills are known as *universal skills*. People begin by learning skills native to their culture and then specialize later on in life in skills they truly have an interest in. This stage—the start of a career—is where PCs begin life.

An adventurer's beginning skills will most likely be related to survival, such as combat training, lore knowledge, and basic medical abilities. (It only makes sense.) Some characters walk a different direction, such as magic or science. In any case, a starting character can purchase any known skills, as long as she meets the advantage prerequisites for that skill. For example, a character from a powerful background, with many resources to rely on, can easily start with complete scholastic skills. (Hey, if you had a bodyguard and a whopping bank account, why shouldn't you have spent time learning unique and specialized skills?) In the end, as always, your character's limitations are whatever *you* decide them to be.

To choose skills, recall your initial picture of your character, and ask yourself, "What is he going to be good at?" Once you've decided on a proper balance of skills, start writing them down. Make sure that the skills you pick qualify your character for any specific career down the road you're interested in. Characters are allowed to be self-employed, but societies seem to respect people in organizations more than lone adventurers. Life Levels can even increase without a profession, but the benefits of actual jobs are hard to resist.

Choosing native & universal skills

1. Fill in the initial skill ratings and names of your character's culture's given native skills. The complexity of any cultural skill is listed after the skill's name in the Cultural Skills description and should be copied into the parenthesis after the cultural skills' names on the sheet.
2. You cannot choose skills listed as unknown to your character's culture at this point in the game (although the character can learn them later from NPCs or other PCs who know them). Also, a few skills are genetically based and unteachable to

Skill costs

Now that you have your character's tentative skills listed, you can start spending skill points. Skill points are spent on a 1-1 basis. A well-rounded beginner generally averages 30 points per skill, and a new character cannot have any initial skills higher than 100. Career-oriented characters will have more specific requirements.

Skill raising limit

If raising a skill with EPs earned through adventuring, the skill can only be raised 10% at one time, plus 5% for every Comprehension advantage the character has. Also, your character will need a teacher or a book to instruct him unless he has an emphasis of 6 or greater in that skill's area.

Special/Career skills

A *special skill* is a skill or an advantage increase only offered within the career you are following. For example, each career will offer a list similar to the following:

- +1 to Strength OR Stamina
- +1 to Charisma AND Etiquette
- +20 to Combat/Thrown/Throwing Dagger

If you select the first option, your character can gain only the Strength or the Stamina bonus (not both). If you choose the second option, your character can add 1 to both Charisma and Etiquette. Some options can only be chosen once in a career; each career will state whether or not a bonus can be chosen more than once.

Emphases

An *emphasis* means that the character knows a few skills similar in nature, and implies a general understanding of that type of skill. To receive an emphasis, your character must possess a minimum number of skills, the amount of which is listed next to the emphasis heading (e.g., 3min, 4min, all, etc.). To be counted as part of the emphasis, a skill must rate a 10 or higher. To determine a specific emphasis level, average all skills of 10 or higher in that emphasis and divide the average by 10 (rounding down); this will generally result in a number between 1 and 10, unless all skills are abnormally high. If your character does not possess the minimum number of necessary skills for an emphasis, do not generate a level for that particular emphasis.

those without the right genetic makeup; these are denoted with a "G".

3. Choose ten to twenty skills for your character, based on need or desire. (Skills are ordered by mastery and emphasis, just like on your sheet.) Make sure you take the desired career into account. Feel free to chose magic skills and religious powers if your character meets the requirements listed in Chapter 3. Metaphysics aren't chosen in the same way as magic, channeling, or normal skills; read Chapter 4 for more information.

Limits to raising skills

Higher skills can be purchased during character generation because the purchase reflects a skill your character has learned during his whole life before adventuring, rather than just signifying a sudden increase.

Example: Frey the Hourani, from the House of Groam, decides he wants to start with the Bones skill, under Fortune Telling in the Myth and Lore mastery. (This can be written as Myth & Lore: Fortune Telling: Bones). If he desires an 80% in Bones, Frey would have to spend 80 skill points.

Note that books are not easy to come by in NeverWorld, and are expensive as well, as each one is hand-made. A list of skill-related books can be found on the Equipment and Services table; skills not covered by these titles must be learned from a person. Remember that, once your character has reached an emphasis level of 6 with that skill, he can train himself.

Advantage requirements for skills

Some skills require advantage requirements; for example, Magic Theory requires all students to have a minimum Logic of 5. Check the mastery and advantage descriptions for any other restrictions.

Special skills of careers

Special skills can be bonuses to existing universal skills or advantages, but the name really implies a specific function or ability of the career. A special skill usually starts with a rating higher than just 10, will have a complexity level, and follows the same rules as universal skills for increasing levels. The only difference between special skills and universal skills is how the

skill is learned: the game assumes that the character has learned the special skill from the day he started the career, so he does not have to pay a purchase cost.

Emphases & masteries

All skills are listed under their appropriate mastery/emphasis in Chapter 3. Universal skills usually cover a wider range of ability than their particular names imply.

What exactly is an emphasis?

Emphases are not just descriptive of a character's interests but also extremely useful. For one, a character can attempt to use unknown skills in his emphases by rolling d100 + appropriate emphasis level, with a difficulty of 2 x skill complexity (unless otherwise noted). With magic, this can only be done with Wizardry, Necromancy, and Sorcery.

All skills are grouped together into categories by the main emphasis of their subject: for example, the emphasis Military includes the skills Discipline, Motivation, and Strategy. If your character learns enough similar skills, he can earn an emphasis in that type of skill, and has the ability to use other unknown skills in that emphasis as well. Essentially, emphases determine your character's interests and which areas of a job he can specifically do.

What is a mastery?

Masteries are groups of related emphases; for example, the mastery of Scholastics is composed of the emphases Archaic Science, History, and Research. Career descriptions detail any required masteries and emphases of those masteries.

Characters are not considered "masters" of their masteries until the mastery reaches level 6 or higher. To be a high-level master of an area of knowledge takes a long time, because skills must be first learned in all of the master's emphases.

To determine a particular mastery level, take the average of all emphases within that mastery (rounding down), and write this number next to the mastery heading. Obviously, if you don't have any emphases in a particular mastery, you can't have a mastery in that area.

Money, items, & assets

Beginning personal possessions: All items owned should be listed on your character sheet. Later, when your character's inventory begins to rival that of a small equipment store, you'll just use this space to list things actually carried on her person.

Assets: Everything your character owns that is not a form of currency and has worth is called an *asset*. Assets establish much of your character's Fiscal Level. If your character started with a genus level higher than 5, then she should have some very luxurious assets. Most personal possessions can also be considered assets when calculating Fiscal Level.

Currency: Starting currency will be determined by adjusted genus level in "Fiscal Level" on page 29, and will be in whatever form the initial culture uses for common exchange. For example, if a culture uses a gregorian barter system, then a character will actually trade assets instead of currency.

Equipment & services

Forms of exchange and currency differ greatly between cultures. When your character desires to purchase an item, he must shop around for it in game terms, and his success is determined by the culture chart he is currently *in* (rather than the culture he is *from*). If the desired item is not listed under that culture, then he

Table 10. Neuonian coinage.

Weight (ounces)	FPs	Name
Gold coins		
1/8	50	eights
1/4	100	quarters
1	400	ounces
2.5	1000	grands
5	2000	Imperials
Silver coins		
1/5	1	Mark I's
1	5	Mark II's
4	20	Mark III's

Masteries

If emphases express suitable job areas, masteries help determine which entire careers are available to your character. Masteries also determine Professional Level, which in turn affects a character's Life Level.

Items, assets, & money

For beginning money, a character receives 5000 Fiscal Points (FPs), plus 5000 FPs per genus level rolled on the Family Trade table. Items are possessions kept on your character's person. Assets are a way to describe everything your character owns that will contribute to his Fiscal Level (FL). Be sure to purchase any required equipment for your character's career, if he plans to start with one. Actual money in Neverworld depends on the particular culture's denominational standard.

Current careers

Your character doesn't need to start with a career: she can always volunteer for various tasks around town, being paid for her skills on a task-by-task basis, or she can simply choose to be an "adventurer". (See later).

Careers are made up of Jobs or Professions. While Tasks give your character money, Jobs and Professions give her a Professional Level (PL), as well as money, assets, and special career skills.

To have a Job or Profession, your character must have the required masteries, advantages, equipment, and prerequisites, and she may only choose a career from the culture she was brought up in. Careers followed by the letters "SE" are self-employed careers, while all others demand that someone hires or agrees to train the character. A character can chose any career she has heard of, no matter what culture or subculture it comes, as long as there is an instructor or manager or employer from that culture or subculture to teach her the trade.

will not be able to buy it (at least through normal means).

The price charts will be included in each culture book. Used as a basis, the Gold & Silver (G&S) standard is based on Neuonian coins minted in the Age of Myth and includes a few Imperials left over from the Age of Creation. A single 1 ounce gold coin = 400 FPs, while a single 1 ounce silver coin = 5 FPs. Table 10 shows the range of Neuonian coinage.

Current careers ("Things to pass the time")

There are two delineations of employment for any character in NeverWorld, both with varying degrees of commitment, difficulty, and compensation: Jobs and Professions.

Jobs are a community's mainstay and offer some advancement and/or training. As the first steps to a higher-level world, Jobs take time and perseverance to perform correctly. Jobs possess many levels and can give your character lots of money, good assets, big social connections, and (most importantly) a professional source of knowledge. In NeverWorld, knowledge is power, and a great many special skills and abilities can only be learned from higher-level careers. Jobs do require that your character possess at least one mastery.

Professions are the ultimate careers and take time to attain. They demand lifelong dedication and enormous responsibility but also offer great pay and/or power. Professions are only held by strong leaders who still know how and when to be followers. While Jobs allow a character to adventure on her own time, a Profession *is* her main adventure, demanding serious study and work and involving every asset, ally, and acquaintance you have. Professionals are true masters of their skills and are talented at more than just one thing. Your character will need at least two masteries to be hired for a profession.

Exact income for all careers is based on social demand and a character's various levels, not to mention successful performance.

Which careers are available?

When first entering the professional world, decide what career path your character will follow: school, church, government, armed forces, business, etc. Choices for education are infinite. Some organizations like churches will not demand payment, others like colleges will demand stiff fees, and some groups such as armies or businesses will pay your character as he learns. To discover the specifics, read the proper culture background.

One main concern during play is staying alive, and this usually demands food, shelter, and (with most cultures) clothing. If your character cannot provide

these things for himself, you've suddenly discovered a good reason for having a career. Another reason to pick a career is for the challenge. Talk things over with your GM, to help you decide where to start.

As far as NeverWorld job statistics go, less than 5% are successful leaders and prominent community figures, less than 1% are adventurers who work within the framework of their career, and less than .01% actually remain outside of the entire career structure and still someday attain legend status. In other words, out of one million people, only one hundred become historic legends, so your character has her work cut out for her!

A character may start with a career from a different culture, if

- the GM has decided to set the adventure in a time when cultures intermingle or have already learned to coexist.
- the character is cross-cultural (see "Cross-cultural character generation" on page 6).
- the character's culture normally intermingles with another (such as Hourani and Neuonian). This could also apply to subcultural careers, such as those of the Felihn.

Job/Profession explanations

Each Job and Profession description will detail the following information:

Masteries: The minimum level your character must have in the mastery. Specific emphases or skills required will also be mentioned.

Pathway: The path your character must follow to have the job. Sometimes certain careers demand a specific outlook on life.

Advantages: The minimum rank your character must have in the specific advantage. Jobs do not usually have advantage requirements, but Professions often do. Your character can still choose a certain career even if he does not meet the advantage requirements, but he will not be able to advance beyond Professional Level 5.

Income: The amount of money made on a weekly, monthly, or yearly basis in that Job or Profession. If your character runs out of money before he gets paid, it's up to him to find other source of income.

Required equipment: The items required to fulfill a Job's skills or demands, and which must be owned *prior* to the character being hired. Note that all *equipment* belongs to the character, whereas *career assets* belong to the employer.

Career assets: Tools, people, animals, and other items that aid your character to successfully fulfill his career and can be used according to pathway. Remember, overusing assets can deplete them, and liquid assets should be spent only when your character has no other options. The reason? Well, if your character should leave his career, all career assets must be returned to the employer, and any liquidated assets must be sufficiently accounted for. (Otherwise, a character could easily find himself in hot water.)

Prerequisites: The specific Jobs or Professions your character must have previously held to be considered for this position.

Special skills: The bonuses to related skills or a list of special career skills that can only be learned with this Job or Profession. (Note: Other cultures might have similar or duplicate career skills). One special skill can be chosen for the character at the appropriate PL (usually every other PL gained in the career, although the Job/Profession's description will tell you the specific rate). Remember that each skill or bonus can only be taken *once* while the character is in that career, unless otherwise stated.

Example: The adventurer career

Should a character not be able or does not desire to follow any of the available careers, she can still become an *adventurer*—a career specifically suited to launching characters into preferred Jobs/Professions for which they are not yet qualified. Essentially, adventurers have not yet found their niche in society and so essentially create their own.

Adventurer (se)

Masteries: Cultural 4
Pathway: Any
Advantages: None required
Income: Per task fulfilled, or extra income
Required equipment: Travel and survival gear, tools for skills, medicinal supplies, and spending money (if applicable to culture). Armor, weapons, and mounts are helpful but not necessary.
Career assets: None
Prerequisite: A taste for adventure, a thirst for danger, and the following minimum skills:

- 20 in a weapon of choice
- 20 in native HTH
- 10 in Dark Arts: Subterfuge: Prowling and Traps

Available careers

It's quite possible that a character will not at first meet all requirements necessary for the desired career. In this case, the character must be worked "up through the ranks" and adventure until he does meet the requirements. This long-term creation process involves the player more with the character and allows the character's skills to be built in the direction and degree desired. Read "Job/Profession explanations" in this section.

Professional Level (PL)

The Professional Level is the average of all a character's mastery levels required for her current career, and it contributes directly to Life Level. Increases in a character's PL makes her eligible to receive special skills or advantage bonuses. PL can be limited by the advantages of Logic, Perseverance, and Confidence. Your character's Professional Level is usually the first of the three level types to rise and will continue rising as long as she stays within the same career area.

- 20 in Domestic: Farm: Dowsing
- 40 in Domestic: Home: Hunting and Repair
- 40 in Scholastics: Archaic Science: Bandaging & Bones
- 10 in Travel: Animalship: Riding

Special skills: Choose 1 at PL 4 and every PL after:

- +1 to any advantage
- +20 to any skill of choice with a current rating of less 81%.
- Gain 1 ally, follower, or pawn to adventure with. If this person has a Career, his max PL is 7. The person will gain 1 EP for every 10 EPs gained by the character.
- *Rumor Point:* Multiply the results of *one* action on the Performance and Handiwork table by 2000, which can possibly raise a Social Level to 5 or increase SPs significantly. The rumor point can be saved and used when appropriate.

Adventurers find ways to survive, developing that trait into a career better than the old, stagnant, and depressing jobs they originally turned down—even if they have to overcome resistance from their associates at first.

A character can use the career of adventurer to work his way to another. All special skills listed next should be chosen to fulfill the requirements of the desired career and can be chosen repeatedly unless your GM sets restrictions. Also, the adventurer career can be returned to at any time, in case your character needs to improve an advantage or skill, or gain an ally or fame.

Multiple careers

Characters cannot have multiple careers but *can* be multiskilled. As a character is created or grows, he may go through many different careers. And the skills gained from these careers will always be with him, except for certain special skills specifically designated as *career-dependent* in their descriptions. (Amazingly enough, very few skills are career-dependent.)

Retro-generation

If your character is only a hair shy of starting out at the desired career during generation, you can ask your GM to let you employ *retro-generation* to create your character. What this allows you to do is put your character through a career previous to the generation process, in order that the previous career's special skills can be used to make your character qualify for the career you'd like to start with. (In other words, you're fabricating a work history for your character.)

Note to GMs: A player requesting retro-generation *must* develop an intricate and acceptable history for his character before you allow it. And make sure that the character can at least meet all the requirements of the previous career, if not the desired one.

To retro-generate, determine what your character's maximum Professional Level was, and how many special skills he received. Choose and apply the special skills to your character in a way that makes him meet the requirements of the desired career. Note that you must add years to your character's age when you retro-generate, as you're suggesting he has been in the job field for awhile. No Job may be started at younger than young adult and no Profession can be started younger than adult during retro-generation. And for every PL in every retro-generated career, three years must be added to your character's age. Note that this does offer elves, dwarves, and metamorphouns a slight advantage because of their long lifespans, although NeverWorld usually balances out such benefits over time.

The three facets: Professional, Social, & Fiscal Level

Professional Level (PL)

In game terms, Professional Level measures how much your character knows about and fulfills her current Job or Profession. Note that any work outside her career is considered a mere task and can earn income and experience but cannot increase Professional Level. (These menial tasks never challenge a character's skills greatly enough to teach anything significantly new.)

Example: Greyleaf is a professional bowman. Masteries required for a bowman are Combat: Fired Weapons (3) and Dark Arts: Subterfuge (2). Greyleaf masteries are Combat (4) and Dark Arts (3). The total of these required masteries is 7, and the average is 7/2 = 3, so Greyleaf's PL is 3.

Note that burying a character in her profession could negatively influence her Social Level and stagnate her Fiscal Level, which slows down any advancement of her Life Level. Accordingly, when your character's PL reaches 10 or higher, you should consider moving her on to the next highest challenge in her mastery areas. (For example, if you are currently playing an elven Driseti spiritslayer, work towards becoming a demon-slayer.)

If your character decides to switch careers, then her PL must be recalculated according to the new mastery requirements. In other words, if your character switches to a Job or Profession that does not include an old mastery, her PL will probably take a significant plunge.

Hint: Always consider the effect of any career choices on your character's Life Level.

A character's PL can be determined by following these specific steps:

1. Find the masteries required for her career. If she doesn't have a career and has chosen not to be an adventurer, skip this section and move on to Fiscal Level.
2. Determine emphasis levels in those masteries by doing the following:
   - Make sure she has the minimum number of skills needed to meet the emphasis requirement; if not, then do not generate an emphasis level for that emphasis.
   - Add up the skill points in that emphasis.
   - Divide by 10.



   - Divide by the total number of skills she knows in that emphasis.
   - Enter the number next to the emphasis heading.
3. To find a mastery level, find the average of all the emphasis levels in that mastery (add and divide by the number of emphases). Do this for all masteries required for her career, and write the number next to the mastery's heading.
4. Now average all the mastery levels required for her career. This number is your character's Professional Level.

Note: Make sure your character has the required Logic, Perseverance, and Confidence for her masteries and PL.

After you calculate PL, check the Job or Profession listing to see how many special skills your character may choose at this time. Add these to the character sheet and adjust skills, advantages, emphases, and masteries appropriately.

Social Level (SL)

There's more to a person's life than just his career. A careful thinker soon realizes that the good life at least

Social Level (SL)

Social Level describes how a character ranks socially within his culture, defining fame, reknown, ally base, followers, and enemies. Social Level contributes directly to Life Level.

Beginning SL is determined from a character's family's background (i.e., genus level), starting career, and the social groups he belongs to. It is also defined by how many people know the character and how he treats them. As your character adventures, his SL rises and falls based by his actions and the rumors that circulate about them. Givers crave positive SL, while Takers delight in negative SL. (Check pathway descriptions for more information.)

entails having an enjoyable career, earning (and spending!) proper compensation, and sharing time with the people he treasures. This last aspect describes the concept of Social Level: high Social Levels breed relationships of trust and mutual respect, while negative Social Levels spawn isolation and relationships built on coercion and fear. These two extremes are expressed in the pathways of Givers and Takers.

Givers put their time, effort, and confidence in others without expecting things in return. They promote the positive qualities of themselves and others, and this causes them to grow in Social Levels. The Giver pathway is slow and often quite difficult, as sometimes it's extremely hard to give what little you have to anyone who might need it more. However, the pathway of Giver ensures fairly stable Life Levels and opens up new possibilities for a character at every step, rather than forcing him to feel constantly threatened by the entire world. High SLs will cement relationships between a character and his friends, allies, family members, and followers, and will enable him to sleep easily at night. The great effort put forth at the beginning of this pathway will pay off eventually—albeit far down the road.

Takers refuse to give of themselves, instead feeling like they must control everyone else in order to stay ahead. They dominate weaker individuals and become as selfish as possible, all in order to build an impenetrable wall around their personalities. They use people's weaknesses to place themselves in powerful social positions and then use their power for even more selfish ends. Negative SLs give Takers shady contacts, controllable pawns, forced respect from others, and the power to dominate lesser-willed beings, but at the cost of feeling secure: life eventually becomes a series of power struggles that the Taker feels he cannot lose, due to fear of reprisal for his past offenses. The more negative a Taker's SL becomes, the less likely it is that he can abandon his lifestyle, and the more chance there is for him to be hunted by those who have been hurt by him or by those who view him as a great evil in the world. Because his negative SL is figured into Life Level, a Taker must build up abnormally high amounts of professional skill (PL) and financial resources (FL) in order maintain it.

No matter what pathway a character follows, the fastest way to gain rank in either direction of Social Level is to work towards becoming a True Giver or a Complete Taker. You will need to know your character's pathway in order to determine how many relationships he will start the game with.

Table 11. Social points and levels.

Social Level	Social Points
10	10,000,000 and higher
9	2,500,000 to 9,999,999
8	500,000 to 2,499,999
7	125,000 to 499,999
6	25,000 to 124,999
5	5000 to 24,999
4	1000to 4999
3	300 to 999
2	50 to 299
1	10 to 49
0	0 to 9
-1	-49 to -1
-2	-299 to -50
-3	-999 to -300
-4	-4999 to -1000
-5	-24,999 to -5000
-6	-124,999 to -25,000
-7	-499,999 to -125,000
-8	-2,499,999 to -500,000
-9	-9,999,999 to -2,500,000
-10	-10,000,000 and lower

Calculating Social Level

1. Determine the adjusted genus level. You should already know your character's family's genus level. Now find the base genus level of your character's current career on the Family Trade table, and add it to his family's genus level. Then add 1 point for every mastery required for his profession, and finally divide by 3 (rounding down) to get his adjusted genus level.
2. On Table 11, find the minimum number of Social Points received for the adjusted genus level. Write this number down on the character sheet under "Social Points".
3. Choose how many immediate family members your character has. Determine his number of friends, allies, and contacts by rolling d10 x adjusted genus level (Givers can multiply this number by 3). Add the final value to Social Points.
4. Multiply the number of people your character leads (followers, not pawns) by 5 and add this to Social Points as well. (Note: This number is usually zero for a beginning character, unless your GM has specific details in mind.)
5. Determine how many pawns the character has and multiply by -2. Add this negative number to Social Points.
6. Determine the effects of the character's chosen religion (if he has one):
   - If he worships his culture's popular gods, his base is 5; unpopular, 1; and hated, -5.
   - If he is a leader (e.g., priest), multiply this base by 25; if he is a champion, multiply by 5. Followers do not get a multiplier.

   Add this value to current Social Points.
7. Now use the new SP total to redetermine Social Level, referencing Table 11 again. Your character's degree of pathway must be chosen within the limits of his SL and LL. (See the pathway descriptions for more details.)

Gaining & losing SPs

For every significant deed done, your character can gain or lose SPs based on the Performance & Handiwork table in your culture book. Examples of some significant deeds—worthy of gaining or losing SPs—are as follows:

- Shooting an arrow through a hole in the wall and piercing the eyeslit of the dwarven Lord General's warhelm
- Assassinating the only person who had the crucial evidence that would put all mages in prison
- Inventing the first flying machine and using it to discover lands beyond the mountain ranges
- Inspiring a Neuonian Duke to build a church for the dwarven religion
- Stealing the runesword Oryk from the Wolfihn sentinel's toughest ice vault
- Boasting to an entire city of your character's recently successful adventure through the Black Forest
- Hiring a Troupe Leader to write a play about your character, which becomes the most popular play of the year
- Becoming a political leader of an alien culture and opening up trade routes back to your character's culture.

Note that SPs are not based on the *truth* of the character's actions but on the story currently circulating. Based on the malleable nature of rumors, the GM can allow an action to mutate into something you might not have anticipated. A character can always try to counteract these effects by explaining the truth (through stories, books, plays, musicals, bards, etc.), but this method is only effective if the truth can be spread as far as the rumor.

Table 12A offers an objective view of various actions and their worth in SPs. The given SP value is the base value, to be multiplied by the number of people who saw your character or by the range of the action's effects (as per Table 12B). The WP columns, separated by pathway, determine how many points the character can gain back, depending on the action. "Restore" means that all WPs are restored when the character completes the action. "Save vs. drain" requires a character to make a Life Level save [d100 + (5 x LL)] to avoid losing all WPs immediately; if the save is made, only half of the remaining WPs are lost.

Decide with the GM's help what the maximum range of the action is and find the appropriate value on Table 12B. Multiplied this times the base points from Table 12A and appropriately add or subtract the value from current SPs. If SPs change drastically, remember that the character's Social Level can only be adjusted at the end of the current session.

Fiscal Level (FL)

Fiscal Level is based on your character's worth in assets, where *assets* define the total value of owned property, businesses, and items with resale value.

Table 12. (A) General Peformance and Handiwork actions.

Type of achievement	Base points	WPs regained	
		Giver	*Taker*
Destroying a demon, devil, or evil immortal	10	Restore	100
Becoming an accepted leader of an alien culture	10	n/a	n/a
Establishing peace between two cultures	10	n/a	n/a
Finding and sharing a lost artifcat or legendary item	10	Restore	100
Performing a selfless heroic action	5-10	Restore	n/a
Discovering a mythical land	9	Restore	Restore
Being welcomed (as an alien) into a new culture	9	50	100
Conquering legendary evil	9	Restore	Restore
Sacrificing oneself to save a group of people	8	75	n/a
Establishing trade between two cultures	8	n/a	n/a
Saving a life and not being rewarded	7	Restore	n/a
Defending the helpless	6	25	-25
Leading a successful revolt	6	50	n/a
Applying medical treatment or preventing bloodloss	5	25	n/a
Finishing an adventure	5	Restore	Restore
Performing a heroic action for a reward	1-5	25	100 - Restore
Finishing a mission	4	100	100
Fulfilling an obligation (each time)	3	50	n/a
Avoiding the temptation to brag, even if it's all true	3	25	-25
Rolling an H success on the ROC	3	25	25
Rolling a G success on the ROC	2	10	10
Winning a public game or contest (not combat)	2	25	50
Fufilling a promise	2	25	n/a
Returning a favor	1	10	n/a
Gaining a new follower	1	50	n/a
Dominating a pawn	-1	-100	100
Falling a social roll or making a faux pas	-1	-25	n/a
Insulting a person of higher Social Level	-1	n/a	25
Lying outright for personal benefit	-1	n/a	25
Teasing or mocking children or other helpless persons	-1	n/a	10

Performance and Handiwork Table (con't)

Type of achievement	Base points	WPs regained	
		Giver	*Taker*
Using unnecessary force to get one's way	-2	n/a	10
Fighting dishonorably	-2	n/a	5 per blow
Successfully promoting a false image of power	-3	n/a	50
Cheating in a public game or contest (not combat)	-3	n/a	25
Leadng an unsuccessful revolt	-4	-50	n/a
Demanding a reward for rescuing someone	-4	n/a	100
Choosing to save oneself instead of another	-5	-100	Restore
Murdering or killing the enemy	-5	Save vs drain	Restore
Creating a profitable war between two cultures	-6	n/a	n/a
Selfishly plundering a mythical land	-7	n/a	Restore
Making a pact with any legendary evil	-7	n/a	Restore
Promoting or protecting anything of pure evil	-7	-30/day	Restore
Stealing an artifact	-8	n/a	Restore
Performing multiple murders	-8	Save vs drain	Restore
Conquering a new culture	-9	n/a	Restore
Being the first of one's kind to attack a new culture	-10	n/a	n/a
Committing genocide	-10	Save vs drain	Restore

Although FL can fluctuate greatly and seem rather volatile to a big spender, a wise person can keep his FL rising and still enjoy his riches.

Determining Fiscal Level

To determine a character's Fiscal Level, first spend starting money on items for him—equipment required for a career, then extraneous items. With your GM's permission, the character can also purchase stylized weapons and armor—putting more of his money into tangible assets. After purchasing, determine his assets in light of the following things:

- Assets are anything with value a character owns, except money from any bartering system.
- Non-precious items can be included as assets, although adding up the minor worth of a knapsack full of mundane items can quickly become tedious.

Add up the character's total assets in FPs and reference this number on Table 13 to find the character's FL. Any starting money still in FP form should now be converted to the proper monetary system of the character's culture.

Final note: Although characters will not start with magic items, they might acquire one or more in the future. The FP value of magic items can be found in Chapter 6 under each item's description.

The total person: Life Level (LL)

Life Level measures a character's overall success in life. A Taker's philosophy consists of controlling others, to keep himself from being controlled, while a Giver's philosophy suggests that success in life comes from remaining positive no matter the situation and giving oneself to others. As mentioned, because they have a negative SL, Takers will have to gain extremely high PLs and FLs to offset their selfish deeds.

Fiscal Level (FL)

Fiscal Level reflects how much your character owns in the world and contributes directly to his Life Level. FL changes very quickly at first, because your character will constantly gain and lose items during his adventures. Strangely enough, Fiscal Level is not based on how much actual money your character has. To determine FL, add up the value of all your character's assets and then reference on the Fiscal Level table.

Life Level (LL)

Life Level (LL) describes a character's achievement level and is the average of his Professional Level, Social Level, and Fiscal Level:

$$LL = (PL + SL + FL) / 3$$

If a character's culture does not trade for profit (e.g., Driseti) or believe in wealth, then just average the Professional Level and Social Level:

$$LL = (PL + SL) / 2$$

For every Life Level a character gains past his initial Life Level, he may increase one of his advantages by 1 or add 5 points to his power tolerance. (No advantages or PT bonuses are gained for LLs your character begins with--just extra LLs acquired during play). Also, if a character has the higher Life Level in a Willpower contest, he can add 5 x (his LL - opponent's LL) to his roll. Finally, Givers gain LLs more easily than Takers, and they receive what are called "second chances" with each LL gained. (See more detailed information under "Pathway").

The bonuses to advantages or PT upon an increase in Life Level reflects some greater revelation the character has made when attaining the higher overall level in life. If he should happen to temporarily lose one or more gained Life Levels, he cannot take extra bonuses when regaining the lost levels; he can only receive one bonus per new LL ever gained.

As mentioned, some professions and cultures do not use Fiscal Levels (for example, a priest, who isn't allowed monetary items or possessions). For those professions and cultures, Fiscal Level is considered unimportant when calculating Life Level because those people have been freed from the desire to gain material goods, leaving them more energy to fulfill any intangible goals.

Because of their unselfish natures, Givers receive bonus "second chances" with each LL gained. The

Table 12B. Rumor multipliers for SPs.

Muliplier	Number/Type of people
0	No one
1	One person
10	Family, close friends
50	Village, small organization
250	Town, city section, medium organization
1000	Large town, small city, large organization
5000	City, multiple towns
10,000	Duchy, Barony, multiple cities
50,000	State
100,000	Country
250,000	Half the empire
400,000	The whole empire
600,000	All surrounding continents
1,000,000	The entire world

Table 13. Calculating Fiscal Level.

Fiscal level	Worth of assets, in FPs
0	0 to 999
1	1000 to 2999
2	3000 to 5999
3	6000 to 10,999
4	11,000 to 29,999
5	30,000 to 99,999
6	100,000 to 299,999
7	300,000 to 649,999
8	650,000 to 1,199,999
9	1,200,000 to 4,999,999
10	5,000,000 +

Assertive Giver receives one second chance per LL gained, the Confident Giver receives two, and the True Giver receives four.

Pathway

Your character can be on one of only two paths at a given time: the path of Giver or the path of Taker. Each pathway (Giver or Taker) has its various degrees, and the longer a character practices a pathway, the more deeply she becomes devoted to it.

Note: Despite what's suggested by some gaming systems, true neutrality is a practical impossibility. Any person who neither gives nor takes doesn't participate in life at all but just sits on the fence and watches it roll on by. Worse yet, being unwilling to act means that you force others to support you in your inaction, just to keep you alive, clothed, and fed. And this act in itself is not the act of a neutral party: it is actually the act of a Taker(!). So, in NeverWorld, the closest a character can get to being truly neutral is by being a Neutral Taker.

Pathways have been romantically described by through the ages: Givers have been known as good, honest, fair, scrupulous, even lawful, while Takers have been known as chaotic, diabolic, mischievous, dark, or even evil. It's up to you to choose how your character's pathway is described, but the specific NeverWorld name for your pathway should be noted on your character sheet.

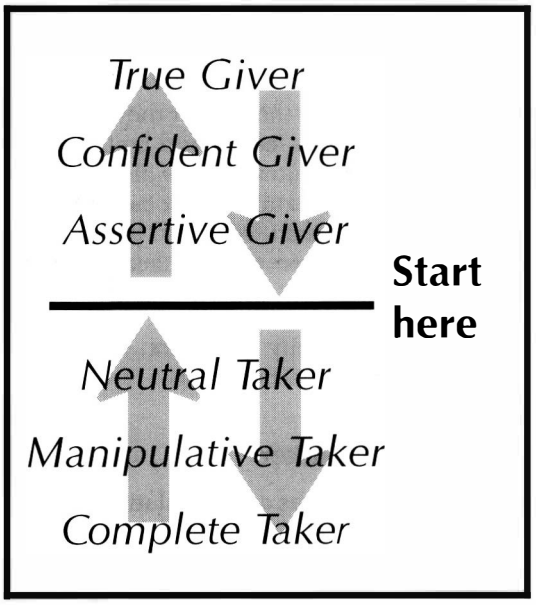
Second chances

All players start with one "second chance" to save their characters. Only Givers have the ability to earn more over time, as second chances represent a reward for giving. Spending a second chance allows your character to reroll one roll or redo one particular act—in other words, have a second shot at the situation. Any situation reworked must benefit others, not hurt them. As Givers advance, they will earn more second chances.

If your character loses an LL or pathway and then regains it, she does not receive any additional second chances.

The pathway of Takers

The three degrees of Taking are the Neutral Taker, the Manipulative Taker, and the Complete Taker. If you decide to start your character as a Taker, she will begin



as a Neutral Taker. To reach the lower Pathways, she must prove her intent with consistently evil or chaotic actions, and she must also meet a certain Social Level requirement.

Takers can *dominate* people with higher Social Levels than theirs, controlling them in order to get what they want. Check the particular description of each type of Taker to see exactly who is susceptible to the power of domination. People can be dominated if they fail a mental save, with a difficulty of the Taker's SL x 5.

While being dominated, the victim cannot resist the Taker's demands unless told to do something diametrically opposed to his very nature. Domination lasts until the Taker's commands are carried out, or until the victim is out of the Taker's immediate presence and succeeds in a Willpower check.

During domination, the victim is fully aware of what is happening and why. Understandably, after the domination is over, the target may feel hopeless, agitated, used, or even furious. In any case, he will definitely respond with some action—revenge, hysterics, or total submission. People dominated by a specific Taker over a long period of time (for ease of play, more than three times) will either go insane or become completely submissive to the Taker and should be considered pawns (described on page 39).

The Neutral Taker

The Neutral Taker just looks out for herself and will only actively hurt others when necessary. She will also refuse to take responsibility for her actions. Many

Neutral Takers believe that they chose this path only to survive in life and intend to become actively good later on, when they feel less threatened overall.

Neutral Takers only give things that they can afford to give; in most cases, they feel robbed by life and want others to help *them*. Neutral Takers also believe they have the right to take certain gruesome actions if the situation demands it, and if criticized they will rationalize that their actions were really someone else's fault.

Social Level: Any

Domination: Only family members, children, and other Neutral Takers of a higher SL.

The Manipulative Taker

When a character becomes a Manipulative Taker, other PCs and NPCs will start to recognize her selfish pathway. A Taker can become Manipulative when her Social Level drops to -2. Unlike Neutral Takers, Manipulative Takers have begun to develop a taste for hurting others. They also cannot perform a truly unselfish act; there must always be something there that benefits them as well. Manipulative Takers enjoy the rush that comes from riding the thin line between chaos and law, and will actually take responsibility for any actions of which they are proud.

Social Level: -2 or lower

Domination: Average townspeople, the depressed and irrational, Neutral Takers, Assertive Givers, those with Confidence of -1 or lower. Can be used to escape first offenses of the law within their own culture. *Does not* work on Confident Givers, Total Givers, or Complete Takers.

Enemies: Will have acquired at least two specific enemies and possibly a mission or two against him.

The Complete Taker

Complete Takers are the absolutely worst beings, continually bullying and dominating everyone around them to gain what they want. They enjoy their lifestyle and believe that Taking is the only way to survive. A Taker can become a Complete Taker any time after dropping to Social Level -4, just by using her domination advantage. Complete Takers consider themselves always right and never back down from a scuffle; everything must always be done their way. They will often physically hurt those around them, and they are proud of their selfish actions and will actually gloat over their power if they know they cannot be stopped.

Complete Takers deny any positive aspect to their past because they believe it will weaken their image. Accordingly, they do not tolerate weakness in others and will punish "weak" followers with whatever capital punishment is local to the culture.

Complete Takers often go mad while trying to stay one step ahead of the world. They finally accept that the only way to win at being a Taker is to never be caught, even if that means that one must die on one's own terms. If a character wishes to change her pathway after becoming a Complete Taker, Holy Intervention is necessary, and the character must move to a different country or continent to escape her awful reputation.

Complete Takers can automatically dominate (called *auto-domination*) a victim if her absolute SL is higher than the victim's Life Level.

Example: A Complete Taker, Maxine has a -6 SL, while the city guard all have LLs of 2. Because the absolute value of -6 is 6, which is greater than 2, Maxine can auto-dominate the entire city guard to do her bidding.

Social Level: -4 or lower

Domination: Townsfolk, city guard, young leaders, those with average Confidence, any beastish or grobber races with a combined Confidence and Logic less than 4, Assertive Givers, those with Logic or Awareness disadvantages, and Neutral and Manipulative Takers. Cannot mentally dominate children or the mentally disadvantaged, although physical or magical domination is just as effective.

Enemies: At least five missions against her by this point. Also, the entire world to some degree opposes her, because Takers consider all people enemies to be destroyed and then mistreat everyone badly enough to earn their enmity.

The pathway of Givers

The three degrees of Giving are Assertive Giver, Confident Giver, and True Giver. In essence, Givers have determined that, someday, everyone will get whatever they truly deserve, and in the meantime they must give to others without ever expecting anything in return. Givers believe in chivalry and have the courage to do the right thing, no matter how much pain or grief it could cost them in the end.

The Assertive Giver

The Assertive Giver has asserted a small grip over his desire to take rom others. She must struggle to have faith in people she doesn't know, and giving away her

last penny to someone who asks for it is still a difficulty for her.

This struggle defines the pathway of Giver. Unlike Takers, who can build their skills of domination little by little over the years, Assertive Givers must begin by following *all* the rules of Givers from the start and using their mistakes to lead them further down the path of Giver rather than becoming discouraged.

In many ways, it's difficult to tell Assertive Givers and Neutral Takers apart, especially at Social Levels -1 through +2, for both often take as much as they give. The difference lies in their ways of thinking. Unlike Takers, Assertive Givers generally like people and work to break stereotypes. They look for the positive things in life and appreciate life itself. Assertive Givers still tend to look poorly upon Takers (not wanting to forgive them) and fear Complete Takers because of their ability to dominate, but are still willing to admit their myriad mistakes and change their behavior for the better.

Social Level: SL -3 or higher

Life Level: No requirement

Second chances: Begin with one second chance.

The Confident Giver

Givers can become Confident Givers at LL 3. An aura of trust surrounds these characters and people will begin to note their actions, considering them a source of inspiration and willing to help them achieve their goals. Confident Givers believe life is simply a series of challenges and tests at which they have the potential to succeed.

The Confident Giver's schedule overflows with obligations to help others, and she must discern where her skills are most needed. After reaching SL 5, Confident Givers must start serving the public to increase their SL—either in the form of a leadership position or just large contributions of time and money. As most adventurers must stay free and not tie themselves down to a position of responsibility, the Confident Giver's service usually consists of protecting the innocent, ensuring justice, educating the unschooled, and supporting the needy.

When helping others, Confident Givers will earn allies if the situation is perilous and an obligation from them if the situation is life-threatening. Confident Givers must donate 5% or more of their earnings to the cause of their choice. They also must forgive Neutral and Manipulative Takers for their actions but are still allowed to bring them to justice.

Social Level: 1 or higher

Life Level: 3 or higher

Second chances: Gain one when becoming a Confident Giver.

Enemies: One Manipulative Taker enemy.

Confidence bonus: One level of Confidence (up to the racial limit) is gained at Life Levels 6, 7, and 8.

The True Giver

True Givers rarely do intentional wrong and are first to admit when they do. They understand that life is short and that the happenings of the moment mean nothing when compared to an entire life. They are able to forgive everyone except perhaps the worst Complete Takers. They inspire complete trust in all other Givers who meet them and gain allies every time they sacrifice themselves for someone. They can instill fear in Manipulative Takers and put Neutral Takers on the path of the Giver.

True Givers are the people of whom legends are created, and their home is the hall of heroes. Clues to the greatest of adventures simply fall into their lap, and they do not fear failing because they know that they and others will benefit from their actions. Only True Givers can cast healing magic, and some believe that True Givers also have the power to make wishes come true.

Your character can become a True Giver at LL 6, and after that point you must decide what actions your character must follow in order to stay a True Giver. The only stipulation is that your character must give at least 10% of her earnings to the cause of her choice.

As long as a character remains a True Giver, she cannot lose Life Levels unless her SL drops below 3 or immortals intervene. In other words, no matter how far your character's PL or FL drops, her LL will remain the same.

Social Level: SL 3 or higher

Life Level: LL 6 or higher

Enemies: At least two Complete Taker enemies, with at least a few missions against her.

Second chances: Two extra chances

Attitude & psychology

Your character's perception will always differ from others because he is a unique individual and wants more than the average hum-drum events of daily life. Prevalent attitude describes what spurs your character

Attitude

Attitude describes a character's prevelant outlook on life. Any time you roleplay your character's base attitude, your character gains back 25 WPs (up to WP max).

Psychology

The psychology section should contain any secret motives and notes about the character not apparent at first glance but fairly obvious to close acquaintances.

Religion or philosophy

A religion provides special bonuses to followers, champions and leaders of that religion. For definitions and explanations, look over "The master of Religion" in Chapter 3.

Combat charts

Before figuring out a character's combat bonuses, you should already have all advantages filled in and bonuses applied, and you should also have determined final ratings (and complexities) of all combat skills. (If you haven't yet filled in this information on your mastery skill list, do so now.) Finally, you must determine fighting encumbrance and decide if the encumbrance will give the character any difficulties.

First impression

When someone asks you what your character looks like or how he appears, you will read your character's "first impression" description. Only a character with the Avoidance advantage (especially a high one) can significantly reduce her first impression.

Character goals

Your character will always have various missions and adventures to perform, while obligations are generally steady and with the same people. Fulfilling any of these actions will bring your character SPs, which raises Social Level, and thus Life Level.

Character name

A list of common names is listed in each culture book. Of course, you're always free to make up your own (and some names have the most interesting stories behind them!)

on to take new challenges. Is he confused, upset, or angry? Determined? Entertained, or happy? Attitude can be just an emotion or even a state of being, but in any case will either take a positive or negative view of life.

Psychology is a little more specific than attitude and describes the character's mental condition, as well as her deep dark secrets. Is she fairly stable? Does she have any phobias or disorders? Addictions? Take your entire character into account before deciding on his exact psychology.

Religion/Philosophy

Keep in mind a religion/philosophy for your character—some sort of worldview that helps him make moral decisions. A character can deny any religious or philosophical practice in her culture, although doing so could seriously affect her social status in that community.

First impression

Keep in mind your character's appearance and prevalent attitude, so you know how to describe her to people seeing her for the first time.

Character sheet combat charts

Turn to the last page of your character sheet. You will be filling in only the areas for which your character has skills.

1. **Initiative base:** (5 x Refl) + (5 x Awar) - Encumbrance difficulty
2. **Soak per hit:** sl + Stam
3. **Heal rate:** This was calculated in character generation, step #10.
4. **OCF/DCF table:** Insert the names of all weapons the character has skills with under "weapon name". The Hand To Hand (HTH) skill goes on the bottom. Fill in weapon type and weight. Under WC, enter the weapon's complexity (found on the Weapons chart for the character's culture). You can also choose how much of the character's total skill goes towards attack and towards defense:

allocate the total points accordingly into OCF and DCF. (If unsure, simply split the skill in half.)

5. **Weapon advantage bonuses:** Appropriate advantages and their multipliers are found at the bottom of the character sheet.
6. **Special OCF/DCF:** Record special bonuses from precision-crafted or magic weapons, or negatives from poorly made or cursed items. A starting character will probably not have to worry about this.
7. **Weapon difficulties:** Based on the WC of each weapon, the multipliers used are listed on the bottom of the character sheet.
8. The total OCF and DCF for each weapon can now be calculated by this equation:

   base OCF + advantage bonuses
   + special OCF - weapon difficulty.

   Each melee weapon's Init cost is usually 5 x WC for attack and 2 x WC for parry, but check the bottom of the sheet for others. Remember that fired and thrown weapons cannot parry.
9. Transfer the weapon names into the Damage chart. Copy down damage ratings A-H from the appropriate culture's Weapons chart, and also list appropriate ranges.
10. Fill in damage bonus in the D+ section. Divide by 2 and round down to fill in C; divide the C value by 2 and place in B. This is the bonus added to damage any time the character rolls that particular success.
11. Now fill in any owned armor. Copy the armor's absorption rate, maximum points, and weight from the appropriate culture's Armor chart. Current points will equal maximum to start.
12. For evasive moves, put half the character's HTH value in each category of dodge, duck, and shield block.
13. Fill in advantage bonuses and initiative cost for each maneuver, according to the bottom of the character sheet.
14. Fill in encumbrance difficulty and skill difficulty (2 x HTH x WC).
15. To determine total evasive DCF, use this equation:

    (HTH / 2) + advantage bonuses -
    encumbrance difficulty - skill difficulty

Choosing goals

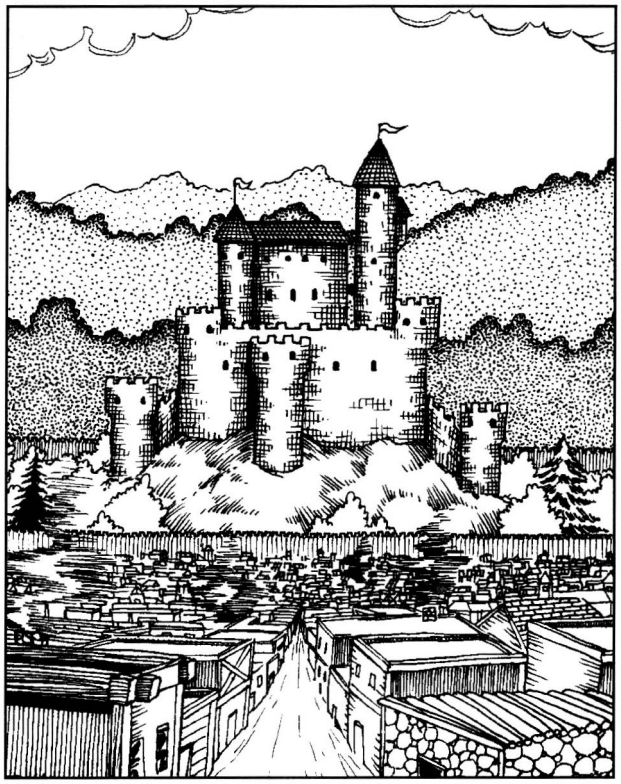
Missions are specific courses of action to be fulfilled after accepted if your character wants to retain that trust. Missions have the biggest payoffs and rewards, aside from adventures, are the second highest in danger, and are considered official at the moment of verbal/written agreement.

Adventures involve going off into the unknown to explore dungeons, brave forests, find gold, dispatch beasts, and save kingdoms. Adventures are your character's mainstay diet and are constantly intertwined with the sticky webs of obligations, missions, and personal goals.

Obligations are people or organizations your character owes favors to, and often can lead to missions. One can also choose to be obligated to someone or something; for example, priests have permanent obligations to their church, gods, and followers.

Personal goals are what your character personally wants to achieve during gameplay. Many characters adventure for a long time before deciding what they really want.

Goal-setting is often difficult but can help you roleplay your character better. If you decide early on what your character hopes to gain in life, he will better know how to react in a particular situation. And often



Friends

Characters begin with (d10 x adjusted genus level) friends.

Enemies

Your character will not normally start with enemies (reserving the right to earn those enmities through adventuring), although you can request enemies for him, if you're a closet masochist. Describe your character's enemy with as much detail as possible, and ask your GM if the enemy is suitable to her adventure.

Pawns

Your character will not start with any pawns, unless they are family members or close friends that you'd rather have be pawns.

Followers

Your character cannot start with a follower unless the GM allows it. Generally, followers are gained through good role-playing.

Family

Choose as many family members as you like, but all their careers (except that of the dominant parent) should be very simple.

Family trade / background

Family trade is determined by your roll on the Genus table in your culture. You are allowed to pursue this trade automatically if you qualify.

Yonrock wishes you the best as you create the character of your dreams!

small goals will grow into something bigger and even better. (For example, most country-spanning store chains begin as small mom-and-pop operations.) This can work in RPGs as well: just choose small goals and develop them over time.

Friends, enemies, pawns, & followers

Keep notes on all these characters, so you can refer to them during gameplay. Large groups of people (such as an entire church led by your character) can be written up as a single entity. All friends, enemies, pawns, and followers must be from the character's culture during generation but can be added from other cultures as the character adventures.

Friends

Friends always trust the character and can be trusted by the character to accomplish things in her favor. They also make her more socially important. If a character makes a request of an allied NPC, the GM will check her faith in the character to see if she'll comply:

- If she shares the same pathway and degree as the character, she will comply automatically.
- If both are Givers of different degrees, the GM will compare your character's LL, Leadership, Confidence, Charisma, and Appearance to hers to see if she'll comply.
- If both are Takers of different degrees, your character's LL or Leadership must be higher than her SL in order for her to comply. In this case, the request is a form of domination and your friend will not offer any return favors.
- If she walks the pathway opposite your character's, your character's LL must be higher than hers, and she will always expect a return favor or obligation.

People who recognize your character or have dealt with her before but don't know her on a personal basis are considered *acquaintances*. Once your character spends enough time with an acquaintance to discover personal information, he will become either a friend, enemy, follower, or pawn. Acquaintances are not added directly to social points but represent the majority of people that spread your character's "performance & handiwork" actions.

Enemies

Enemies distrust your character and will try to destroy him physically, mentally, or socially. The only specific rule they follow is that whichever one of you has more power than the other is the safer.

Turning an enemy into an ally can happen more often than you think, as many people base their dislikes on rumors and false truths. Convincing an enemy to become an ally has great benefits. For example, all of a new ally's acquaintances and followers (and sometimes their allies and/or enemies) can be usually be added to your character's SPs as soon as the new friendship is publicly known, unless the person was ostracized by their society by befriending your character.

Pawns

Pawns are those dominated by your character. Pawns never receive anything significant in return for the deeds they do for your character and will often test their emotional and spiritual shackles in as many different ways as possible. PC pawns must be dominated by actual roleplaying rather than by dice-rolling, but an NPC pawn can be handled by answering the following questions:

- Does your character have something he needs or wants badly?
- Does your character dominate him? (see "Takers: Domination")
- Does your character have him confined?
- Does your character assault, beat, rape, or somehow consistently punish him?
- Has the pawn tried to escape your character's control before and failed?

If you have answered "no" to all these questions, be assured that the pawn will attempt to leave your character's control somehow. If you can say "yes" to just one of these questions, however, then simply reminding the pawn of any past incident will generally quiet him down. If a pawn remains unruly and rebellious, you character must contest his Willpower and win at least three times to ensure obedience.

If your character is a pawn to another PC or an NPC, he must follow whatever rules are set by his dominator. If he wishes to escape being a pawn, he must take actions that will strengthen his pathway as either a Giver or Taker. He may also enter a Willpower test with his captor in order to rebel but will still be susceptible to her domination until he strengthens his pathway.

Followers

Followers believe in your character's style and goals of leadership. In order to remain followers, they must meet certain conditions:

- They must have freedom of choice. If a character forces them to obey and they submit, they instantly become pawns. If they refuse to submit, they become enemies.
- They can only be called upon as a group. If the character becomes personal with a follower, he will become a friend, depending on how the GM wants to handle it.
- They must feel that they are achieving something for following your character, probably dependent on their pathway. Some followers need spiritual enlightenment, others need cold hard cash, and some just want to follow a worthy cause and receive praise for their efforts (and, boy, are these people rare!)

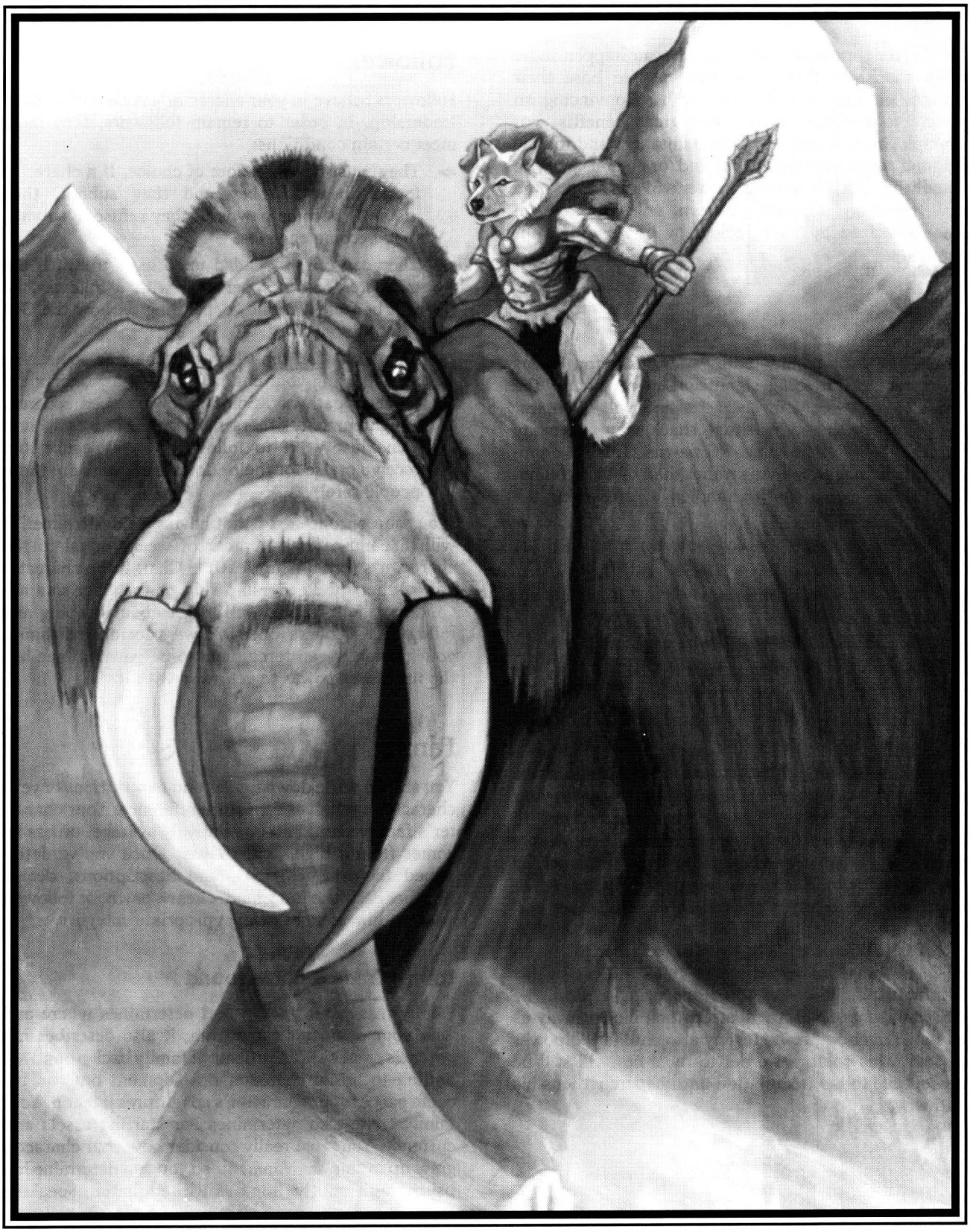
If a group of followers is not having its desires met, it will disband after a number of weeks equal to the character's (Leadership / 10) + Char. If the character has neither the Leadership skill or the Charisma advantage, she might as well forget about keeping any followers. Of course, once followers decide to disband, your character can force them to be pawns if she has the necessary power to get away with it.

Family

You should write down names and descriptions of your character's relatives for future reference. Your character's family should all be relatively average, unless he comes from a high Genus Level. Once you've determined their names, jobs, and descriptions, decide whether each one is a friend, enemy, pawn, or follower, and put him or her in the appropriate category.

Family trade & background

Family trade and background determines where and who your character came from; it also describes her parent's career(s). The effects of family background are limited to initial character development but can become part of your character's adventures later on. Your family trade also determines her starting assets and currency. You must really consider how your character grew up in this environment, so you can determine her psychology, motivation, skills, etiquette, speaking style, etc.



Chapter Two
Resolving conflict: The "ROC -n- roll" system

"One table shall rule them all!"



he ROC is the basis for almost every roll you make and relies on one type of die: the ten-sider. To review the notation for different rolls possible with ten-sided dice, read the end of the Preface.

ROC & the five conflict types

Every person in the game has the chance to make things happen when and how they want to, and most of the time their actions are unhampered and thus can be completed with relative ease. These actions are considered *unobstructed actions* and are automatically successful, not even needing a roll.

But life would be boring without challenge: If everything we did were easy, what fun would it be? Tension offers excitement of some sort, and conflict, risk, challenge, and a little chance of luck spice up even the most dull lives. A *conflict* is any action taken by a character that is not automatically successful. Never-World contains five types of conflict:

- *Unobstructed action.* Although unobstructed actions are not included in the definition of conflict just given, a character performing an unobstructed action can still choose to roll. Any character with a base of 60 can consider his action unobstructed and accept a D success on the ROC, or he can choose to jeopardize this free success to gain a possibly greater one, by rolling as if the action were a basic test instead. The player must accept the outcome from this new roll—success or failure—even though the character's action was originally guaranteed.
- *Basic test.* A character testing his own ability without real interference is involved in a basic test. If the basic test is a skill check, roll d100, then add the base (equivalent to character's skill rating - action's difficulty). The action difficulty is usually 2 x skill complexity, but the GM can raise the difficulty to 3, 4, or 5 times the skill's complexity, if warranted. Cross-reference the outcome on the ROC. If the roll is just an advantage check or a save, add the necessary bonuses to the d100 and only subtract difficulties if the GM says so. For a basic test, a D success or higher means success; anything lower is a failure.
- *Contest.* A character being challenged by another is involved in a contest. Both characters get a roll, and the challenger's roll (base + d100) minus the defender's roll (base + d100) equals the outcome. If the outcome is positive, check the ROC to see what happened; if negative, the action failed. Combat actions are considered contests.
- *Accumulation.* An accumulation is a form of the basic test that requires more than just one successful roll to be completed. If the GM decides that your character must five D successes to climb an average cliff wall, then you must roll five times and achieve a D+ success each time to climb the wall. If you should roll a success less than the minimum letter, you lose one of your previous successes (i.e, slide down the wall); and if you roll a failure, your character must start from the beginning or change his action. Accumulations become crucial when time is of essence.
- *Topple.* Toppling represent a "race to the finish line" for two contestants. They are a combination of contest and accumulation rolls: a success means advancing your character up one notch or pushing his opponent down one notch. Classic examples of toppling would be a Willpower battle [WPs + d100], a tug of war [(5 x Stam) + cultural skill + total weight + d100], or arm-wrestling [(5 x Stre) + (5 x Stam) + d100].

The ROC governs the success of each one of these types of conflict. For further explanations of when you can use the ROC, follow these criteria:

- Two forces must be in conflict with each other. (Two creatures, or a creature versus a force of nature, or a person versus an action's difficulty.) If a character or force does not have the necessary

Resolving actions

To determine the success of your character's actions, you will need only two ten-sided dice and the Rolling Outcome Chart (ROC). The lettered successes you achieve with any dice roll can be applied to any situation in the game.

ROC and the Five Rolls

On the ROC, a "miss!" is a total failure, an A-C result is a partial success, and any D or higher (designated as D+) is a true success. Five different types of rolls use the ROC. The great majority of rolls will be either basic tests or contests. Unobstructed action rolls should only be used when the player wants to show off or is being cocky. Accumulation rolls will be used when an action takes more than just one roll to succeed. Toppling rolls are used when two opponents are slowly trying to beat each other.

means to affect the situation, there is no conflict. Also, both sides must have a chance (however slim) of winning.

- There must be an equation involving the d100 that can determine the outcome. Any situation that can be resolved without a roll (for example, if the action can be resolved without effort and is thus an automatic success) doesn't need to use the ROC.
- Gods and mortals cannot fight each other because they operate on two different power systems: even the *smallest* amount of a god's power will completely overcome the mortal's greatest efforts. (Note: If you wish to implement the best rules for godly actions into your game, Wizards of the Coast's "Primal Order" is highly recommended.)

Each ROC value has two parts: the base value and the actual random d100 roll. These two values are added together and then referenced on the ROC (see Table 14) to find the outcome.

Table 14. The Rolling Outcome Chart (ROC).

Roll	Success	Equivalent description
700+	H	Seeing how exquisitely skilled you are, your patron god asks you to join the pantheon as an immortal. You may choose to refuse the honor, as joining the pantheon will definitely end your normal adventuring career and place you on a different path.
600+	H	Receive one wish from the patron god of the skill being used.
500+	H	Others hear of your amazing skill. Raise Social Level to 5 and Confidence or Style by 1. If SL > 5, then increase by 1. Gain 1000 EPs.*
400+	H	Gain an extra 5% in that skill, join the Profession of your choice (if you meet the requirements), and earn 400 EPs.*
200-399	H	Inconceivable! The gods weep in anticipation of your arrival to the heavens of immortality. Gain 100 EPs.*
125-199	G	Never better! The Queen wants to see you, today! Gain 50 EPs.*
90-124	F	Standing ovation! An addition has been built onto the Round Table, just for you! Gain 25 EPs.*
75-89	E	Terrific job! Not only are they eating out of your hand, but they're licking it clean and having it bronzed as well. Gain 10 EPs.*
60-74	D	You did it! Your adventuring group admits their need for you.
50-59	C	Not bad. Only Dad would say he could do better.
40-49	B	Just made it. Um, your parents *really* want you to try harder.
30-39	A	Practically failed! Maybe getting up out of your chair would help.
1-29	—	Clear miss! Whoa, I didn't know you could do *that* with a battle axe!

** EP bonuses apply to ROC skill rolls only, and are applied directly to the skill being used.*

The *base* is a combination of your character's skill ratings, any bonuses, and the action's difficulty. A normal ROC roll will involve use of some kind of skill, and in order for your character to use that skill, he must have a skill rating. Bonuses come from special rules or from the GM. And the action's difficulty is either a preset number from this book, a number chosen by the GM, or the skill's complexity doubled (although, if the GM wishes, she can multiply the skill's complexity by 3, 4, or 5 for hard actions or not multiply it at all for simple actions.)

Note: Only initiative costs involve complexity modifiers large than x 5. When GMs are using difficulties higher than x 2 for any other roll besides initiative, they should never go beyond x 5 unless they are demonstrating the near or absolute impossibility of success. (If players are easily succeeding in endeavor with current difficulties of x 5, then a GM will have to raise the multiplier.)

The *d100* is added to the base and represents the factors of luck, circumstance, and common mishap—a random number that keeps the GM from having to spend an hour figuring and factoring all possible bizarre influences on your character's action. All of the numbers are combined to create the outcome, and once you have the outcome, you can reference the ROC. (See Table 14.)

Note: The EPs gained from success rolls are applicable only when using a skill. Copy them down on scratch paper, with the name of the skill used, and then tally them at the end of the session. When making advantage checks, a character gains a straight 100 EPs for a D+ success, which can be used later to raise *any* item on the sheet.

The infinite random factor (or "Do we HAVE to roll a d100?")

The d100 represents many things, especially in initiative. It accounts for your character accidentally catching her bow string on an armor buckle, tripping over a rock, having sweaty palms, being subdued by emotion, getting light in her eyes, having to cross some extra yardage to get to her opponent, suffering from a sudden mental block—in other words, the *infinite random factor* or IRF. To calculate all reasons for your character not being at her ultimate potential for a particular action would take forever, so for the sake of speeding up the game, these factors are left to the d100 roll. Called "luck" by some, the IRF is overcome only by advantages and skill, which is why five times your character's Reflex or her Magic Theory or her weapon skill is added to the IRF, to show that she does have some control over the situation.

GMs: Stay away from extra nuances of difficulty unless absolutely necessary—such as when a character is fighting in water, casting a spell at someone while gagged, reading a book in pitch-darkness, etc. In general, let the d100 do your thinking for you, so that you have more time to describe outcomes and answer players' questions.

The Natural (or Never-ending) 100

When you roll the d100 to add to your base, occasionally you'll get a 100. When you do, you get to roll again and add both the 100 and your second roll to your base before determining outcome. The Natural 100 reflects the open-ended concept of a lucky heroic action that only takes place in the most perfect circumstances: the equinox is occurring, the planets line up, two warring religious sects forgive each other, politicians stop lying and hell freezes over, etc. (Well maybe not that critical.) Better yet, as long as you continue to roll Natural 100s, you can add them to your base and reroll.

Example: Zachari wants to toast a Felihn. His base is 33 for the Fireball spell, and he rolls a 100. Zachari now has a 133 and can roll once more; this time he gets a 92, which leaves him with a total of 225. If he had rolled another 100, his total would have been 233, and he could have kept rolling as long as he rolled N100. Very special things happen when you score more than 399 points on the ROC, depending on your particular GM.

Remember that the N100 rule only applies when you roll a totally natural 100. Any modifiers that just bring your total up to 100 or higher do not allow you to roll again.

Critical rolls: Failure & success

A *critical failure* means that, for reasons beyond all control, your character fails miserably at the attempted action. If the critical failure happened during the use of a universal skill, roll for the effects with a d100 and

Natural 100s

Natural 100s are added directly to the roll's base value and allow you to roll an additional d100, as many times as you roll Natural 100s. Note that the N100 does not apply to genus level rolls or other character creation rolls.

Criticals

A critical failure occurs on a natural 00-05 on d100; a critical success occurs on a natural 96-100 on d100. If you roll an N100, this counts as a critical success but only for the first N100 in that roll. Criticals do not apply to attribute checks or advantage saves, nor character creation rolls. If a critical success is rolled during a contest or toppling roll, it can only be countered by another critical success- otherwise the defensive roll has no effect (not even in combat as DCF).

Willpower rolls

Willpower rolls are basic tests or contested rolls that involve adding WPs to your character's base in order to increase the chance of success. For any basic test, WPs must be spent before the roll; however, *defenders* during contest rolls are allowed to add WPs after the fact, to allow them to defend against brutal attacks. The defender's privilege applies only when the attacker has not added WPs to his attack; if he has, then the defender must make a successful Confidence check before also being allowed to add WPs (due to intimidation). If WPs are added to a roll and the roll still fails with less than an A success, the roll automatically becomes a critical failure.

Willpower cannot be used to modify character creation rolls.

Attribute checks

Whenever your character must make an attribute check, roll d100 and add 5 x attribute (advantage or disadvantage). Your GM will tell you if you need to subtract some special level of difficulty from the roll. You must score a D success or higher, or the roll failed. For an attribute check, rather than using the EP awards on the ROC, your character gains 100 EPs for a success and nothing for a failure. Criticals and N100's do not apply to attribute checks.

then check the Critical Failure chart for that particular emphasis.

A *critical success* means that, through some quirk of fate, your character spectacularly succeeds at the attempted action. To determine the effect of the success, roll d100 and check the critical success chart for that particular emphasis.

Special ROC rolls: Saves & checks

One of the ROC's primary functions is to help determine whether or not a character has successfully used one of her skills or abilities. In addition, the ROC also helps determine if a character withstood a certain effect, based on her skills or abilities.

Willpower rolls

When your character is faced with an immensely difficult task, she can opt to make a Willpower roll or spend WPs on an existing roll. In general, you should spend WPs if your character:

- needs to be successful.
- is being slaughtered and needs to save his life.
- wants a certain outcome *very* badly.

When WPs are added to a roll of any sort, you can spend as many points as you wish, up to your character's current WP total. But be careful: Willpower points are the primary source of energy for all extraordinary feats. Once you've depleted a large number of your character's WPs, her ability to use magic, metaphysics, and channelling will be temporarily diminished (if not plain gone) and her physical activity level will be greatly curtailed. WPs should generally be saved until you hear the GM say to your character, "You've just about had it," or "Your eyelids refuse to stay open," or "There's no possible way you could do that in your current condition". At that point, it's either fail and die, or spend a hellatious amount of WPs and struggle onwards.

When your GM asks for a straight Willpower roll, this means your character is in some sort of mental battle with someone or something. A Willpower roll is considered a contest, and the roll consists of d100 plus however many WPs you're willing to spend (i.e., d100 + WPs).

Advantage checks

Sometimes your character will want to attempt an action based on her attributes/advantages rather than her skills. Advantage checks resemble normal conflicts, except that attributes are used to modify the roll instead of skills. Here are some examples of possible actions involving advantage checks:

Strength: Lifting or carrying more than maximum allowance, wielding oversized weapons, taking a blow from an opponent of larger size Level, picking someone of the same size level off the ground with one hand.

Agility: Trying a new dance, running through a field of stones or pits, walking a tightrope, performing complicated entertainment or combat maneuvers, standing up in the saddle.

Dexterity: Painting miniatures, playing a complicated string or wind instrument, trying an impossible bow shot, picking the ring off of someone's hand while shaking it, working with gold leaf, drawing complicated diagrams, performing internal surgery.

Stamina: Running past one's limit, holding onto something slippery, staying overencumbered for too long, running with an injury, controlling reflexive actions (vomiting, defecating, urinating, muscle spasms)

Reflex: Jumping in front of an attack meant for someone else, dodging an arrow at short range, avoiding a trap or ambush.

Comprehension: Understanding a fast-talking or alien speaker, apprehending the logic of an idiot, following a speech by a professor of electromagnetic physics, putting together clues found so far in the game, learning a new skill.

Awareness: Looking for something hidden or misplaced, keeping a look-out, noticing an ambush, reading between the lines.

Logic: Arriving at a conclusion based on current facts, deciding what to do in a complicated and stressful situation, controlling a situation to best suit you, trying to persuade someone stubborn.

Perseverance: Testing your faith in something other than yourself, trying to learn any skill with Complexity 20, trying to persuade someone stubborn.

Confidence: Recovering from a lost willpower battle, testing your faith in yourself, leading those with little faith.

Appearance: Trying to seduce someone who considers your race acceptable, influencing the judgment or decision of another, escaping blame, asking people to follow you.

Charisma: Instilling chosen emotions into a crowd, swaying the judgment of another individual, convincing others to believe false logic, getting a stranger to trust you, intimidating or chastising someone.

Etiquette: Smoothing over a bad scene, insinuating yourself into a group that normally doesn't like your kind, telling the right joke at the right time, reading the emotions of a crowd or an individual, being able to determine the most socially important person in a room.

Style: Creating something very impressive in word or deed or action or object, impressing someone specifically, creating a phrase or picture or sign that signifies who you are, resisting someone else's advances or seductions.

Avoidance: Talking your way out of trouble with a non-hostile person, tailing someone without being recognized, successfully lying to another person, remaining inconspicuous so others cannot remember significant detail about you, giving indirect and satisfying responses that aren't the truth.

Advantage saves

A *save* is a quirk of fate occurring after the damage has been done: it does not prevent bad situations from happening, just helps to cure them. If a character is mortally wounded or loses a major asset, he is allowed to make a saving roll, based strictly off his advantages, and success will allow for the character to somehow live or perhaps not lose his asset.

The GM should choose when saves are applicable—when a character actually has a chance to get lucky. She should then tell the player to make a Physical, Mental, or Social save and state the required success level on the ROC. The GM should not add a difficulty to the roll unless the player has requested a chance to save and the GM thinks the roll is somewhat inappropriate.

A successful save should at least allow the character some control over the situation or prevent him from immediately dying. GMs should not rely on saving rolls to get players out of lethal or dishabilitating jams but instead should be specifically tailoring conflicts and challenges to fit a group's roleplaying ability and power level.

Advantage saves

Saving rolls are used to help your character escape a bad situation. Many spell attacks can be saved against, and the GM will usually declare other instances where saving rolls are applicable. When you are making saves, criticals and N100's do not apply.

Determine which advantage category (Physical, Mental, Social) applies, then add up your character's advantage levels in that category and multiply the total by 5 to find the base. To roll a save, roll d100 and add the base, then check the ROC. The roll's success level must equal or better whatever the GM decreed.

Sleep level roll

Sometimes it's extremely important for characters to awake spontaneously, rather than blissfully slumbering away as a horde of ogres advances on their campsite or a thief rifles through their belongings. Your character can wake up on command if he makes a successful sleep level roll.

Your character's sleep level base equals (5 x Awar) + (5 x Stam) - any unrecovered WPs. Add this base to the d100 roll. If you achieve at least a D success on the ROC, your character wakes up; if you get less than a D, you can roll again next round, modified by +10 for each failed attempt to wake up.

Fear rolls and alien encounters

Without a doubt, fear is the enemy—even moreso in NeverWorld than in any other non-horror RPG. NeverWorld's theme is to overcome fears with whatever means available, whether they be weapons, magic, metaphysics, universal skills, native skills, channeling, advantages, or even (gasp!) creative thinking.

But fear does not give up so easily, and sometimes we succumb. Accordingly, NeverWorld requires fear rolls to be made when our characters encounter things that should scare the bejeebers out of them. The Fear roll is similar to the Mental save, but the difficulty is accordance with the Fear table (Table 15). And the only other bonuses your character will receive are from her education, as knowledge tends to balance out irrational fears.

One success doesn't get your character out of the woods; even if the roll is successful, your character must continue to make a fear roll each round until the GM says that she's now out of range of the fearsome item. If the roll fails, your character will run until the GM decides she can stop running. A critical failure means that your character is frozen in fear and cannot consciously perform any action, while a critical success means that your character is immune to any fear generated by the creature, item, or place for the rest of the encounter.

Combat

The other major use of the ROC is for simulating and resolving combat. NeverWorld makes use of two combat systems. *Basic combat* should be used when the GM and the players want to resolve combat quickly, while *advanced combat* is similar to basic combat but adds the details necessary for the game to emulate a realistic combat situation. Players and GMs should use whichever variation feels more comfortable and enjoyable to them, and can feel free to use both systems at varied times throughout a campaign if necessary. (For example, some small squabbles might not demand a great deal of attention, while the crux of an entire adventure should be fought out in immaculate detail.)

Table 15. Fear roll modifiers.

Fear type	Difficulty	Bonus*
Hostile/dangerous animals, grobber	5	---
Monster, places or things that reek of evil	50	---
Infant Dragons, undead, unholy items	100	Dark Pawns
Child Dragons, demons	150	Demons
Young adult Dragons, devils	200	Devils
Dark gods, adult Dragons, legendary evils	250+	Legendary Evils

*The character's skill rating for the listed skill should be used as the bonus value.

Basic combat flow

Basic combat entails the use of three fundamental values: initiative, OCF (Offensive Combat Factor), and DCF (Defensive Combat Factor):

1. *Initiative.* At the beginning of the round, everyone gets *one* action. To determine who does what first, everyone rolls d10 and adds their Reflex and Awareness, with combat order proceeding from highest value to lowest value. If two opponents are tied, they should roll d10 again to see who goes first between them. In basic combat, a character can either attack, defend for the entire round, cast a spell, surrender, run away, wait and see what happens, or break combat. Anyone with a Combat mastery of 6 or higher will get a second action in the same order before everyone else rolls initiative again.
2. *OCF.* If your character chooses to attack, roll a d100 and add the OCF base of the weapon he is using (this number should have been written on your character sheet during generation). The defender has one chance to deflect the attack (by using her DCF base + d100). The total DCF is subtracted from your character's total OCF and the result checked on the ROC. If the attack is successful, damage equals the weapon's damage value (from the Weapon chart) plus any damage bonus resulting from your character's Strength. If the attack misses, nothing happens. If you roll a critical or N100, treat accordingly or ask your GM for details.
3. *DCF.* If someone attacks your character, he will have one chance to defend. If the attack is with a missile or thrown weapon, he can only dodge, duck, or shield-block (of which the last option necessitates having a shield); for any other attack, he choose to parry as well. Roll d100 and add the appropriate DCF base. The attacker then subtracts your character's total DCF from her total OCF before checking the ROC. If the attack misses, nothing happens. If a success is scored, subtract the armor's absorption value (and shield absorption, if your character shield-blocked) from the damage, and then subtract your character's soak rating as well. Any damage "soaked" by your character must be subtracted from WPs. Whatever number is left comes off your character's HPs and is the actual damage he took; if the number is 0 or negative, your character managed to deflect, absorb, or soak all the damage.

Special note: If a single blow causes more damage to your character than his size level, he will start bleeding at a rate of (damage / sl) WPs per round. The constant loss of WPs due to wounds is referred to as *bloodloss* and represents continued bleeding. (In advanced combat, bloodloss is based on wounds called *ruptures*.)

Once everyone has used up their action(s) and the GM decides that the combat will continue, start the process over again by rolling new initiatives. If someone reaches 0 HPs, he falls unconscious; if he goes below 0 HPs, he is dead.

Healing rules for basic combat

HPs can only be healed while resting. Wounds must be bandaged, bones must be set, and infected wounds must be cleaned. If your character does not make an Awareness check for the possibility of disease, the GM might give him an infection for not cleaning the wounds. Characters heal 1 HP per day under light activity or 10 HPs per week of bed rest.

Advanced combat flow

Advanced combat uses every major aspect of fighting, weapons, and armor to bring together a well-rounded and realistic combat simulation. Like basic combat, advanced combat is based on the three fundamental principles of Initiative, OCF, and DCF, but greatly expands upon them. The major difference between basic and advanced combat is that advanced combat allows the players' actions to be based a realistic timing/ability sequence during the initiative phase. Magic effects in advanced combat are similar to those in basic combat.

(If you are upgrading to advanced combat from basic, all you really need to remember is that characters now have unlimited options to choose from, and that the amount of time used depends completely upon the actions taken.)

1. Everyone who wants to attack, defend, or take a quick action that will not "break combat" first must determine their initiative. To determine a character's Init for the round, roll d100 and add his initiative base, which is equal to (5 x Refl) + (5 x Awar) - encumbrance difficulty. Now reference the result on the ROC on the back of the character sheet, with the Init column and write down the given value. (For example, an E success when rolling Init gives a result of 120 Init.) Write this value down on a piece of scrap paper and simply keep subtracting the cost of performing various actions during the round.

Chapter Two



Basic combat options

If your character **attacks,** he must choose a target within range of his weapon and make a successful basic OCF roll (see Basic Combat Step #2).

If your character **defends** for the round, he can take no other actions except basic DCF rolls.

If your character tries to **cast** a **spell,** he must spend the necessary WPs or powerbase points and then make a successful skill check on the ROC.

If your character **surrenders,** he will be taken prisoner by the enemy and stripped of weapons and armor. Be warned that some enemies--especially monsters--do not take prisoners.

If your character **runs away,** any opponent with a missile weapon can fire at him while he is in range, and he will not be able to defend.

If your character decides to **wait and see** what happens, he must wait until the next person takes her turn. After that point, he can jump in any time with his action or even wait until the end of the round to act.

If your character **breaks combat,** he may perform any other task besides the ones listed here. The downside to breaking combat is that he cannot defend himself for the rest of the round, or at least until his action is finished. People usually only break combat to bandage bad wounds.

1. Every action in advanced combat—attacking, defending, using magic or channelling, literally anything—requires spending Init. The person or enemy with the highest initiative goes first, attacking or using a skill (or whatever), and then subtracts the point cost from his Init for the round. After he goes, the person with the next highest Init performs his action (even if he has already gone once in the round—it could even be the character that just went!). Essentially, characters perform their actions, subtracting the necessary Init each time, until either everyone is out of Init to spend or everyone agrees not to perform any more actions that round.

   Costs to Init are as follows:

   - A weapon's cost to attack and the costs for parries and evasive maneuvers are either printed on the back of the character sheet or were determined during generation. (For a quick recap of how to determine these Init costs, take the weapon's WC and apply the proper multiplier from the back page of the character sheet.) Meanwhile, skills considered to be combat actions—such as spells, endowments, some channeling powers, and metaphysics—cost (5 x complexity) Init to use.
   - To move defensively in combat costs 30 Init for a character to move his movement rate *in feet*. Characters normally move slightly during the chaos of combat without penalty, just based on how fighting works; this 30 Init cost is applicable when a player says "My character needs to move/run to some other location." If a character breaks combat (thus giving up any chance to defend), he will only need to pay 10 Init to travel his movement rate in feet.
   - Speaking a sentence, shouting commands, or using an item's special power costs 50 Init.
   - To draw a new weapon costs Init equal to 1/2 of the weapon's attack cost, and to put a weapon away properly costs 2 x attack cost. Characters have other options besides resheathing their weapons during combat (most noticeably, chucking it on the ground), but be warned that any discarded weapon can easily be retrieved by an opponent.
   - *Paired weapon* style allows a character to get two attack rolls for the normal Init cost of one weapon, although parries still cost 2 x WC Init for each weapon. Both attacks can be on the same target, or two different targets can be chosen. Opponents with only one weapon and no shield can parry only one of the attacks, to be chosen before the attacker rolls on the ROC. Paired weapons are usually small, lightweight, and identical in nature; possibilities include daggers, short swords, hatchets, small axes, nunchuku, sai, tonfa, and kali sticks.
   - With *two-weapon* style, a character uses two weapons of different sizes or natures (such as sword and shield, rapier and main gauche, longsword and shortsword, mace and axe, etc.). A character with this skill can attack two targets at once and also defend against other two-weapon or paired-weapon attackers. Note that, unlike with paired weapons, the attacker must spend Init on *each* weapon in order to use it: the main weapon (the one with the highest WC) will cost full Init to attack with, while the cheaper weapon will cost only 1/2 normal Init. In general, people with two-weapons skill choose one weapon as their

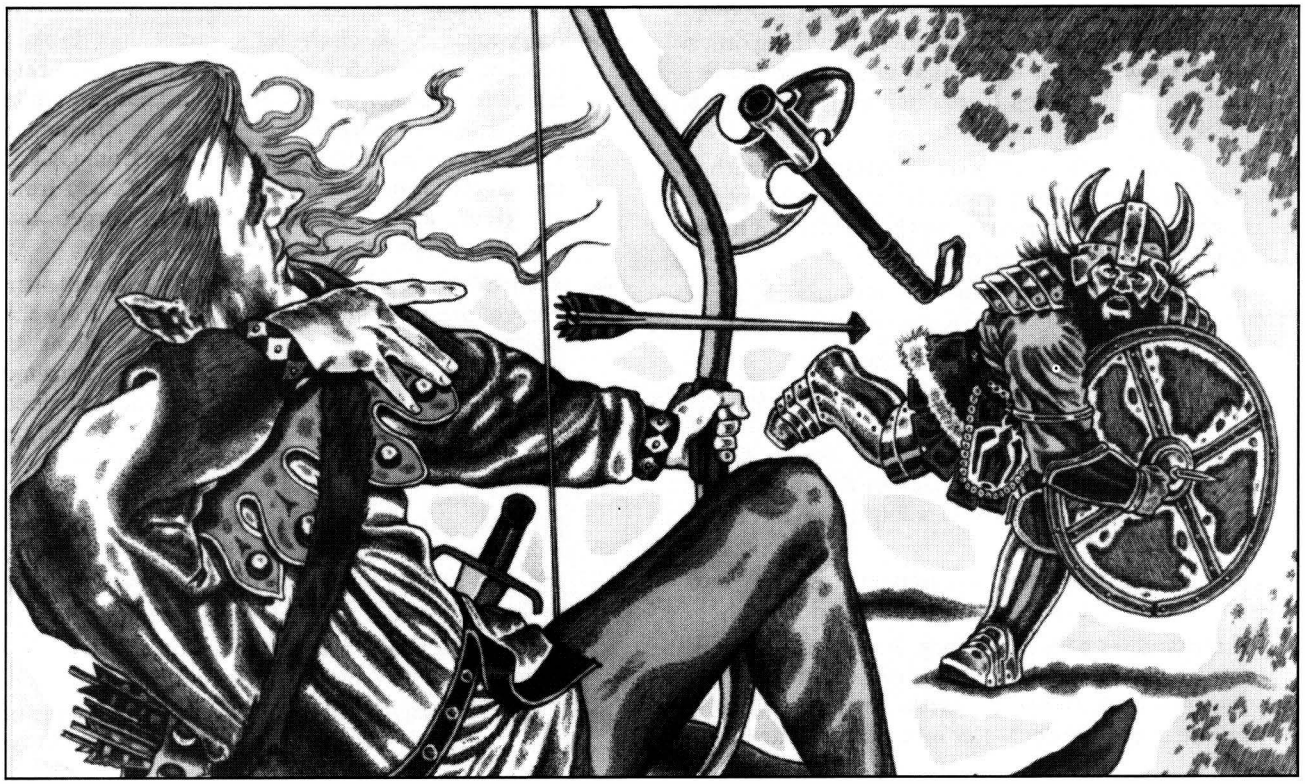
attacking weapon and the other one as their defending weapon. (The bong-sul or bo staff, although one weapon, uses the same rules as two-weapon combat because two hands are needed to use it; note that a character must still divide her skill between attack and defense for the staff.)

- Aiming a fired weapon takes one full round, and next round the character will spend Init to attack as normal. Charging and lancing act similarly. Note that aiming (considered to be precisely aligning the weapon with the target) just gives more bonuses to a fired weapon; a character can choose to simply fire normally, paying normal Init,' and does not have to lose a full round to do so.
- Any action performed by a character that the GM considers too long to do in one round requires that the character "break combat"—which means that she character cannot defend for the rest of the round, nor for any consecutive rounds in which she persists in her action. The GM will warn you before the character commits herself to the action if she will have to break combat.
- Retrieving an item off a belt costs 50 Init, while taking something out of a backpack will take at least three rounds (or 450 Init). The cost and time of any other action should be determined by the GM.

If a character does not have enough Init to complete an action during a round, he either can perform the action anyway and have the negative result figured into his next round's Init, or he can abandon the action and have the leftover positive result figured into his next round's Init.

Example: Cellia wields a greatsword and currently has 70 Init. If she attacks, she will have to subtract 10 Init from next round's initiative, because to attack with a greatsword costs 80 Init. She decides to wait and see what happens. Now her opponent, with a 30 Init, attacks her with a shortsword. First, Cellia drops her Init to 30 (based on the previous combat rules for waiting and seeing), then spend Init in order to parry the blow (which costs 32 Init for a greatsword). Cellia still enters the next round with a negative Init (-2), but at least she had the chance to defend herself.

If Cellia had decided to attack instead, dropping her Init to -10, her opponent would have had a free swing at her because she would have had no



Init left to defend herself that round. Of course, if her greatsword attack was successful enough, she wouldn't have to worry about blocking that puny shortsword. (In advanced combat, anything can happen.)

- If a character opts to "wait and see," he loses just enough Init to equal the Init of the next person in line.
- A character who wishes to leave combat completely (not just break combat) must move to a spot not in range of any melee/missile weapon, magic, channelling, or metaphysics.
- A character who is attacked can make a DCF roll (or cast certain defensive spells like Parabola) immediately, spending Init to do so, regardless of when his turn actually comes during the round. Remember, however, that a character can only choose one actual type of defense to respond to an attack: parry, dodge, duck, or shield-block.

3. Everyone has finished performing actions and the round is now over. At this point, each wounded non-immortal contestant must make a Shock roll unless her wound has already been medically treated. Wounds cannot be treated unless the combatant (and, if necessary, the healer) has "broken combat". A character who has gone into shock will be unable to move, support her own weight, or mentally concentrate on anything other than the wound or event that caused the shock. Worse, if she loses her remaining WPs from bloodloss, she will be dead.

   A shock roll is simply a Physical save, with a difficulty of (5 x bloodloss) plus any head rupture negatives. (See "Ruptures" in this section for more details.) There are four outcomes:

   - *Critical success:* Continue as normal. As a bonus, add 50 WPs to one roll this round.
   - *D+ success:* Continue as normal
   - *C- success:* Character is in shock and cannot take any mental or physical action this round unless she has engaged a metaphysical Imagination Engine to counter the shock. (See Imagination Engine in Chapter 4 for more details.)
   - *Critical failure:* Character slips into unconsciousness until treated or dead.

   If a character goes into shock, he can try to break out of it by making a Coma roll. A full success restores a character to partial activity, while a failure drops the character into a coma. The Coma roll is a Mental save, with a difficulty of any head rupture negatives. There are four outcomes:

   - *Critical success:* Character can enter back into full-action combat.
   - *D+ success:* Character can roll for initiative, but actions are limited to movement and metaphysics.
   - *C- success:* Character remains in shock for the round.
   - *Critical failure:* Character slips into a coma for a length determined by the GM (usually one day for every WP lost from blood). In any event, the character must still be treated by a healer before he bleeds to death.

   After any necessary Shock and Coma rolls are made, everyone subtracts bloodloss from WPs.

4. Before returning to Step 1 and rolling new Init for the next round, establish the location of every person, his physical state (after all damage, spells, healing, etc., have been figured), and who has noticeably left the combat area.

Modifiers to advanced combat

Advanced combat also includes a few special modifiers entailing four different areas (labelled by the acronym MARC, for short):

- *Movement.* If a character's target has broken combat, subtract 5 x the target's movement rate from the attacker's OCF. Riding a creature while attacking can work for or against a character: subtract 5 x mount's movement rate from OCF if the target is moving in any direction away from the rider, and add that amount if target and attacker are moving towards each other.
- *Atmosphere.* If harmful or hindering elements are present during combat, subtract 5 points from the character's OCF for each. Hindering elements include darkness, blinding light, fog, extreme heat, slippery surface, rain, heavy winds, noxious smell, lack of oxygen, attacks from a moving mount/platform, etc. Visual elements only cause one penalty (5 points) no matter how many are present, for the simple reason that, if your character is already fighting in the dark, a heavy fogbank can't really make things any worse.
- *Range (for missile attacks).* At short range, double the character's OCF, and at long range, halve OCF. (Medium range remains the same.)
- *Cover (for missile attacks).* Whatever percentage of the character's target is covered should be

subtracted from OCF. (For example, if the target is half covered, subtract 50 from OCF.) If a target is completely covered, such as hiding behind a tree or wall, subtract the full 100 points from OCF. (If your character hits them anyway, just assume that he found a small gap in the cover to fire through or that his target moved just briefly enough for him to strike.)

Aiming, charging, & lancing

If your character decides to aim a missile weapon, or charge or lance an opponent, she must spend her first round preparing for the attack and will make the actual attack in the next round. Do not bother rolling initiative for the first round; just declare to the GM that your character is aiming, charging, or lancing. In the second round, your character automatically receives 150 Init (the maximum) and will go before everyone else, except for those who roll critical successes for initiative.

- Aiming is used to increase a fired weapon's OCF base by 10 x Conf. After firing, subtract the WC from Init. The attacker cannot declare another aimed attack until the next round.
- Charging is done on foot with a spear or pole arm and requires the character to run full-speed at her opponent. Charging adds a bonus to the character's OCF of five times the difference between her and her opponent's movement rate:

  5 x (movement rate - opponent's movement rate).

  After charging, subtract the WC from Init. The character cannot declare another charge until the next round.
- Lancing is done from a mount, moving at full speed and only with a lance or a weapon of similar length. Lancing adds a bonus to the character's OCF of five times the difference between her mount's and her opponent's movement rate: 5 x (mount's movement rate - opponent's movement rate) After lancing, the character must continue to ride in the same direction for the rest of the round, either at the same speed or slowing to a halt or dismounting. (In general, this keeps your character from being involved in the rest of the melee that round.)



Surprise attacks

Sometimes a character will be able to get the jump on his opponent. Surprise usually occurs through the use of eight different skills or abilities:

- Prowl
- Ambush
- Concealment or camouflage
- Dimness
- Stonemeld
- Desertmeld
- Invisibility
- air attack (includes missiles)

Any successful surprise attack denies the target a parry or evasive DCF roll. Most surprise attacks allow a target an Awareness check only if the attacker's use of the surprising skill rated an A-C success. To dodge, duck, or shield-block a missile weapon, the target must see the attacker fire or throw the missile; if the attack is not seen, the missile cannot be evaded.

Hit location

After all this information about combat and how to attack things, it's inevitable that someone—a PC, NPC,

Damage in advanced combat

Damage is determined by finding the attacker's ROC success on her weapon's damage chart. Lethal damage is subtracted from health points (HPs) and is hard to recover from. In comparison, non-lethal damage only affects WPs and can be regained quite quickly. Keep reading this chapter for healing rules.

Calculating damage taken

Subtract armor aborption from damage (with metal armor only absorbing 1/2 concussion damage).

Subtract shield absorption from damage if shield-blocking.

Reduce lethal damage by subtracting character's soak rate from WPs (optional).

Subtract remaining lethal damage from HPs and non-lethal damage from WPs.

Determine ruptures and bloodloss.

Bloodloss, disabilities, critical nuclei

Bloodloss denotes how many WPs a wounded character loses per round and equals all their rupture levels added together.

Characters with untreated ruptures suffer a difficulty of 5 x # of rupture levels to all rolls. After treatment, the **disability** applies only to physical actions.

Any rupture to the **critical nucleus**--the head for most people, the heart for a vampire, etc.--necessitates an immediate shock roll, including the new disability penalty.

Table 16. Random hit location.

Roll	Area hit	Roll	Area hit
01-03	Upper right leg	53-65	Upper right arm
04-06	Lower right leg	66-68	Lower right arm
07-09	Right foot	69-71	Right hand
10-12	Upper left leg	72-84	Upper left arm
13-15	Lower left leg	85-87	Lower left arm
16-18	Left foot	88-90	Left hand
19-52	Torso/Back	91-00	Head

or monster—is eventually going to get hurt, with the only real questions being where and how badly.

Unlike gaming systems that totally reduce combat to a bunch of dice rolls, NeverWorld expects a melee attacker to announce what general body part his character is swinging at. This is not considered a called shot—no penalties are involved—but is simply part of the realism of the combat system. The general body parts to attack are listed on the Random Hit chart. Any blows aimed at body parts more specific than those on the chart (e.g., "Illian's stabbing at the Rublug's left pinkie fingernail!") *is* considered a called shot, and the GM should raise the complexity multiplier appropriately.

Even a paltry A success on the ROC is considered a hit on the called body part. Strikes to the groin or face increase a defender's parrying chance. The random hit table (Table 16) should only be rolled on if the attacker is currently blinded, too enraged to think clearly, or has attacked before calling out a target location.

Due to the difficulty of lancing, charging, firing missiles, and throwing weapons, any character using these types of attacks must roll for the hit location on Table 16 if she doesn't want to suffer a difficulty penalty. Announcing a shot to any body part necessitates factoring in her WC as another difficulty factor. (And because lances, spears, and bows normally already have a difficulty of 2 x WC, this in effect creates a total difficulty of 3 x WC.) Aiming for portions of an area (e.g., throat of the head, hamstring of the thigh) will add double her WC, and aiming for tiny areas (e.g., left eye or right index finger) will add three times her WC. GMS, note that the total difficulty should at most reach 5 x WC.

Advanced combat damage

Each weapon has a damage chart. The better the attacker's success level, the more damage her weapon will do. Barely hitting the target (an A on the chart) is considered to be a graze. An average hit (D or E) is considered a solid blow or stab. And if a character rolls an amazing hit on the ROC (H+ success), the hit would be considered a mortal wound. To find total damage, apply the base damage from the chart and add the character's modified damage bonus for that level success.

Before applying damage to a body, first subtract any points absorbed by armor and shields. The absorption rate (and other statistics) of these items are found on the appropriate culture's Armor chart. Armor and shields also have a maximum absorption value, which describes how many total points of damage they can

absorb before falling apart; any damage absorbed by armor and shields should be subtracted from their maximum absorption. (In case you're worried, armor and shields can be repaired by those with the appropriate skills, or simply replaced altogether.) Note that metal armor can only absorb 1/2 normal value for concussion damage. Any damage points not absorbed by armor or shields are transferred directly to the character.

Note: Sometimes a character might want to preserve her shield if a certain blow might shatter it. (Perhaps she needs it intact so as to protect against a gaze attack of some sort.) In this case, the shield is not used to defend and will absorb no damage, and the character will have to take the damage herself. However, as armor covers most of the body, it cannot avoid an attack and will always absorb as much damage as possible, even if it's ready to fall apart.

Damage transferred to a character can be reduced even further if she chooses to "soak" (or absorb) through by sheer determination, by subtracting her soak rate from her current WPs. A character can choose not to soak damage, allowing it to do direct damage to her body.

Any remaining damage is now subtracted from HPs if lethal and from WPs if non-lethal. Determine any ruptures or bloodloss, based on how much of the original damage actually got through to the character.

When damage is taken, establish the blow as a separate wound instead of just subtracting from the total. Each wound will cause a different amount of blood loss and will heal separately of other wounds, so they must be kept track of.

Someone struck by a puncturing, slashing, chopping, or cutting weapon will just bleed (i.e., suffer bloodloss). Concussion weapons, however—like maces, flails, clubs, boulders, staves, or rods—do damage differently: instead of cutting the skin, they tear it, and they can break bones and rupture internal organs on a solid hit (still causing bloodloss). In addition, metal armors are inept at absorbing concussion damage; unless magically prepared, these armors can absorb, or *soak*, only half their normal absorption from concussion weapons.

Ruptures

To find the level of rupture caused, divide lethal damage done to the target's body in one blow by the target's size level and reference Table 17, the rupture level chart. Ruptures are listed by levels and suggest types of damage.

For every size level larger than the attacking weapon, the target can subtract one level of rupture (lessening the wound), and for every size level smaller than the attacking weapon, the target must add one level of rupture (increasing the wound). All of which explains why your character can laugh off a seemingly debilitating blow from a pixie rapier but won't have much to grin about after catching a giant's club up alongside the head.

As long as the blow's damage equals or is less than the target's size level, bloodloss is insignificant and is ignored. However, if a target takes more damage than his size level, he will lose (damage / size level) WPs per combat round until healed.

Example 1: Cellia is raked across the arm by a human longsword, causing 14 HPs of damage. Cellia can soak 4 HPs but still takes 10 HPs because of damage to her skin and muscle. This blow is a level 2 rupture; the GM determines that her skin has been lacerated and a muscle cut.

Example 2: An Ice Giant is hit by a human longsword for 22 HPs of damage. The giant can soak 12 HPs but still takes 10 HPs. Normally this would be a level 1 rupture, but because the giant is sl7 and the longsword is sl4, he can subtract 3 levels from the rupture, leaving him with no rupture at all. In any case, however, the giant still loses 10 HPs from the blow.

Example 3: The Ice giant is skewered by a Wolfihn coral spear, taking 155 HPs of chest damage. The giant soaks 12 HPs, leaving 143 damage points to be accounted for. Normally a level 20 rupture, the blow can be reduced

Table 17. Rupture explanations.

Rupture level	Effects
1	*Skin:* Broken, torn, lacerated, or punctured
2	*Muscle:* Torn, cut, or punctured
3	*Bone:* Simple hairline fracture
4	*Bone:* Serious or compound fracture
5	*Artery:* Punctured, slashed, or ruptured
6	*Organ:* Punctured or ruptured
7	*Organ:* Excavated (1 only)
8	*Organ:* Total excavation or disembowlment
9	*Nervous system:* Paralysis
10	Dismemberment, Decapitation, or Bisection

by 2 levels because the giant is sl7 and the weapon is sl5. Unfortunately, this still leaves a level 18 rupture. Based on the chart, the giant has been bisected, suffering all ruptures types from level 10 down to level 1; the result is instant death.

Bloodloss

In advanced combat, *bloodloss* equals the total of all your character's current rupture levels and must be subtracted from WPs before each round of combat, until the wounds are treated.

Example: Illian isn't faring well in combat, currently sporting a gash on his forehead (level 1 rupture), a ripped bicep (level 2 rupture), and a broken ankle (level 4 rupture). His bloodloss equals 1 + 2 + 4 = 7, so Illian will lose 7 HPs at the beginning of each combat round until he (wisely) decides to get the wounds treated.

Disabilities

When a character suffers a rupture of any type, her ability to perform will show a marked decline: all rolls made by that character will have a difficulty of (5 x total rupture levels). If a rupture is treated, the disability penalty will only apply to physical actions. Note that not all ruptures have to be treated at once.

Example: With seven levels of ruptures, poor Illian is currently suffering a 35 difficulty on all of his rolls due to disability. If Illian breaks combat and has his fractured ankle (a level 4 rupture) set, he will still suffer the 35 difficulty on all physical actions, but any other actions will only have a 5 x (3 rupture levels remaining) = 15 difficulty.

Critical nucleus

Any rupture to a character's head demands that an immediate Shock roll be made, with the difficulty penalty caused by the head wound figured into the roll. A creature with a different critical nuclei must make Shock rolls when its particular nuclei is ruptured—for example, a vampire having his heart pierced by a stake.

Keeping combat realistic & fresh

GMs must always keep their heads during combat and not let dice-rolling predominate over the story and character elements of the combat.

- *Reexamine the situation at the beginning of every round.* Did anyone surprise anyone else, getting a free action before combat actually started? Are the combatants even close enough to attack, and are both sides actually ready to fight? Has anyone changed his mind about fighting since last round, has anyone turned and fled? Is anyone still bleeding, badly hurt, or looking dead on their feet?
- *Weather makes drastic changes to any combat situation.* Is it foggy, and, if so, how far can one even see? Is it cold instead—so cold that maybe all the bow strings snap when first pulled during the surprise attack? Is the heat bad enough to ruin all the healing potions the party so blithely carried with them? Is it raining? Snowing? Monsooning? Is lightning striking the ground? A mudslide eating the ground away under the fighters? Avalanches rolling down the mountainsides?
- *Monsters are not going to let a good meal get away.* Who needs help getting off the field? And if everyone just up and runs, who's going to save the wounded? Are characters role-playing their wounds realistically, or is there an armless knight running around the field, yelling at and kicking her opponents?
- *People might not be appropriately garbed or prepared for combat.* Is there a hero wearing full field plate, carrying 100 lbs of gold, 500 arrows, a two-handed sword in one hand and a tower shield in the other, a platinum lounge chair, the Magic Aquarium of Zeus, and Death's kitchen sink, all while not spilling a drop or breaking a dish and *still* successfully holding off a hundred Goblins on a rickety rope bridge?
- *Characters need to stay in character, even during combat.* Are knights and paladins fighting within their code of honor? Is the evil thief using this distraction to find the treasure vault and pilfer the best items for herself? Is the assassin cashing in on his own party member during the chaos? Is the pacifist sitting disgruntled under a nearby tree, or is she striding around the battlefield lecturing any combatants?

Example of combat: Lars versus Nils

Lars (a White Wolfihn priest of the Solaris sect of Fidei Draconus) wants to persuade Nils (the Lunaris priest of Fidei Draconus) that his ways are wrong. With his trusty two-handed runesword named ID, he plans to teach his opponent a lesson that will most likely end in decapitation. Unfortunately, Nils apparently doesn't seem to be in a teachable mood, considering the

Stats for Lars and Nils

OCF	Offensive Combat Factor
DCF	Defensive Combat Factor
Init	Initiative total
IC	Initiative cost
WPs	Willpower points
HPs	Health points

Lars has an OCF of 83 (IC 80) with the two-handed sword, a parry DCF of 73 (IC 32), a damage bonus of 36, and wears no armor. He has 145 WPs and 100 HPs. His initiative base is 25; his soak is 10.

Nils has an OCF of 70 (IC 50) with the longsword and a parry DCF of 70 (IC 20). His damage bonus is 10 and he wears chainmail (absorption of 7, maximum absorption of 84). His WPs are 160, his HPs are 32, his initiative base is 15; his soak is 5.

fashionable chain mail outfit and longsword he brought to class.

Lars' initiative roll is a 53, which is added to his initiative base of 25 and checked on the ROC under "initiative" (on the back of the character sheet). The number 78 equals an E success, so Lars starts the round with 120 Init. Nils (an NPC) gets a 59 for Init and adds his base of 15. This makes a total of 74 and a D success on the ROC, so he starts with 100 Init.

Lars gets down and dirty right off the bat, swinging hard with an overhead stroke. His attack roll is 12, which added to his OCF of 83 gives him a total of 95. Nils steels himself as he sees the blow descend; his roll is a 94 (almost a critical success!), and his parry DCF of 70 gives him a total defense of 164. So Lars' attack is negated by Nils' parry (95 - 164 = - 69), although the blow still appeared intimidating. Lars now subtracts 80 (for the two-handed sword attack) from his 120 Init and has 40 Init left, while Nils subtracts his parry cost (20) and has 80 left.

Now Nils swings at Lars, aiming for the knee (oh, such a cowardly attack!): his roll is a 43, which added to his OCF of 70 gives him a total of 113. Lars brings the two-handed sword into alignment to parry the blow: his roll is a 94, which added to his DCF of 73 gives him a total of 167. Thus, the knee slash is parried by Lars with almost no effort. Lars now subtracts his parry cost (32) from his 40 Init, leaving him 8 Init. Nils still has 30 Init left and could choose to attack; but the GM decides that the Lunaris priest would rather play it safe and have his 30 Init added to next round's initiative roll, rather than attacking and starting the next round with a negative Init modifier.

But Lars is on a mission and cannot afford to play it safe. Besides, he's of the sort that always takes an open attack when it's offered. Because Nils chose to "wait and see" what happened, and because Lars has now attacked him, Nils must drop his Init to match Lars' (8). Lars brings the two-handed sword around in a crushing blow; he rolls a 93, adds his 83 OCF base, and gets a whopping 176! Nils tries to parry the large blade but rolls a piddly 04—a critical failure! A score of 173 on the ROC is a G success, and with a two-handed Wolfihn sword, this comes to 70 HPs of damage + 36 HPs for Lars' Strength bonus—a total of 106 HPs to the cautious Nils. Ouch!

Before damage is applied, Nils determines the results of his critical failure. The GM rolls a 43 on the Melee Critical chart: "Weapon slips from hand, spend 50 Init to retrieve." Well, Nils will worry about that later—if there is a later...

Nils' armor absorption (7) and his personal soak rate (5) are subtracted from the 106, leaving 94 HPs of damage for him to take. Poor Nils doesn't stand a chance to survive, as he only has 32 HPs. And his rupture level is equal to (94 damage / sl5), which comes out to 18 WPs lost per round due to bloodloss and well above the level 10 rupture that defines a decapitation. Well, it seems that, whether he was right or wrong, Lars still taught his lesson well.

If Nils had somehow survived and combat had proceeded to the next round, both characters would have had penalties on their initiative rolls. Lars' cost to attack with the two-handed sword (80) would have been subtracted from 8, leaving him with a -72 penalty, while Nils would have subtracted his parry (20) from 8, to get a -12 penalty. In other words, Lars could have been in serious trouble. His two-handed sword cost so much Init to use that Nils would have probably been able to smack him hard, twice, in the next round. And that's only if both characters stuck to melee combat. Either priest could have started using endowments against the other, which would have definitely made life more interesting.

Hazards

Combat isn't the only place where characters can get themselves into serious trouble. *Hazards* are natural items or forces that can cause damage to a character. Possible hazards include acid, crushing, disease, drowning, earthquake, electricity, fire, falling, high/low temperatures, and tornadoes, most of which are covered here. (GMs can take the pleasure, however, of developing their own earthquake and tornado rules.)



Acid

In NeverWorld, acid is broken down into three categories: digestive (organic), nitric, and hydrochloric (both inorganic). *Digestive acid* only affects organic material and take hours or days to dissolve them. Unless a creature has specific acid attacks, organic acids only seriously affect sense organs (like the eyes, mouth, and nose) or open wounds. *Hydrochloric acid* works best on skin, fingernails, bone, and soft metals (and eats right through any soft organic material). *Nitric acid* can dissolve any metal—even gold or silver. The amount of damage an acid can do is based on its pH level, where 7 is neutral and 1 is highly acidic. When calculating acid damage, every level of acid below 7 adds one multiple of damage:

(7 - pH level) x damage base
= total damage per round

Damage per acid level depends on the acid type:

Organic: 1 HPs
Hydrochloric: d10 HPs
Nitric: 3d10 HPs

Acids can be neutralized by their opposite bases, which run on the pH scale from 7-14. Bases and acids need equal amounts of water if a character plans to mix them, and mixing occurs instantly once the items are added together. If an acid is mixed with a base, subtract the acid's pH from the base's pH and plug this value into the pH level in the acid damage equation. Note that if the pH level is brought to 7 or higher by mixing, the acid has been neutralized.

Crushing

A character cannot soak crushing damage, nor can his armor. Every round that part of a character's body is being crushed, he must make a Shock roll with a difficulty of 5 x total current ruptures. Because crushing damage affects body structure more than HPs, the health lost will be small compared to the actual tissue lost by crushing. GMs must decide how many pounds of pressure per square inch are involved, then divide it into the character's total body weight; the result is how many rounds it will take for the body part to be completely crushed. HPs lost per round are as follows:

Head: 6
Torso: 5
Leg: 4
Arm: 3
Hand/Foot: 2

Regardless of how many HPs are lost, the character will have a level 10 rupture when the crushing is complete.

If a character is crushed by a falling object, the GM will first decide the object's pounds per square inch and should then multiply that number by the distance in feet the object has fallen (maximum of 1000 feet, due to air resistance) and divide by 100. Determine damage to the character by multiplying this value times the HP value on the chart.

Diseases

The GM must decide when and how a character would contract a disease, as well as the type of disease and its effects. The effects of a disease should be role-played if at all possible (with the character noticing more symptoms over time). Possible diseases include typhoid, black plague, red death, black breath, leprosy, sensory infection, cancer, ebola, dysentery, yellow fever, malaria, measles, mumps, gangrene, acne, and halitosis.

Drowning

After failing a swimming check, a character can take one action per Stamina level before starting to drown. (And even if the character is technically under the water's surface at this point, the GM still can be a nice person and let this range of actions include yelling for help.) Once the character begins to drown, he will lose half of his remaining WPs each round, until his current WPs drops below 1. At this point, the character passes out, losing 1 HP per round due to asphyxiation and dying if his HPs go below 0. If he is pulled from the water while unconscious, revival procedures must be used to get the water out of his lungs and make him breathe again in order for HP damage to stop. Any character who has lost WPs from drowning must rest until all WPs are restored, and during this rest period all skills have an additional difficulty of 15.

Electricity

Versus natural lightning, a character must make a Physical save with a 50 difficulty; a successful save means the character takes no damage, while a failed save means the character is now just a little smoking hole in the ground. (Immortals hit by lightning only lose 1/4 their current HPs if they miss the save.) Magical lightning causes damage as per the spell description.

Whether caused by spell or nature, the experience of suffering an electric overload will leave a character paralyzed for (10 - Stam) hours, after which he must spend (10 - Stam) days resting to recover from side effects like blurred vision, shallow breathing, slurred speech, muscle spasms, shaky hands, cold limbs, and broken thought patterns. Any thin metal items on a person struck by lightning will melt and fuse, in effect being destroyed.

Fire

Fire as described here encompasses anything from a small torch to the FireWorld elemental plane. A character is allowed a Physical save against any fire smaller than a bonfire; anything larger than that cannot be resisted without magical, endowment, or metaphysical means. The amount of HP damage caused depends on the fire size:

Fire type	# of d10's to roll
Torch	1





Campfire	3
Bonfire/Flaming oil	5
Housefire	9
Forest fire	15
Lava	25
FireWorld	50

If a character is completely engulfed in flame, the number of d10s increases by 1 for each round engulfed. When a character is engulfed or enveloped by flame, most armor can offer no protection unless magically charmed to combat such an attack. Full suits of heavy cloth or leather can absorb 25% of the HP damage, up to 10 HPs, and are then destroyed. Metal armor offers no protection against fire but is not damaged by it either, allowing it to outlive its owner. (How pleasant!) The only way for a character to escape full fire damage is to dodge the attack, if possible.

Falling

To describe falling damage, this book uses the word *length* to describe a distance equal to the faller's height. A character can fall one length (his height) without taking any damage but negligible scuffs. When falling 2-4 lengths, a character will lose WPs and, when falling further, will take a percentage of HP damage as well. Armor cannot absorb falling damage, although a character can still subtract his soak rate.

Distance (lengths)	Damage
2-4	2, 3, or 4d10 in WPs
5-7	5% per length in HPs/WPs
8-10	10% in HPs/WPs
11 or more	Ker-Splat!!! (Sorry, kid)

Example 1: Larlin the Wolfihn is 11' tall, slips on a ledge, and falls 11' to the ground. She takes no damage, dusts herself off, and smiles.

Example 2: Encouraged by her previous survival, Larlin skulks around on a rooftop, inadvertently slips on a loose stone, and falls 50' feet (approximately 4 Wolfihn lengths) to the courtyard. She will take 4d10 WPs in damage from this fall.

Example 3: Although her previous fall shook her confidence, a few days later Larlin is angered by a dare and agrees to climb up a nearby church steeple, to ring the bell. Unfortunately, she slips right near the top and plummets 60' (5 Wolfihn lengths) to the hard, cold ground. This time more than her confidence is shattered: she takes 5 lengths x 5% = 25% of her max HPs (76) in damage, which equals 19 HPs. Larlin also loses this many WPs.

Example 4: After spending a few months recuperating in a local abbey, Larlin decides to avoid her shame and go to some new town where people won't laugh at her every time she goes out. Unfortunately, soon after she starts her journey, Larlin decides to cross a log bridge across a deep chasm. While only halfway across, she slips on a slab of old moss and plummets 250' (22 lengths) down into the crevice, landing on some large rocks. This time, Larlin takes 220% of her max HPs in damage, which means that she won't have to worry about being embarrassed any longer.

Example 5: Gronk the giant (who is 60' tall) comes stomping by, decides the log bridge is too narrow to chance walking on, and resolves to jump the chasm. He fails to make the jump and plummets (just like Larlin) 250' to the bottom of the chasm. However, because he has only fallen 4 lengths (due to his large size), he only takes 4d10 WPs in damage. He shakes his head for a moment, stares curiously at what's left of the unfortunate Larlin, then shrugs and climbs out of the crevice, heading on his merry way.

Some actions can reduce the effective number of lengths fallen:

Event	Lengths reduced
Successful Tumbling	2
Successful Acrobatics	3
Critical success in Tumbling or Acrobatics	4
Striking water*	6

**unless the fall is greater than 10 lengths, after which water acts exactly like a hard surface*

Characters take rupture damage from falls just as they would from combat, but they receive an additional rupture for every four lengths fallen, rounded up. Based on this, the time Larlin dropped five lengths would have caused her to have two ruptures; if the total damage for that fall was 22 HPs, this means each rupture was level (22 / sl5) = 4. (By the same process, her nasty fall into the crevice would have caused six ruptures, and even if the damage was just median at 444 HPs, each one of Larlin's ruptures was level 88, more than enough to instantly kill her.)

Temperature (atmosphere)

Combat spells often cause super-powered temperature changes that come and go in an instant, against which armor can exert some defense. But the temperature of surrounding weather is a slower hazard that armor cannot absorb. To be comfortable, any mortal body must be in an environment slightly lower than its internal temperature; for humans, this comfort zone sits at 70-76° F. GMs should choose appropriate comfort zones for other races, especially those who live in the arctic and the desert. For every 10° shift above or below a character's comfort zone, her mental and physical abilities will be affected.

Heat

For every 10° above the comfort zone, a character's WP max is reduced by 1/10. If the temperature is more than 20° above the comfort zone, a character must make a Stamina check with a difficulty equal to every point past 20° above her comfort zone. If she fails, she will lose 10 WPs or 1 HP. A successful Desert Travel skill roll can avoid these effects altogether. Regardless of other conditions, Physical and Mental rolls will have an additional difficulty of 5 for every failed Stamina check until the character returns to normal climes.



Cold

For every 20° below the comfort zone, a character's WP max is reduced by 1/10. If the temperature is more than 40° below the comfort zone, a character not protected by winter clothing, fur, magic, or natural immunity will lose 1 HP. At 60° below the comfort zone, a character must make a successful Stamina check, with a difficulty equal to every point beyond 60° below her zone. A failed roll means losing 10 WP or 1 HP, and double that amount without winter gear/fur, etc. A successful Arctic Travel skill made every 30 minutes will allow a character to avoid these effects altogether if she has appropriate protection. Regardless of other conditions, **all** future rolls have an additional 5 difficulty for every failed stamina check.

Healing

After characters get bashed, bludgeoned, and beat around long enough by monsters and hazards, they'll finally decide that it's in their best interest to patch themselves up. That's where healing comes in.

There are two types of wounds that a character can suffer:

- *Minor wound.* A minor wound is any damage from one attack that is less than or equal to the wounded person's size level. Minor wounds heal on their own unless infected.
- *Major wound.* A major wound is any damage from a single attack more than the victim's size level. Major wounds require quick medical treatment, and the patient is required to be at rest.

If a character heals naturally, the amount of HPs he gains back per month after proper medical treatment is referred to as his *healing rate.* The healing rate for each character should have been calculated during generation, but in case it wasn't, the healing rate equals (health factor + Stam + Pers) x sl.

There are three major rules to healing, whether it is medical or magical:

- Although anyone can use Scholastic skills to medically heal, only True Givers can use magic or channeling to mystically heal. And although metaphysics of any pathway can heal themselves with their powers, only True Givers can restore others.
- Healing skills of any nature do not help the undead or non-living sentients, such as demons or elementals.
- Wounds can only be treated under proper conditions. The wounded party must first break combat. All foreign objects must be removed from the wound, and the wound must be cleaned. Finally, the wound must be properly wrapped or sutured. Because magical healing is only an accelerated form of natural healing, all of these conditions must still be met even if healing with magic, channeling, or metaphysics.

As mentioned before, minor wounds heal naturally at the normal rate but will have a nice scar if not examined by a physician. Major wounds, on the other hand, require direct medical treatment. Both minor and major wounds heal simultaneously.

Slashes, punctures, tears, lacerations

To heal major wounds, the practitioner must have the proper tools (bandages, blades, tweezers, splints, needles, catgut thread) and an appropriate skill, such as Bandaging & Bones, Disease, or Surgery. Treatment cannot last for more than an hour, as blood loss is rapid and the science of transfusions have not yet been created.

If there is only one major wound, the difficulty is 2 x complexity; for every major wound after the first, increase the multiplier by 1. A D+ success means that the wound will heal according to the rates found later. An A-C success means that bloodloss has stopped but the wound will need a different physician's help to heal. A failed roll means that, although bloodloss has stopped, the patient still lost too much blood and will be in a coma for 1d10 weeks, and the wound will not heal without further treatment by another doctor.

Fractures bigger than hairline

If the wound involved only compound fractures and no bloodloss, use the same difficulties as for bleeding wounds. Any D+ success means the bones are set and will heal. An A-C success means that the torn skin is patched and the character can act without doing more damage, but all actions using that part of the body are at 50% normal and the bones will set incorrectly. Once the bones actually set, actions with that limb will be permanently at 75% normal, and there currently exists no known science of rebreaking/setting badly set bones. A completely failed roll subtracts 10 x the wound's damage from WPs (if any are left), and the medic must try again.

Ruptures above level 4

If the wound is a serious rupture, embedded puncture, misplaced organ, etc., then an actual surgeon must be called in. The difficulty of the roll will be 3 x complexity, with the multiplier increasing by 1 for every major wound beyond the first. A D success means the patient can heal normally, an A-C result means the patient will be in a coma for d10 months but will heal, and a failed roll means that the patient has died.

Then, before the patient can regain HPs, he must make a successful Physical save (modified by Health Level before multiplying the total), with a difficulty of 10 for every major wound.

In the first month, if the Physical save is D+, the patient will heal as normal. If the save was only an A-C, only 50% of normal healing occurs and internal bleeding begins. A failure means that infection has set in and no HPs are recovered at all. While the patient will know that something is very wrong, he cannot explain the problem unless he also has the Surgery skill and he must be diagnosed by another practitioner. After this point, a second surgery can be attempted to fix the problem, again at complexity x 3 but with no additional modifiers for number of wounds. Any level

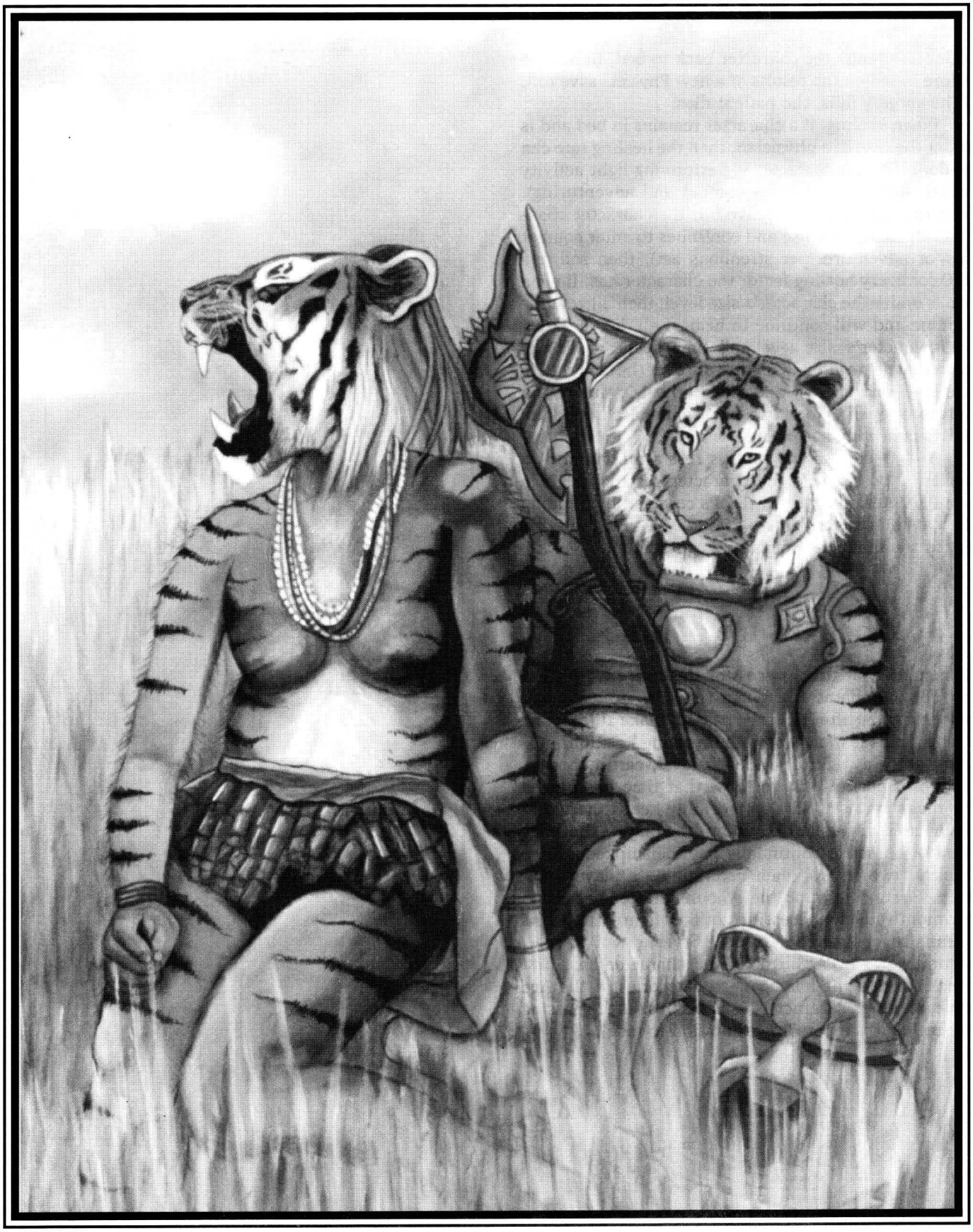
of success sends the character back to bed, to heal as before based on the results of a new Physical save roll; if the surgery fails, the patient dies.

When healing, if a character remains in bed and is under the care of a physician, then the healing rate can be doubled. If a character is performing light activity (which definitely excludes combat and adventuring), then the healing rate is halved. If the character abandons all common sense and continues to enter combat and/or adventure (per strenuous act), then roll one d10 for every healing factor the character has. If even one is under the character's size level, then all wounds are fine and will continue to heal. If all dice are over the character's size level, all time spent healing is immediately negated. If all dice are over the character's size level and at least one rolled up a 10, the wound has torn open, bloodloss has commenced, and all previous healing has been lost.

A character should always rest a minimum of a month if possible. If the character rested part of a month, determine the exact HPs regained by dividing the patient's healing rate by 30 (days), then multiplying by the number of days spent recovering.

The passage of time

Remember that time passes for the entire world, not just for the characters. When returning to a person, place, or thing after time has passed, make at least one change to that item (possibly involving location, attitude, pathway, social level, life level, career, health, status, or desire), just to show that time has passed for that item as well. This not only keeps the world fresh and living, but also reminds the players that they need resources to continually pay their upkeep. Keep track of two things when determining a player's upkeep. First, determine the amount of money needed per month for the necessities of life, figured to be his (Genus Level squared + Appe + Style + Avoi) in gold. Secondly, for every birthday the character has, first check to see if he has changed categories in the Age table, and then subtract 10% of his SPs (as the passing of time causes a person's reputation to fade).



Chapter Three
Emphases & masteries

This chapter explains the basics and uses of all general skills a character can learn. In addition, after a ROC success (A-H) for a certain skill has been determined, the skills system can be used to further define what happens.

While skills as a general entity were defined during character generation in Chapter 1, the descriptions of each skill and how they are used are found here, grouped within their proper emphasies. Any special notes about success and any effects of criticals are listed on that same emphasis table. To locate a certain skill, turn first to the appropriate mastery and then to the proper emphasis in that mastery.

When reading the critical tables, any percentage amount followed by an outcome (such as "20%, +1 to Confidence") means that the character should roll d100; rolling the percentage or under gains that outcome, otherwise nothing happens. Also, note that these tables apply only to criticals; normal rolls should use the ROC to determine results.



system by definition is a series of parts forming a complex whole. The skill systems of NeverWorld are comprised of many different parts, mostly universal and special career skills. These parts are grouped by emphases, and emphases are grouped in turn by masteries. Each emphasis includes a table to explain the varying degrees of success (A-H), as well as critical successes and failures. These tables are only guidelines and do not comprise the totality of everything that could happen; feel free to adjust them however you wish.

The text describes the most common situations that require use of one or more skills from those masteries and emphases, and then will proceed to explain each skill in detail. When a character chooses a certain action and the GM decides that a roll is necessary, read the general emphasis information and then the specific skill description for full details.

Note: Metaphysics is not included in this section because of its unique workings and size. For the full details of metaphysics, read Chapter 4.

The mastery of Combat

The mastery of combat is the art of control, protection, and strategy. Combat takes many different forms besides the standard sword-and-shield style and can run the gamut from simple weapon preferences to completely unique fighting styles. Some combat forms (like castle-sieging or the Birdmihn's elusive personal combat style) can take from hours to days to even months both to learn and implement. Despite all the unique variations of combat, however, the ultimate goal is—simply—to win.

Anyone can swing a sword, fire an arrow, or cut a catapult cord, but only the professional or combat-dedicated person knows the meaning of aim, balance, power, and proper defense.

Table 18 shows the basic combat critical success and failure chart.

Because weapons differ so greatly among different cultures, their descriptions and complexities are handled in each individual culture description rather than here. All weapon sizes reflect the size level of the culture that uses or creates them; however, all weapons lengths listed here under each weapon skill here will be in terms of size level 4 (rendered "sl4").

If a character uses a weapon not part of her culture, the given sl4 ranges should be modified. To generate the actual size of a weapon as it would appear in a larger culture, just multiply the length and weight of the weapon by 1 + (larger sl - 4).

Example: A standard Neounian (sl4) battle axe is 2.5' long and weighs 12 lbs. So a battle axe from the Wolfihn culture (sl5) would be 2.5 x (1 + 5 - 4) = 2.5 x 2 = 5' long and weigh 12 x (1 + 5 - 4) = 12 x 2 = 24 lbs. Along the same lines, a battle axe from the Giant culture (sl6) would be 2.5 x 3 = 7.5' long and weigh 12 x 3 = 36 lbs.

When larger creatures use weapons from smaller cultures (such as giants using human-sized greatswords), the weapon's statistics (WC, etc.) should be modified to reflect the equivalent weapon in that creature's culture. (In other words, the human-sized greatsword

wielded by the giant would use the statistics for a giant shortsword, not a giant greatsword.)

Note: Because dwarves are treated as sl4 despite their short stature, they also use sl4 weapons, not sl3.

Blades (2 min)

Daggers (Melee/Thrown): Daggers are the smallest bladed weapon that can be held in the hand. Daggers can be used as paired weapons or as part of two-weapon combat. Average length: 12-24"

Greatswords (Melee): Greatswords are the largest bladed weapons in sword form and must be wielded with two hands (which prevents the use of a shield.) Average length: 6'

Swords (Melee): Ranging from shortswords to bastard swords, each one is common partner to the sword-and-shield routine. Swords can be used in two-weapon combat, and shortswords can be used for paired weapons. Average length: Shortswords are 2-3', longswords are 3.5-5', broad and bastard swords are 4-5'

Wrist blades (Melee): Wrist blades are long claws that extend from a wrist mount, like the Felihn's rakers. Blades are usually paired weapons. Average length: 1' past fist

Axes/Hammers (1 min)

Battle axes (Melee): Axes can be single-bladed, double-bladed, one-handed, or two-handed, and sometime come with spikes or hammers. Axes cause both blood loss and rupture damage. Average length: 2.5'

Morning stars (Melee): Morning stars are maces with sharp spikes meant to tear through chain and leather armor. They resemble spiked balls solidly attached to wooden or metal shafts. Average length: 2.5'

Warhammers (Melee): Looking like gigantic sledge hammers, warhammers are usually two-handed, although smaller one-handed varieties do exist. They are primarily used for crushing plate armor but will effectively destroy any armor, as well as doors, stone, and other weapons. Average length: 1.5-3'

Blunt (2 min)

Maces (Melee): Maces perform a combination of crushing and tearing damage. They are built to take on the heaviest plate mail armor, against which slashing weapons are ineffective. A mace's head is usually made of solid metal and sometimes has thick jagged protrusions. Average length: 3'

Clubs (Melee): Clubs are short hunks of wood used to bludgeon enemies and can even include thick tree branches (or, for Wolfhin, tree trunks). Average length: Under 3'

Bo staves (Melee): Bo staves, quarterstaves, bongsul's, etc., are always the same as the height of the owner. They are made of solid wood, and sometimes reinforced with metal bands or even spikes. Bo staves are automatically considered a two-weapon combat items by themselves. Average length: Around 5-7'

Kali sticks / jo sticks (Melee): These sticks are made of solid bamboo, ratan, or wood, and as long as the wielder's arm. They are always used as paired weapon combat. Average length: Armlength (2-3')

Chains (1 min)

Footman flails (Melee): Flails usually consist of a ball attached to a wood shaft by a length of chain. The ball can be plain or spiked. Average length: 3-4'

Horseman Flails (Melee): Used from horseback, these flails have a lengthened shaft attached to the chain, instead of a ball, and the shaft is usually spiked. Average length: 5-6'

Nunchuku (Melee): Nunchuku are equal-length rods

Table 18. Basic combat criticals.

Roll	Critical success	Critical failure
1-25	Knock opponent unconscious.	Weapon breaks and is useless. Buy a new one.
26-50	Target cannot use armor or shield to absorb blow's damage.	Weapon slips from hand! Lose all actions for 1 round.
51-75	Gain free a ack on same opponent only	Slip and fall! Lose all action for 2 rounds.
76-100	Stun opponent for d10 minutes (GM rolls secretly)	Take 2d10 - 8 damage from own weapon



about a foot long each, attached together by a rope or chain and usually used as paired weapons. Average length: 2.5'

Hand To Hand (1 min)

All HTH damage is done to WPs, not HPs; any exceptions to this are listed in each style description.

Ardon (Rublug): Dwarves use a spiked helmet along with their Headbash skill to cause HP damage.

Brawling/Fisticuffs (Neounian): Humans resort to simple, all-out, unarmed slugfests.

Claw fighting (Felihn): Felihn use claws in their HTH attack, causing damage to HPs.

Howling Wind (Hourani): A dual-form martial art that resembles human brawling (WP damage) when in unnatural form and claw-fighting (HP damage) when in natural form.

Pantelle (Driseti): Driseti can opt to use thorngloves to cause HP damage.

Toothmar (Wolfihn): Wolfihn can opt to use claws, changing damage from WPs to HPs.

Viku (Bock): Bock may know a higher form of Viku, called Viku-Jorta, that has deadlier effects.

Lances & polearms (1 min)

Lances (Charging): A lance is a long pole used for jousting from horseback and cannot be used in any other fashion. If the lance is tipped with a ball instead of a point, the damage applies to WPs instead of HPs. Average length: At least 14'

Polearms (Melee): Polearms come in many forms, such as berdiche, glaive, and halberd, are usually very long, and often have an axe-like blade on the end. Some polearms have two or three blades, or even spikes. All of these weapons are used from behind shield walls or when guarding gates, to cause damage to the enemy without allowing damage in return. Average length: At least 10'

Long spear (Melee/Charging): The long spear is meant for thrusting, not throwing, and has a head meant to puncture. When used in melee, it is considered to be a bo staff and uses two-handed combat techniques. Average length: At least 6'

Fired weapons (3 min)

Note that a bow's short range—not maximum range—is its effective range.

Shortbows (Fired): Shortbows use arrows that are 2 to 2.5' long. Their average maximum range is 100 yards, with an effective range of about 20 yards.

Longbows (Fired): Longbows use arrows that are 3' or longer. Their average maximum range is 200 yards, with an effective range of about 30 yards. An sl4 longbow cannot be used by a dwarf.

Crossbows (Fired): Crossbows use bolts (usually metal) that are 1 to 1.5' long. They take a long time to load but can be fired by anyone with little difficulty. Their average maximum range is 100 yards, with an effective range of 40 yards.

Blowgun (Fired): Blowguns use darts coated with poisons. Their maximum range is 30 yards, with an effective range of 10 yards.

Thrown weapons (3 min)

Throwing weapons that can be used as melee weapons still cannot parry blows.

Spikes (Thrown): Spikes are made of metal or hard animal bone/tusk. They are ineffective against armor and best suited for use with poison or as a surprise attack. Average length: 6"-1'

Throwing knives (Thrown/Melee): These knives are small cousins to the hand-held dagger and are ineffective against most armor. Their average maximum range is 25 yards, with an effective range of about 10 yards.

Stars (Thrown): Stars are flat disks of metal with sharp points, thrown to discourage opponents. Rarely does someone ever kill with a star. Their range and effectiveness parallels throwing knives.

Throwing Axes (Thrown/Melee): Small cousins to battle axes, these little hatchets will go through the best leather armor and sometimes even pierce chain or doublemail. Although they can be used as paired weapons, this would be a last resort or career specialty, as they are not meant to parry blows. Their average maximum range is 30 yards, with an effective range of 10 yards.

Spears (Thrown/Melee): A short spear is great for piercing soft armor or chain. Their average maximum range is about 25 yards, with an effective range of 5-10 yards. Average length: Shorter than 6'

Boomerang (Thrown): Boomerangs are the pride of the Felihn race and can be wooden or bladed (in which case a glove must be used to safely catch it). Their average maximum range is 150 yards, with an effective range of 30 yards.

Combat: Melee

Table 19 shows the advanced melee combat critical success and failure chart, to be used for the groups Axes, Blades, Blunt, Chains, Hammers, Lances, and Poleams.

Melee OCF

Base: (5 x Refl) + (5 x Stre) + attack skill - difficulty

Init cost: Lances are 2 full rounds; others are 5 x WC

To attack with a melee weapon, a character must be within (1.5 x height) of her target; sometimes this means that she will not be able to attack creature a great deal taller than her. Long weapons such as polearms, long spears, and some greatswords can increase striking distance; if a weapon is at least as tall as the character wielding it, add one foot to striking distance for each foot the weapon surpasses current striking distance.

When your character is lancing or charging, standing targets take normal damage, and targets moving towards the lancer/charger takes double damage.

To disarm an opponent, your character's weapon must be the same size or greater than the opponent's weapon; use a difficulty of 5 x WC. If the ROC is successful, the opponent gets a Dexterity check to keep a grip on his weapon. Use the same rule for entangling an opponent, but use a difficulty of 3 x WC.

Melee DCF

Parry base: (5 x Refl) + (5 x Stre) + attack skill - difficulty

Parry Init cost: 2 x WC

Only attacks above waist level can be parried if the defender is using a weapon less than 1/2 his height. For attacks to the groin or face (or to other sensitive areas in unique races), double Reflex.

A character can only parry against three different attackers in one round, and they must be in front of her. (Attacks more than 90° to the right or left will never be in line of sight, which makes their attacks impossible to see, let alone parry.) Missile attacks cannot be parried without specific skills; a character must either dodge, duck, or shield-block.

Without specific training, a character cannot parry another weapon without using a weapon to do so. Any successful parry by a character without a weapon means that she has blocked the shot with her body at a location she specifies; the strike counts as a regular hit, potentially damaging armor (if any) and character as well. Generally, characters without weapons only try to parry if they want to keep attackers from hitting more vulnerable, non-armored parts of their bodies.

Combat: Missile

Table 20 shows the advanced missile combat critical success and failure chart, to be used for the groups fired and thrown.

Missile OCF

Fired base: (5 x Dext) + skill - difficulty (with difficulty for bow = 2WC and crossbow = 1WC)

Fired Init cost: Bow = 7 x WC; crossbow is 9 x WC to load, WC to fire (for a total of 10 x WC)

Table 19. Advanced melee combat criticals.

Roll	Critical success	Critical failure
1-25	Shift +1 on Rupture chart.	Break weapon, shift -3 to damage until replaced/repaired.
26-50	Damage bypasses all of target's armor/shield absorption.	Weapon slips from hand,spend 50 Init to find and pick up.
51-75	Gain free attack (no Init cost) on same opponent only.	Slip & fall before attacking; spend 100 Init to stand.
76-100	Stun opponent for d10 minutes (GM rolls secretly).	Take 2d10 - 8 damage from own weapon.

Table 20. Advanced fired/thrown combat criticals.

Roll	Critical success	Critical failure
1-25	Bypass target's armor/shield; +1 shift on Rupture chart	Bowstring snaps or thrown missile snags on pouch/clothes.
26-50	Bypass target's armor/shield; +2 shift on Rupture chart	Strike foot, friend, etc., in front 45° arc with a D success.
51-75	Bypass target's armor/shield; +3 shift on Rupture chart	Slip & fall before attacking; spend 100 Init to stand.
76-100	Gain free attack on any opponent in front 45° arc.	Strike foot, friend, etc., in front 45° arc with a D success.

Thrown base: (5 x Refl) + (5 x Stre) + attack skill - difficulty (2 x WC)

Thrown Init cost: 6 x WC

Range modifies OCF as follows:

Short: Double the OCF.

Medium: Normal.

Long: Halve the OCF.

If a character takes a full round to aim a missile (see "Combat" in Chapter 2), add 10 x Conf to his normal OCF. While an attacker aims, the target's movement must remain the same (stationary, walking, jogging, running, riding) and at the same distance until the archer shoots. Consider slight or occasional movements as standing still.

Missile DCF

Missiles, whether fired or thrown, and missile weapons cannot be used to parry blows due to their physical natures.

Combat: Hand-To-Hand (HTH)

Table 21 shows the advanced HTH combat critical success and failure chart.

HTH OCF

Base: (5 x Refl) + (5 x Stre) + attack skill - difficulty (where difficulty = 2 x WC)

Init cost: 5 x WC

When your character attempts a simultaneous double punch or double kick attack, double his HTH score before calculating OCF value. If he has no serious training (i.e., no skills) in Brawling, Pugilism, Wrestling, or Martial Arts, then his HTH attacks are restricted to hands, feet, headlock, tackle, and claws.

Note: If an attack with a bare fist or foot is parried by a shield or weapon, the attacker can end up taking damage instead of giving it. For this to happen, the defender must successfully parry the attack and have a better DCF than the attacker's OCF. Subtract OCF from DCF, find the success level on the ROC, and then determine damage from the parrying weapon. If a

Table 21 Advanced HTH combat criticals.

Roll	Critical success	Critical failure
1-25	Damage bypasses target's armor/shield.	Trigger a pressure point on self; the limb is useless for 3 rounds.
26-50	Damage bypasses target's armor/shield.	Telegraph your attack! Opponent has +25 on a return attack.
51-75	Gain free attack (no Init cost)on same opponent only.	Slip & fall before attacking; spend 100 Init to stand.
76-100	Stun opponent for d10 rounds (GM rolls secretly).	Hit yourself; take d10 HP + damage bonus to hand/foot.

shield parried the blow, damage to the attacker will equal the normal hand/foot damage plus the damage bonus from both combatant's Strength, divided by 2:

(hand/foot damage + attackers's damage bonus + defender's damage bonus) / 2

HTH DCF

Parry base: (5 x Refl) + (5 x Stre) + defense skill - difficulty (where difficulty is 2 x WC)

Parry Init cost: 2 x WC

If being attacked in the groin or face, double Reflex before calculating value. HTH parries are used in knife-fighting to blocking wrist-to-wrist, in brawling and boxing when covering up, and in martial arts to prevent from being hit. Blocks cannot be used against weapons harder than the normal arm or leg unless otherwise listed.

When performing dodging maneuvers, a character can substitute his Tumbling skill rating minus difficulty for his HTH value.

Combat: Evasive

Table 22 shows the advanced combat evasive maneuver critical success and failure chart, to be used for the dodge, duck, and shield-block maneuvers.

Dodge DCF

Dodge base: (HTH/2) + (5 x Refl) + (5 x Agil) - difficulty (where difficulty = 2 x WC)

Dodge Init cost: 5 x sl

Dodging is used to evade the following attacks:

- melee attacks below the waist and outside of a parry
- missile fire
- hurled weapons that damage large areas (such as grenades, burning oil, rocks, etc.)

When a character dodges an attack, she essentially moves completely out of the range or area of the attack. Such movement costs a great deal of Init. However, when dodging hurled weapons, characters have can double their Reflex score to calculate dodge base. Note that not all hurled weapons need to be dodged—only those that cause their damage whether or not they are parried.

Duck DCF

Base: (HTH/2) + (10 x Refl) - difficulty (where difficulty = 2 x WC)

Duck Init cost: 2 x sl

Ducking is a quick movement involving only the head or arms and cannot be used to avoid torso or leg damage. The Init cost for duck is much cheaper than to dodge, which makes it the preferred method for avoiding missile fire (as long as the missile will strike the head, hands, or arms, and the character knows it's coming.)

Shield-block DCF

Base: (HTH/2) + (5 x Stre) + (5 x Refl) - difficulty (where difficulty = 2 x WC)

Init cost: 2 x sl

For attacks to the groin or face, Reflex can be doubled to calculate the base. Shield blocks can (obviously) only be performed if the character has a shield. Shields blocks are invaluable when a character is attacked by

Table 22. Advanced dodge, duck, and shield-block criticals.

Roll	Critical success	Critical failure
1-25	Reduce Init cost to 1 point	Opponent's attack bypasses your armor.
26-50	If the opponent didn't roll a critical success to hit, he must roll on the critical failure chart.	Slip & fall, or lose your shield if blocking; spend 100 Init to stand or regain shield.
51m75	Opponent loses one weapon; natural melee weapons are temporarily useless for d10 rounds.	Step into the swing by accident; +1 shift to damage, although armor/soak still works.
76-100	Reduce Init cost to 1 point; also, opponent slips and falls (dodge, duck) or is knocked on back (shield-block).	Opponent gets a second attack without spending Init; combat otherwise flows normally.

missile fire and can even defend against small incendiaries and flames for short periods. They are also better than parries in the sense that shields can absorb some of the damage heading for a character's armor and body.

The mastery of Culture

A character is guaranteed to have the Cultural skill mastery in his own culture, as it describes all the special things the character learned while growing up, simply by being part of that culture. A character must work hard to receive Cultural skills of another culture, and such skills are highly valued by those that don't have them. Note that many cultural abilities are actually genetic in origin and thus usable only to those born in that culture, making these skills unique.

Characters can earn emphases in other cultures by learning at least 5 of their non-genetic skills. If two cultures have the same skill (such as a language, for example), then the skill can counts towards an emphasis with each culture. Once a character earns an emphasis in a new culture, all Statecraft, Professional Crafts, History, Religion, and Animalship skills, as well as Cultural Dance, Cultural Games, and Philosophy, apply to that culture as well as the character's native culture.

Those with a mastery in Culture can get hired for public Jobs or become an instructor for others who want to gain an emphasis in that culture. A Cultural Skills master is also a great representative when meeting aliens. If your character wants to learn about and master other cultures, their skills must be treated as a whole different emphasis, with the exception of certain Speech and Literacy skills.

In regard to the ROC, individual skills will use the basic test roll, while sports, pasttimes, combat maneuvers, and the like in a culture will use contest, accumulation, or topple conflict rolls. People with an emphasis in Cultural Skills usually involve themselves with jobs that have high social interaction or public responsibility.

Table 23 shows the critical success and failure chart for Culture skills for any culture.

The total number of emphases under the Cultural mastery is truly neverending, and already includes these options:

Grobber: Goblin, Hafling, Imp, Kobold, Orc

Dwarven: Duarlich, Glangdla, Gnome, Rublug, Thokmol

Beastish: Bearhmihn, Birdmihn, Bullmihn, Felihn, Molru'k, Ogre, Wolfihn, Sabrihn

Giant: Ice giant, Earth giant, Sea giant, Cyclops, Minotaur, Trol

Elven: Bock, Driseti, Frolidi, Muesis, Tristleti

Human: Eppelan, Neounian, Mulgrayne

Metamorphoun: Hourani, Changeling, Parasycophant

Genetic & Learned Skills (?): This skill area includes whatever skills are listed in this category in each culture's book, and complexity values can be found there as well. As said earlier, a culture's abilities are either learned (such as language) or genetic (such as infravision or firebreathing). All genetic abilities are marked with a (G) and cannot be learned by other races, as the skill is based on genetic makeup.

Learned skills are not totally dependent on gene pool or DNA and can be taught to anyone who understands and believes in the underlying philosophies that make them work. Special skills or knowledge; powers working on magical, channeling, or metaphysical principles; indigenous languages: all these things would fit under the category of learned skills. Only skills that specifically belong to other masteries—such as actual spells, endowments, channeling powers, and metaphysics—are excluded from the learned skill list and must be "bought" separately.

Table 23. Cultural skills (any culture) criticals.

Roll	Critical success	Critical failure
1-25	50% chance for +2 in this skill.	-3 in this skill.
26-50	Any SPs for action are double.	Become the butt of jokes; lose two SPs for every witness.
51-75	25% chance to permanently lower skill's complexity by 1.	Lose 100 EPs for overlooking the most essential points of native culture's skill.
76-100	Shift to an H success.	-3 in this skill.



Languages (?): Languages are necessary for communication, unless a character doesn't mind suffering the ramifications of misunderstanding. Having a common language breaks barriers, eliminates problems, brings people together, and continues the wisdom of a race. Those who learn languages other than their own begin to understand the fundamentals of communication and learn how to discern the inner meanings of riddling speeches, break down the keys of enigmatic questions, and quickly pick up cultural nuances. Until he earns a 60+ in the skill, a character must roll every time he wishes to correctly speak an alien tongue—even on a daily basis.

Most races only speak one language. Beastish speak Low Speech because this was the most common tongue of the Age of Myth. (Only 1 in 10,000 Beastish still know their secret native tongue, which is unavailable to starting player characters.) Humans can speak Low Speech and/or High Speech. Elves commonly speak Elven and sometimes (secretly and amongst themselves) Cryptic Elven. Dwarves speak Dwarven and Shattered Dwarven. Hourani speak Low Speech and/or High Speech, and most certainly speak Hourani. The Changeling and Parasycophant metamorphouns (due out later) speak and read whatever languages they can find (the more languages they know, the better they can disguise themselves in a culture); rumor has it that their natural languages are actually Elven and Dwarven. Also, various cultural dialects can complicate communication, and anyone of a different cultural emphasis may have difficulty understanding someone from a different culture, even if they speak the same language and are of the same race.

Although the beastish and grobber no longer speak their native languages as a nation, some individuals still know their secrets. To learn these two languages, a character must have an emphasis in the proper culture and must also find a teacher. Any native tongue from a culture in these two races should be listed as "Native [culture]" and have a complexity of 6 for the native and a 17 for everyone else.

Literacy (?): Literacy follows the same rules as Languages, except that the beastish use Beastish Symbols and grobber use Grobber Gestures (a form of sign language—not a true literacy skill). No evidence remains of a literacy for the lost native tongues of these two races.

Literacy is uncommon among three-fourths of NeverWorld's population. The primary reason is that many leaders do not wish to have their subjects be literate, as it's always harder to control those with knowledge. Literacy is a powerful tool because long-distance communication occurs only by the written hand.

Literacy is also a prerequisite for Magic Theory and the scholastics of Archaic Science, History, and Research. Even Demonology and Myth & Lore are learned at a slower rate if no books can be used as reference. Each area of knowledge in Myth & Lore is inscribed somewhere in a particular language.

In general, a character will no longer have to make rolls for daily alien literacy use if he has an 80+ in the skill.

The mastery of Domestic

Everything that is part of every-day life—in other words, basic needs—belongs to the Domestic mastery. Domestic might not seem to be a valued mastery to most adventurers, but their opinions usually change once their stomachs start growling. This skill grouping generally provides ranger-type abilities used by good adventurers to keep up their Appearance and health.

The Domestic mastery is used most often during role-playing down-time, when action is slow and players are collecting details or restoring lost items. A Domestic master is usually a home manager or head farmer, spending most of his time dealing with family or community matters. Domestic masters with no other masteries usually do not make great adventurers, but the mastery is essential to those who enjoy animals, the outdoors, survival, and wildlife knowledge.

Farm (all)

Farm skills are mostly used to raise money on a steady source of cattle and field crops. If a character owns a farm and wants it to prosper, he must check in at least once a week to perform management duties. He must also hire hands to help farm the land—one rancher per square acre on a permanent basis, and twenty crop pickers per acre during the picking season. The workers should also have 50-100 gold worth of supplies, tools, and other necessary items.

Dowsing is rolled for once, when a piece of land is first being checked for water sources. Planting rolls must be made for every growing season in the year. As the crop grows, a Husbandry roll should be made once a week. Finally, each healthy crop should have a Cultivation roll made, which determines the success of picking and marketing the crop. A below-average roll could mean not having enough grain to sell, while an above-average roll could mean an abundance of food

Table 24. Farm criticals.

Roll	Critical success	Critical failure
1-25	The discovery/accomplishment is recorded by others of your field; gain an extra 500 SPs.	A small plague you've released wipes out nearby villages and contaminates water sources. Lose 1000 SPs.
26-50	+2 points in this skill.	-5 points in this skill.
51-75	Gain 500 SPs and the GM's praise.	Spend 10d10 hours studying this mishap before using this skill again.
76-100	10%,chance for +1 Confidence.	30%, Spend all upcoming EPs for 1 Avoidance.

that will double a plot of land's normal income. A farmer's profits from an average crop are determined by gold spent on a particular piece of land: whatever he spent in gold that season should be multiplied by (d10 - 5). If a character wishes to start a new crop, he must make a successful Identify Vegetation check to learn the proper methods of planting.

Table 24 shows the critical successes and failures for Domestic: Farm.

Dowsing (2): The character can seek water sources through earthly divination, which can often take two or three days to finish. This skill is also useful for finding the closest body of open water.

Husbandry (9): The character can breed farm animals for either meat, milk, or textiles. Husbandry also includes limited knowledge of veterinary medicine, but the character should not expect medical miracles to occur. Like many other farm skills, Husbandry is good to have when an adventurer is down on his luck and needs a job for a few days or a month.

If a character uses Husbandry for veterinarian medicine, the difficulty depends on animal type:

Animal type	Difficulty
Farm animals	0
Other tame animals in culture	10
Wild animals in culture	20
Animals not from culture	50
Monster from Groam's Lexicon	80

Identify Vegetation (12): The character can identify all types of vegetation and decide which ones are acceptable for cultivation and consumption. Unlike Herb Lore, this skill cannot determine mystical uses for a crop but can only help identify edible and non-edible foods. (Non-edible foods are plants that can be eaten in time of need but that will generally have unpleasant effects—such as inkberries or poison ivy.) This skill also provides a knowledge of how and where to look for edible foods.

Planting & Cultivation (18): The character can develop land and crops, even using rotation and fertilization methods depending on the cultures. A successful roll means that the farm has produced the expected amount of crop and has gotten its worth on the market. A critical success means market prices were at an all-time high: the character can either take 150% normal income off the crop or gain 25% more farmable land and crops for next year. A failed roll means that the market was poor, paying only 50% normal wages, while a critical failure means that the crop was destroyed by some misfortune.

Home (5 min)

Home skills keep people fed, clothed, and sheltered. When rolling for Antagonize Foreigners or Cooking, the level of success determines the ultimate quality of the action. For other skills like Fishing and Hunting, a minimal success will still bring home enough food to feed the family.

Table 25 shows the critical successes and failures for Domestic: Home.

Antagonize Foreigners (1): The character can relentlessly attack people they do not know, inducing hostility, fear, embarrassment, hatred, or domination. A complete failure in the roll means that the foreigners have snubbed the character back so forcefully that she will miss or lose every Confidence and Willpower roll for a length of time, depending on his race:

Race	Time
Grobber	10 minutes
Beastish	30 minutes

Table 25. Home criticals.

Roll	Critical success	Critical failure
1-25	Finally move past plateau; +2 in this skill.	Waste all efforts/supplies; -4 in this skill.
26-50	Be rewarded with double normal catch/batch; or the time to complete the action is halved.	Peoples' shocked looks suggest that someone pooed in the pudding! Lose 300 SPs from the shame.
51-75	Receive extra pay from pleased employers: Gain 100 FPs.	The title "Liar" or "Scumbag" is repeatedly mentioned, along with your name: Lose 500 SPs.
76-100	Draw the attention of the gossip chain for generations: Gain 600 SPs.	Become mocked by mischievous Imps for your incompetence, who steal 200 FPs of goods from you as you watch.

Human	2 hours
Dwarven	1 day
Elven	1 week

If a character successfully uses Antagonize Foreigners, the victim suffers these effects instead. In addition, if a character successfully insults a culture disliked by her own, she will gain SPs equal to the EPs she gained on the ROC for rolling successfully. However, if the insulted culture is a respected one, she will lose SPs equal to the EPs she gained by the success. For obvious reasons, True Givers should refrain from using this skill, while Complete Takers should rely upon it.

Cooking (5): The character has all the necessary skills to produce a meal based on the available ingredients, for any number of people. A delicious meal can increase social status tremendously if cooked for an influential crowd. As long as a group of adventures includes a character with a Cooking of 60 or higher, their chances of contracting a disease is reduced by 25%.

Fishing (4): The character is skilled in netting, spearing, and hook-and-line fishing (or, if beastish, using hands and mouth to snag fish).

During spawning season (which occurs in spring), the number of fish caught is 1 for an A success, plus 1 for every success letter higher. At all other times, the number of fish caught is 1 for a D success, plus 1 for

Table 26. Available herbs to find.

Success	Properties	Herb type
A	Anticeptic	Alkanet root, benzoin, black currant, black willow bark, thyme
B	Sedative	Belladonna, gelsemium, pomegranite, scopolis
C	Anti-fever	Angelica, arbutus, ash, avens, balm leaves, berberis, boneset, butterbur, cleavers, garlic, marigold, parsnip, peach seed, raspberry
D	Stimulant	Ammoniacum, birthwort, camphor, cayenne, celery, cumin seed, fenugreek, ginger, mace, nux vomica
E	Narcotic	Asafetida, juniper berry, marjoram, mistletoe, muira-puama, peyote, poppi, tansy
F	Healing	Acacia, aloe, amaranth, arbutus, balmony, bilberry, birch, bittersweet, blue flag, bryony, calotopis, comfrey root, jewel weed, pitcher plant, plantain, sage, tamarin
G	Antidote	Adrue, catnip, cloves, fireweed, garlic, gentian, tea
H	Attribute augment	Acorn, agrimony, almond milk, balm barley, fennel, ginseng, pumpkin seed, rosemary

every success level higher. How often a character can roll depends on how plentiful the body of water is:

Plentifulness	Roll once every
Overpopulated	10 minutes
Populated	1 hour
Underpopulated	4 hours
Depleted	1 day

Herb Lore (14): The character can use herbs to produce the effects similar to anesthetics, narcotics, barbiturates, amphetamines, and medicinals. The higher the skill score, the more potent and effective the herbs. Characters with skills of 100 or higher can produce any desired controlled substance possible in an herbal potion or salve.

To cultivate herbs, a character must have the Farming skill. When searching for herbs in the wild, roll Herb Lore skill + (5 x Awar) to find a useful herb of any sort; the greater the success, the more potent the type of herb. Once the herb is identified and collected, a Herb Lore skill + (5 x Comp) must be made to determine the extent of the herb's properties.

Table 26 shows the list of herbs possibly discovered for each level of success.

Hunting (11): The character can recognize animal tracks, follow long indefinite trails over land, and properly flush out the animal. Groups of hunters are even more successful than a lone hunter. Animals killed on a hunting expedition have worthless hides for selling, but are still functional. Any cultures that look down upon skinning will call a bloodhunt (i.e., hunt down and kill the offender) for excess killing of a particular animal kind.

To determine success in hunting, characters should roll Hunting + (5 x Avoi), every time period based on the following:

Type	Roll every:
Normal	2 hours
Trapper/Ranger	1 hour
Beastish	1/2 hour

The type of animal caught depends on what land the character is hunting in; as a general rule of thumb, a D success will score small animals like fowl or rabbits and squirrels; an E success scores pig; an F scores deer; a G scores wolves or big cats; and an H scores bear, moose, and other large animals. The Hunting skill is not used as a replacement for combat. If the GM or players wish to actually fight an animal, then the regular combat rules should be used.

Repair (12): The character can fix things at home. This skill includes sewing and patching, repairing equipment, and maintaining house, farm, and personal goods.

Trapping & Fur Trade (8): The character knows how to properly kill, gut, and skin an animal for its maximum worth in the fur trade. Some cultures or races consider this skill barbaric; wearing or trading furs in these cultures could result in disfavor, dishonor, or (even worse) death.

The mastery of Dark Arts

Darks Arts are not magic, but rather the abilities used to manipulate and take advantage of people. Dark Arts are the trade of every thief and assassin, as well as entertainers, special-forces soldiers, guides, and (of course) some adventurers. The Dark Arts are divided into two emphases: Prestidigitation and Subterfuge. Prestidigitation deals with sleight of hand and stage magic, while Subterfuge is related to espionage and combat. In general, characters who heavily use Dark Arts on a day-to-day basis will not be trusted by Givers but will impress Takers.

Learning the Dark Arts is no easy matter. A character must first find a teacher who trusts him to keep the secrets of these skills. Usually, the teacher will test his student by sending him on certain "uncouth" missions while the studies commence. Because of this, it is difficult to use the Dark Arts without also gaining negative SPs.

Prestidigitation (4 min)

Also known as sleight of hand, Prestidigitation skills are used to deceive others—impressing the dull-witted, fooling the average, and angering the intelligent. Successful Prestidigitation relies heavily on a character's Dexterity and often necessitates good Agility and Avoidance as well. Those with an emphasis in Prestidigitation make great street entertainers and thieves.

Table 27 shows the critical successes and failures for Dark Arts: Prestidigitation.

Escape (5): The character can untie bonds, break free of shackles or cuffs, slip out of ropes and chains, fit through tight spaces, and break free of another's grasp. Good escape artists should also have a high Pick Locks skill.

If the character has been bound in standard fashion (tied to chair or to himself, etc.), only a D success

Table 27. Prestidigitation criticals.

Roll	Critical success	Critical failure
1-25	20% chance for +1 to Avoidance.	All resources required for skill are destroyed.
26-50	10% chance for +1 to Dexterity.	Take 5 HPs of damage (unsoakable).
51-75	+2 to this skill.	-4 to this skill.
76-100	+30 when reusing this skill on same person/thing.	Roll d100: 1-50, -1 Avoidance; 51-100, -1 Dexterity.

is necessary to escape. Any bonds more devious will require a roll for each major bond, with a difficulty included for extremely tough bonds. Roll d100 + Escape + (5 x Dext) + (5 x Pers) for each bond, with the difficulty and time between rolls listed in Table 28. To escape someone's hold, an additional difficulty of 10 x (opponent's Stre - character's Stre) is used.

Pick Pockets (3): The character can slip items off the person of another without being noticed. When picking pockets, a character must have some sort of cover to distract the target—whether it be environmental factors like large crowds or an entertainer, or some particular action meant to distract, like story- or joke-telling. The difficulty of the roll is 5 x target's Awar. If the success is A-C, the character is not noticed but gains nothing from the attempt. Any success of D or higher allows the character to swipe one item from the target's pocket, purse, backpack, collection plate, etc. The GM will describe any unique items the character discovers. Remember that an item's value might not be readily apparent.

Picking pockets can be rewarding, but only around the right people. Continually trying to pick the pocket of someone aware of the character's presence increases the difficulty by 5 each round until the thief grabs his loot, quits, or gets caught. Stealing an item from a sleeping person is automatically successful unless the item is in contact with his skin (whereupon the standard roll applies).

Use Table 29 on page 78 to determine the exact results for Picking Pockets; the amount of money made is determined by the size of the city and the success of the roll. After referencing the ROC success to find the appropriate value, multiply the number by the population size to determine how many FPs the character gains in money, jewelry, personal items, etc. Prison means that the wannabe thief has been caught and ends up in jail; at that point, he'll sit and rot until his sentence expires, he escapes, or he is broken out by friends. (Note that smaller populations like village or towns tend to kill thieves immediately rather than waste group resources by imprisoning them.) Any stolen unique items should be chosen by the GM to fit the current campaign; they can entail magical items or simply be prized items owned by and representative of the victim.

For every FP gained, the character builds an equivalent pool of negative SPs as long as he steals in the same area (city, town, etc.) This pool is not added directly to his SPs, as he has not yet tied social knowledge of those crimes to himself. If the character wishes to add this pool to his SPs, he must prove his fame to a local bandit (black market leader, thieve's guild captain, etc.) by successfully pulling off a heist of that leader's choice. Of course, once the arbitrator of the crimes has become public knowledge, the character must be careful to avoid capture by the authorities.

Pick Locks (8): Using proper tools, the character can pick locks with key or combination protections. To pick a simple lock (such as those on house doors, latches, manacles, and chests) will take 1-3 rounds; to pick more complex locks (such as those found on dungeon doors, gates, vaults, and strongboxes) will take 5-10 minutes.

Table 28. Stats for escaping various bonds.

Type	Difficulty	Time
Special knot	10	30 seconds
Strong rope or manacles	20	1 minute
Lock or torture device	30	3 minutes
Complex lock	40-60	10 minutes



Picking locks can be just as rewarding as picking pockets, but even more dangerous, as locks often contain surprise devices like poisoned needles or spring traps that can cause physical damage to the would-be thief.

To examine a lock for traps, roll either with the Traps skill or with 5 x Awar. The type of roll needed depends on the lock: tumblers are opened by making a successful accumulation roll (one roll for each section), while simple locks are made to only stop the ignorant and thus require one roll with no added difficulty. Complex locks are designed to defend against practiced thieves and lock pickers and should be increasingly difficult to open, demanding at least multiple rolls and, if magical, up to 60 in additional difficulty.

Pyrotechnics (11): The character can produce flame from the inflammable or other unexpected sources. Pyrotechnics of 75 or higher allows a character to manufacture flash powder, which is a highly guarded secret. (Unfortunately, explosion technology has not yet proceeded past this point.)

Pyrotechnics doesn't necessarily mean creating actual fire but could also refer to making smoke or a sparkling distraction. No matter what is chosen to do with the skill, a character must always have the right resource available, as well as be working under the right conditions. Because science has not yet been perfected, pyrotechnic material in very damp locations only works 50% of the time and is totally ruined by rain or when submersed.

To create a diversion or entertain crowds with Pyrotechnics, the character should roll as normal. If attempting to make an actual explosive, add 5 x Logic and subtract a difficulty determined by the GM (usually a minimum of 40). This might seem unfair, but there's a great deal of difference between creating just basic explosive materials and using advanced scientific knowledge to keep more complex bombs from blowing up in one's face.

Stage Magic (14): The character can deceive and surprise by using trickery and misdirection. The purpose of Stage Magic is to get people to miss the obvious and includes the abilities to palm (quickly grasp) small items and conceal them. Those with Pick Pockets skill can usually find a great deal of use for Stage Magic.

To determine success, roll and add a base of Stage Magic + (5 x Style) + (5 x Avoi) + (5 x Dext) as a contest against the audience's Awareness. If a character actually wishes to be good enough to make a living from stage magic, he must prepare a great number of unique gimmicks to use in his show. (Before players get too excited about the possibilities, realize that the average stage magician only gets paid about as well as a juggler, which is barely enough silver to live on). Stage magic is not normally a combat skill and not useful for foiling an enemy unless a character has proper setup time. What it does do is increase the effectiveness of traps or ambushes.

Table 29. Results from picking pockets.

Success level	Result
Critical failure	Prison
Miss	—
A	1
B	2
C	3
D	4
E	6
F	8
G	13
H	20
Critical success	Unique item

City type	Multiplier (in FPs)
Village	5
Town	15
City of 5000	25
City of 10,000	50
City of 25,000	100
City of 50,000	200

Check success level on this ROC. For an A-H success, muliply the given number by the multiplier given above (based on population) to determine the total number of FPs gained. A "prison" result means the thief has been caught and incarcerated. A "unique item" result means a special item rather than an amount of coin has been retrieved.

Table 30. Subterfuge criticals.

Roll	Critical success	Critical failure
1-25	Skill's effects are undetectable even by magic; not even an opponent's critical success can reveal you.	Draw the attention of anyone in eyesight or earshot. Nearby wild creatures will attack.
26-50	15% chance for +1 Avoidance.	-1 Avoidance.
51-75	+1 to this skill.	-5 to this skill.
76-100	The adrenaline rush from your perfect subterfuge restores all WPs.	Find yourself daydreaming, wishing you were sly as a cat rather than as brash as an elephant. Lose half WPs.

Subterfuge (4 min)

Table 30 shows the critical successes and failures for the Dark Arts: Subterfuge emphasis.

Ambush (14): The character can hide in an inconspicuous way, so as to attack with surprise. Ambushing skill can be used by individuals, parties, or full squadrons of soldiers. On an A-C success, the ambushers are not seen but the target is allowed an Awareness check. On a D+ success, the ambushers get a free surprise attack and the target cannot take any defensive action until initiative is finally rolled.

Normally ambushes are used to surprise the enemy and have often been used by armies to catch opposing troops with their bows unstrung, weapons sheathed, and armor removed. However, Ambush works just as well in a one-on-one basis, allowing a character to make a surprise attack before initiative is rolled.

To ambush, a character must make multiple rolls. The first roll determines if the character has set out the "proper bait" or funnel strategy to get the target(s) to the designated area without noticing anything odd. This roll will have a difficulty of the Strategy or Ambush skill rating of the enemy's scout(s). If the ambusher does not get a D+ success, the enemy gets to roll Awareness checks.

Success means that the character gets another roll, this time to see if he can move into position to attack without being noticed. If this roll fails, the character is seen and normal combat commences. If the roll succeeds, any target group of larger than one will be so shaken by the ambush that they cannot attack or defend for two rounds and then can only defend for the next two rounds. If the ambush is one-on-one, use the basic rule described in the Universal Skills section.

Concealment & Camouflage (12): Concealment is used by a character to remain unnoticed under extreme conditions, when people are actively searching for him. Concealed characters cannot move without abandoning the concealment, but their opponents cannot see them without magical or metaphysical help. (Note that independent items can be concealed by this skill as well.) Characters who need to move and still remain unobserved should use camouflage instead, which allows slow walking.

For concealment, a D+ success means that searchers will not get an Awareness check. Negative Avoidance and Perseverance adds difficulty to the Concealment roll (x 5 for either). Success in one Concealment roll allows a character to remain in a comfortable position for half an hour and can be done spontaneously, without preparation. If a character must remain concealed for a longer period of time, he will need ten minutes of preparation for every hour he plans to hide. Characters who try to remain concealed for longer periods of time than prepped for will have to make a skill check at intervals equal to their skill rating in minutes, with a cumulative difficulty of 5 on each roll. (For example, if Terran has a Concealment & Camouflage of 45, preps for 30 minutes, and then tries to stay past his three-hour limit, he must make a skill check 45 minutes later, and every 45 minutes after that point—increasing the difficulty by 5 on each roll). Note that, if a character fails his roll, he will still think he is concealed but enemies will be able to spot him.

For camouflage, a character's surroundings, Comprehension, and Logic all come into play. He must either have a pre-made cami suit that blends with the environment, or he should roll with a base of Camouflage + (5 x Comp) + (5 x Logic) to put one together on the spot. Additional difficulties should be added if the character does not have the proper Terrain Knowledge skill. Camouflage is a counterpart to Prowling and works best in the daytime. Maximum movement rate is the same as prowl, and the character must roll a D+ success every round spent moving or the searchers get an Awareness check.

Pass Without Trace (9): A character with this skill leaves behind almost no trace of his passing, which can keep nosy searchers off his back. A D+ success means that the character successfully eradicated his tracks and any other signs that he was in the area. Modifiers to the roll depend on the terrain type and precipitate.

Cultural skill: +40	Forest: -10
Mystic: +40	Soft soil: -15
Stone: +20	Mud: -25
Hard soil: +5	Sand: -40
Marsh : 0	Snow: -60
Tall grasses: -5	

Note that Pass Without Trace only prevents others from following a character's trail and does not substitute for the Prowling skill (although a character is allowed to add 1/3 skill rating to Prowling if he knows both). And although Pass Without Trace would be useful to evade enemies, it usually takes too long to accomplish to be effective during a chase. Movement while using Pass Without Trace is the same as while Prowling.

Prowling (4): A character with Prowling can move silently and unseen, dependent on gear and terrain. Prowling is best done at night, in shadows or when sneaking up behind someone. Although the skill can still be attempted in daytime, a prowling character's movement rate is pitifully inadequate—the same as his search rate.

A character cannot prowl if already being watched. In addition, plate mail and other heavy armors inhibit body movement too much for Prowling to be effective and certain settings (such as forest floors covered with dry leaves) make success nearly impossible. To prowl, roll in every round the character moves. A D+ success means the character prowls unnoticed, an A-C allows opponents an Awareness check, and a failure means the character is seen. If underground, in pitch darkness, or during a new moon phase, and if opponents do not have infravision or nightvision, double the base. If it is daytime, divide the base in half before rolling. Difficulties based on gear are found on the Armor chart.

Pursuit & Evasion (13): A character with Pursuit can tail or chase another humanoid, while Evasion gives a character the means to escape any pursuers.

When pursuing, a character is either trying to tail someone without being seen or is chasing someone who has already seen him. If he is tailing someone, he must avoid drawing any attention to himself (meaning no spells, fighting, talking, etc.), and his base is Pursuit + (5 x Avoi). To chase someone actively fleeing, a character first needs to be able to physically keep up with him. Then, each round of flight, the pursuer rolls, using his Pursuit skill as the base, and adding a bonus of either 10 x Logic or (5 x Conf) + (5 x Comp) to the roll. The struggle is considered a toppling contest, with the runner's Evasion roll subtracted from the chaser's Pursuit roll and then checked on the ROC. If the pursuer gets one success for each round necessary to catch up, he catches his target. If he rolls even one failure, he loses the target in the crowd. Extra difficulties and/or bonuses should be applied by the GM if the two combatants are of different cultures or using special devices or animals.

When evading, the person being tailed must find a way to ditch his pursuer. Characters who know the area can add their Terrain skills to their rolls. To successfully evade, a character must either make the pursuer fail a roll or roll a critical success himself. A failed roll by the pursuer means the character has escaped. A critical success means that the pursuer (even if he rolled a critical success as well) will not be able to locate the character for at least 4d40 hours.

Scaling (8): The character can climb a wall or slope, usually with the help of a rope and grappling hook. For every distance climbed equal to height (referred to as a *length*), the character must roll a D+ success to remain climbing. If he rolls an A-C success, his next round is spent motionless while trying to regain his grip, and he must roll a D+ success next round or fall. If a roll fails, the character falls. (For information on falling, check "Hazards: Falling" in Chapter 2). If a character climbs with appropriate tools, he will not fall or lose his grip unless he rolls a critical failure or someone cuts his rope.

Traps (16): The character can use his ingenuity to construct complex and intricate traps meant to snare the unwary. Traps come in all sizes and all shapes, and can do all kinds of nasty things. Some examples are tiger pits, tripwires, man-killers, pungi sticks, falling logs, rolling boulders, snares, arrow or dart launchers, falling acid or burning oil, avalanches, cave-ins, sealed rooms with crushing walls or water inflow, hidden swinging blades, and locks with poison needles. Characters can mix and match or come up with their own deviously unique ideas, with the only limitation being that they must have the necessary skills and tools to actually build the desired trap.

To build a trap, the character must first design it and then explain it to the GM. Roll once for the skill in order to build the trap, and then once more when the trap is triggered, to see if it worked. Traps can be designed to act differently depending on the success level of the roll. Any damage or strange effects should be worked out with the GM. Traps can be concealed

by characters with Concealment skill; a Concealment check will determine how noticeable the trap is.

The mastery of Entertainment

Entertainers are a special breed; similar to adventurers, until they become popular, they spend a great deal of time roaming the land and looking for work. Traveling entertainers are the most common sort, just because they can earn more money from towns that haven't recently seen them perform. A master of Entertainment makes a great storyteller, not to mention a good public leader, superspy, court mage, sage of the arts, master thief, or assassin.

The mastery of Entertainment is wide and diverse, and, in reality, no one with a life span under one hundred years could hope to master all these skills. Because the skills of Entertainment are not part of everyday life (like other masteries such as Leadership, Scholastics, Domestic, or Religion) but can be part of a profession, the character desiring an Entertainment mastery often devotes every waking moment to perfecting it. Those who do not have the burning desire necessary to toil endlessly for no money in the world of arts find themselves to be mere dabblers—drawing from entertainment skills in small, mundane ways but never really gaining any emphases in it.

All Entertainment skills must be practiced on a daily basis—at least one hour per skill—or every missed day of practice causes a small loss in advancement. At the end of a session, if a character did not gain EPs for using a particular Entertainment skill, she loses one point in that skill.

Athletics (2 min)

All athletics are limited by the athlete's Stamina. Average endurance can carry a person through Dancing, Games, or various sports, but those with higher Stamina can excel in areas like Wrestling, Acrobatics, and Tumbling. Any actual game or sport can be rolled out play by play, but it's often much quicker to roll for outcome only (unless the longer method is building to a particular climactic scene).

Table 31 shows the critical successes and failures for the Entertainment: Athletics emphasis.

Acrobatics (10): The character can perform aerial feats of tightrope and balance-beam walking, aerial flips (not ground flips), rope swinging and climbing, jumps over great distances at great heights, and tree climbing. Acrobatics can also be used for all balance rolls, extreme body movement in the air, and for aid in riding aerial creatures.

The various physical feats of Acrobatics each have their own success system. For leaps, a character can jump a length (body height), plus one foot for every 10 points in Acrobatics; running starts add two feet per 10 points instead of one. When trying to fall without damage, Acrobatics allows one to subtract three lengths from any fall (see "Hazards: Falling" in Chapter 2). Balance is determined by a straight Agility roll, but acrobats can recover by making a successful skill roll. Somersaults, mid-air directional changes, and movement when hanging are all standard Acrobatics rolls. If the character is on unstable ground, flying surfaces, or catwalks/tightwires while dodging attacks, she must substitute her Acrobatics skill for HTH skill in the dodge equation. In front of a crowd, a character can perform at optimum level for 5 minutes, plus 3 minutes per Stamina.

Dance (2): The character has knowledge and skill of dancing in her own culture or in any culture she has emphasis in. The quality of a dancer's performance is considered a basic test roll, and the full skill rating

Table 31. Athletics criticals.

Roll	Critical success	Critical failure
1-25	All witnesses become admirers—each one raising your SPs by 2.	Your bad move is continuously repeated on the street; lose 5 SPs for each witness.
26-50	Gain a powerful ally who admires your work and will help you when possible.	Break a bone, causing 2 x sl in HP damage (no soak).
51-75	+3 to this skill.	-6 to this skill.
76-100	15% chance for +1 to Stamina.	-1 to Agility or Strength.

applies only to the most prominent form of dance in the community. Other lesser prominent forms can be much higher in complexity, depending on whether they are folk, artistic or directed/composed; additional difficulties are listed in each culture.

Games (5): The character has knowledge and skill of community festivals, games of contest, and sporting events. Games is a huge social point winner. For example, a success in Dancing marathon will bring 1 SP per success above D, times the complexity of the dance. If this is a contest, then also multiply this times the number of spectators.

Juggling (6): The character can juggle up to ten varied objects. This skill combines nicely with knife-throwing.

Juggling mainly relies on Dexterity unless a character plans to juggle heavy axes, etc. For every Dexterity level, a character can add two items to the total number allowed in the air at one time. If the character wants to use these items to attack, all initiative costs are normal, but he must make a Juggling roll every time he throws an item, in order to keep control over the ones still in the air. A character using light items (1 lb. or less) can juggle for 1 hour before having additional difficulties; subtract 10 from the roll every 10 minutes past the hour.

If a character earns a 100+ in Juggling, he can increase both his Awareness and Reflex by 1 for free.

Running (6): The character can extend her length of running time by a percentage equal to her Running rating. In other words, if Running is a 55, maximum running time is increased by 55% (i.e., multiplied by 1.55). Running also increases the movement rate multiplier by .1 for every 30 points in the skill.

Table 32. Maximum floating time.

% of body weight carried	Time limit per Stamina
10%	1 hour
20%	54 minutes
30%	45 minutes
40%	30 minutes
50%	15 minutes
60%	1 minute
70%	30 seconds
80%	10 seconds
90%	(impossible)
100%	(impossible)

Swimming (5): The ability to swim comes in quite handy when someone least expects it. After all, how often does a person expect to fall into raging rapids? Any difficulty to the roll is determined by how rough the GM thinks the water is. Characters with Strength or Stamina disadvantages can swim non-stop for 15 minutes, minus 1 minute for each disadvantage; normal swimmers can go for about an hour before needing rest, plus an extra hour for every Stamina advantage.

The best swimming is done nude, but because things don't always work out the way nature intended, weight rules are necessary. A character cannot carry more than 1/10 his natural body weight before having the time he can swim reduced accordingly. (See Table 32.)

Note that characters carrying more than 80% of their body weight will sink like stones, no matter their skill or Stamina. In addition, water conditions like temperature and wave height will be used by the GM to determine additional difficulties, if necessary.

Tumbling (9): The character can perform ground maneuvers, including front and back flips, tumbles, handstands, instant stances, cartwheels, and falls from up to ten feet that demand landing on body parts other than feet.

The different physical feats of Tumbling each have their own success system. *Handstands* require a Tumbling roll to begin and an Agility roll to continue; characters with less than average Strength cannot do handstands.

Pole vaults require a solid wood pole at least 2.5 times longer than the character's height. To plant and rise takes one successful roll, and to flip up and over takes a second roll with a difficulty of 20. If a character lands on his feet, he can reduce his falling damage by two lengths (see "Hazards: Falling" in Chapter 2).

Backflips can be used not only for entertainment but also for dodging; simply replace the HTH rating in the dodge equation with the character's Tumbling rating. The biggest advantage to backflips: a critical success to do a backflip means that a character can leap over his opponent's head and land behind him, gaining a surprise attack.

Tackling must be done on an opponent with an equal or smaller size level; otherwise one extra person is needed to help tackle for every sl above the character's. Tackling requires a roll to hit and grab correctly, but what truly brings someone to the ground is the character's weight plus his encumbrance. Body slams can also be attempted—usually in mid-air and always directly against the direction of the target's force, to

maximize impact damage. For OCF, use (character's weight - target's weight) + (5 x Stre) + (5 x Refl). The target's only defense is a dodge roll. Damage is non-lethal (WPs) and consists of multiplying the attacker's size level by the appropriate success value:

Success	Multiplier	Success	Multiplier
A	1	E	8
B	2	F	12
C	3	G	20
D	5	H	30

A character can give his best Tumbling performance for 3 minutes + 2 minutes per Stamina.

Wrestling (6): The character has mastered grappling, holds, and takedowns. Wrestling forms vary among cultures, from greco roman to judo to hapkido. Wrestling causes only non-lethal damage (WPs), as per the following list:

Success	Multiplier	Success	Multiplier
A	5	E	25
B	10	F	30
C	15	G	35
D	20	H	40

Wrestling cannot be used for "instant kill maneuvers".

Wrestling revolves around a combination of grabs and holds, as well attempts to avoid grabs and break holds. To successfully grab, the roll must be four successes higher than the opponent's roll, modified by the difference in Strength between both wrestlers.

Example: Kragg (Strength 4) is wrestling Illian (Strength 1). If their Strengths were equal, Kragg would need four successes above Illian's roll to make a successful grab; however, because his Strength is three higher than Illian's (4 - 1 = 3), he can reduce the four necessary successes by three, which means he only needs one success higher than Illian to grab him. On the other hand, because Illian is weaker than Kragg, he would need a monumental roll: adding three to the four needed successes, Illian would need seven successes higher than Kragg to grab him!

Each contestant's OCF base is Wrestling + (5 x Refl) + (5 x Agil), and defenders must dodge as normal. To win a bout in Roman-Grecko wrestling, the character must score three consecutive successes without letting the opponent score any in-between. In Judo, a character must score only two successes in a row and must win three out of five contests. For Hapkido, a character only need score one success but the opponent must agree to forfeit the match.

Every round of wrestling requires a Stamina check. If a character fails a check, all future checks have a 5 difficulty (cumulative). If a character fails three Stamina checks, he is too tired to continue wrestling and must forfeit the match.

Drama (4 min)

Drama can be used on the stage, in a conversation, at a meeting or introduction, during a surprise encounter and in persuasion/illusionary actions. All Social advantages can be used to help in drama skills.

Table 33 shows the critical successes and failures for the Entertainment: Drama emphasis.

Acting (12): The character can memorize lines and portray stage roles with depth, feeling, and life. This skill includes knowledge of famous works and can also be used to successfully study specific persons to be impersonated.

Besides knowing different parts by memory, the character can ascertain common characteristics about individuals just met, expound on general details of things he's seen, gather followers to hear his philosophies of life, and impress many a wide assortment of folk with varied entertainment. One roll will determine the outcome of any performance, no matter the performance's length. If using acting to deceive another (such as impersonating another individual), the target's Logic, Comprehension, and Awareness all make valid difficulties for the roll.

Captivating & Seduction (13): The character can portray emotions to the audience in a convincing manner. This skill can induce in the audience whatever emotion is being portrayed and can actually fool those with empathy (but not telepathy). Captivation is a mix of timing, gesture, and reaction that sways the audience into a new emotional state.

Uses for this skill include diverting attention, disrupting logical thought, and seducing and leading others. The more passionate or violent the emotion is, the easier it is to instill in people. But beware: in order to keep up the facade, the character must make Mental saves himself to avoid being swept away in his own wash of emotion.

Direction & Script-Writing (15): The character can develop comedies, tragedies, dramas, etc. This skill is extremely useful to church leaders and public announcers. Due to the public nature of performance art, a good script can bring a character many SPs, while a bad one can totally devastate him.

Direction and Script Writing best benefits those who play publicity games in society. Nothing sways the masses better than a well-written speech, play, or opera, and a good script can make anyone look to be something he is not. Scripts can be used to increase one's Leadership and Religion: Church rolls, and the ability to direct is useful if a character must organize anything that could be affected by Style or Avoidance.

Mime (9): The character can communicate and entertain through body movement and facial expressions. This skill includes knowledge of how to simulate invisible walls, ropes, ladders, tables, and chairs; and at a rating of 80, the character can picture any number of invisible objects and perfectly remember the distance between them.

Mime is definitely not a normal adventuring skill but is still a great way to to communicate with those who speak a different language; although words change between different cultures, actions often do not. If a character uses Mime to fool people into believing in "invisible" objects, the subjects get an Awareness roll only if the Mime roll delivers an A-C success. To be a good mime, a character must catch the eye of the audience and make them forget what is real, through the use of fine Agility and good Avoidance and Style—as well as avoid any previous public enmity for mimes in general.

Props & Costumes (11): The character can research, create, and craft props, and also put on makeup, to the extent that he can successfully disguise himself on demand and create fake items that look completely authentic.

Using props knowledge helps a character create fake documents, false weapons, imitation jewelry, etc., while costuming allows him to blend with alien cultures and fabricate authentic-looking uniforms, among other things. Any type of disguise roll must be made using Props & Costumes.

Swordplay (4): The character can emulate an extremely impressive fight scene, full of flashy moves and eye-catching maneuvers (such as the infamous duel scene in "The Princess Bride"), which will at least impress the viewing public, if not experienced fighters (who will see the charade for what it is). Strictly choreographing powerful action for entertainment purposes, Swordplay can also be used to fake brawling and wrestling moves. Note, however that this skill is *all* show: attempts to substitute Swordplay for real combat skills will quickly get a character killed.

A roll using Swordplay as a base, plus 5 x Conf, can be used to intimidate others. To attack, the opponent must make a Willpower check with a bonus of 5 x Conf; a failure means she will do anything to avoid the fight.

Voice Control (13): The character can imitate sounds and other voices and can also "throw" his voice, which can be used for anything from distracting others to making the traditional wooden dummy "speak".

To imitate other voices, the character must spend time studying the animal or person to be imitated—usually for two months in order to get the inflections down pat. For every week studied less than eight, increase difficulty by 5. Note that if an animal or person uses sounds that the character cannot physically imitate, the attempt will be mediocre at best. To perform the imitation, a normal Voice Control roll is required.

To throw his voice, the character must make a successful Voice Control roll. A D+ success or higher means the trick worked, an A-C success means that the target gets an Awareness check to see through the attempt, and a failure means the target is not fooled

Table 33. Drama criticals.

Roll	Critical success	Critical failure
1-25	Impress the audience greatly enough for them to do you one favor.	Get booed off the stage and splattered with the worst gooey stuff you've seen. Lose 100 SPs.
26-50	Reduce cost of raising Charisma or Style by 100 points times the number of the next advantage level.	Tales of your idiotic amateurism spread through the taverns like wildfire. Lose 500 SPs.
51-75	+3 to this skill.	Roll d100: 1-50, -1 to Style; 51-100, -1 to Confidence.
76-100	Persuade viewers to believe all you say for the next hour, +1 hour per Style. Those with Logic are allowed to make checks to discern your intent.	Transform drama into the realm of the absurd; lose 100 SPs for every witness to this breathtakingly awful scene.



in the least. A character's voice can be thrown 1' per 3 skill points.

Music (3 min)

Music in each culture is of three possible levels: non-existent, single-instrument, or multi-textured. No matter which level of music your character grows up with, possessing the Music skill teaches him rhythm, listening skills, musical awareness, and internal muscle control. Characters exposed to single-instrument music learn how to play their particular instruments as soloists. In multi-textured environments, characters learn how to play their instruments, how to perform in an ensemble, and how to direct other musicians. Anyone with a 60+ in Music has a wonderful sense of timing, can add 5 to rolls to learn new languages, and can identify different sounds of all sorts by making a Music roll.

Table 34 shows the critical successes and failures for the Entertainment: Music emphasis.

Composition (19): The character can write music in the style of her particular culture, for single instruments at low levels and full orchestras and choirs at high levels. Every orchestral composition takes time to create—from six months to a year, and sometimes even longer. Music written for smaller groups like quartets, trios, or duos will take much less time. A good composition can earn 100 x Composition skill in FPs, translated into the particular culture's money system.

Horn (15): The character can play metal horns, which are restricted to the high-artisan cultures capable of making them. Also note that no valve horns currently exist in NeverWorld. Playing a horn involves simple musical concepts unless the instrument itself demands otherwise, as well as good breath control and strong lips (the latter is called *embouchure*). This skill also includes repair and creation of horns; the value of any created instrument when new is Horn + (Style^2 x 100) FPs. During competition, the horn player adds 5 x Stam to his Horn rolls.

Percussion (14): The character can play all drums proficiently, almost as a natural talent. This skill also includes repair and creation of percussion instruments. Percussion instruments take a certain level of Dexterity to use, and characters competing with these instruments add 5 x Dext to their rolls. Repairing them requires the right tools and materials, while creating them will earn a character Percussion + (Style^2 x 100) in FPs.

Singing (13): The character is capable of basic song and also has good breath control, intonation, pitch sense, and can read music. Singing resembles playing a wind instrument but is much more natural. A character with a 70 or greater in singing has his Stamina costs reduced by 25%. Learning how to sing is a great way for a character to learn how to read a musical score and also increase his Stamina.

String (14): The character can play one specific string instrument and can also repair string instruments. String instruments take a certain level of Dexterity to use, and characters competing with these instruments add 5 x Dext to their rolls. Repairing them requires the right tools and materials, while creating them will earn a character String + (Style^2 x 100) in FPs.

Wind (15): The character can play all wind instruments adequately and is proficient in two of them. Playing wind instruments involves simple musical concepts unless the instrument itself demands otherwise, and a performer will need good breath control and a strong embouchure. Wind skill also includes repair and

Table 34. Music criticals.

Roll	Critical success	Critical failure
1-25	The audience is stunned as you successfully "soothe the savage beast"; no one can be hostile towards you for the next 4 hours. Gain 200 SPs.	Everyone wants to shove your instrument into an unmentionable place and will become extremely hostile.
26-50	+2 in this skill.	-2 in this skill.
51-75	Gain a funder for your work; receive (100 x LL) FPs of valuable items.	-1 to Style.
76-100	Granted 1 extra chance by an angel, regardless of pathway. This result can only be rolled once; if already gotten once, roll again.	-1 to Confidence or -1 to Avoidance (player chooses)

creation of such instruments; the value of any created instrument when new is Wind + (Style^2 x 100) FPs. During competition, the wind player adds 5 x Stam to his Wind rolls.

The mastery of Leadership

Leadership entails coupling personal energy with direction. A master of Leadership can forge the greatest of accomplishments: frontiering new settlements, governing towns, protecting nations and forging new ones, starting new philosophies or theologies, controlling criminals, improving overall living conditions for all—in effect, healing the wounds of the world. Any actions of a diplomatic, militaristic, governmental, royal, or heroic nature will always have a foot in Leadership.

Leadership enables a character to be responsible to a group of people and lead them towards accomplishing their current goals. The mantle of Leadership is sometimes unwillingly accepted, usually in times where a leader is needed and the bravest or most responsible person feels she must step in and assume the role.

Whatever Leadership emphases the character chooses determines in which situations (past or present) she has attempted to lead. Such situations could include small riots that needed quelled (or led), community arguments that needed a mediator, wealth that needed an impartial allocator, crowds that needed to be persuaded, or combat that needed direction. Details of a character's past should be devised in light of which Leadership skills the character possesses.

A final word: Good leadership entails actually leading others, not forcing them to follow or go on ahead. In the long run, leaders who continue to show true confidence in their followers will earn unbreakable trust. And those who force their followers to accommodate every little whim? Well, the French Revolution had a great deal to say about that.

Civilian (both)

Among the multitudes who comprise a culture, only a few individuals will step forward to pursue a particular cause, feeling a desire to make changes to a system that they think needs improvement. Those with a Civilian emphasis can bring together groups of people with the same philosophy/theology and social level.

Civilians accomplish heroic goals in the absence of government. Civilian leaders have 2-4 allies per LL who will travel with them to help with the cause. These leaders can break rules and bend laws to get things accomplished and also receive support from authority figures more quickly than those of selfish nature or small standing. Civilian leaders often receive hospitality from strangers and are heroes to both children and outsiders.

Examples of civilian leaders are priests, knights, guild masters, wizards, paladins, rangers, and druids. When gathering information, the civilian leader doesn't have to pay bribes or worry about negative rumors (unless he is dealing with extremely unscrupulous people). These leaders have no set rank or title but are often chosen as speakers or representatives for their particular group of people.

Table 35 shows the critical successes and failures for the Leadership: Civilian emphasis.

Grapevine (6): The character knows all the community gossip, including who the most interesting people in a particular village, town, fortress, or similar-sized city section are. Grapevine can also used to stamp out

Table 35. Leadership criticals.

Roll	Critical success	Critical failure
1-25	The group wants you as their personal spokesperson, based on your impressive mannerisms and knowledge.	The group pelts you with insults and rotten food until you leave, although a critical success will regain its faith.
26-50	+1 to Charisma.	-1 to Charisma.
51-75	+1 to Confidence.	-1 to Confidence.
76-100	Change the current rumor to whatever you desire (hence changing the effects of social points), or gain 1 devout ally.	Rumors of your undoing circulate; lose (100 x Civilian) in SPs, or gain a very formidable enemy to be confronted immediately.

rumors about a particular group of adventurers and thus modify SPs.

Leaders are made, not born. Possessing behind-the-scenes knowledge enables a leader to make better decisions, as she should know the effects of her actions on common folk before she tries to change their lives for the better. A successful Grapevine roll offers a character some advice on what will and won't be effective with a certain group of people, and it can also control rumors, balancing out the SP effects of positive or negative social actions.

Note that Grapevine is a listening skill, not an action skill. A character can gain a large amount of information but will not be able to use it effectively in a crowd unless she has Public Speaking or Military: Motivation. When listening for rumors, a character gains a +1 bonus to the Grapevine roll for every follower or ally possessed and for every pawn threatened or tortured.

Public Speaking (15): The character can convince a small group of people to act accordingly. High-level public speakers can easily motivate a crowd, as long as the suggested action is not more than one step away from the crowd's general pathway. (In other words, a crowd composed mostly of Confident Givers would have a hard time committing themselves to the suggestions of a Neutral Taker.) For reference, adolescent crowds will be composed in general of Neutral Takers; young adult crowds, of Assertive Givers; and adult crowds, of Confident Givers or Manipulative Takers. The final two extreme degrees of pathway (Complete Taker and True Giver) are so rare that GMs should reserve them for individual NPCs rather than for whole crowds.

When speaking in public, a character with the Grapevine skill can determine which individuals within the crowd will either drive her point home ("This hero speaks the truth! Let us follow her!") or ruin her chances of success ("This is madness! She'll just get us all killed!"). Whatever the speech entails, it must make sense to the community. If the idea leads them away from home and families, causes them to quit working, or puts them in life-threatening situations, then the subjects must be approached through either military or government means.

In general, public speaking works best with people who have accepted the character as a civil leader. Without this basic premise, all Public Speaking rolls have an additional difficulty of 40. Characters can still become civil leaders without choosing an appropriate vocation, by rolling critical successes at the right times.

Note that public speakers do not have the power of the law behind them but must rely on people to work within the system and make changes on their own. Most of the time, the GM should require a successful roll just to gather people together and make them interested enough to hear the speech. Public Speaking can be also be used to gain new followers, with difficulties or bonuses calculated by the GM based on cultural differences between speaker and audience and any recent public actions of the speaker. For more rules on groups, see "Followers, Allies, Pawns, Enemies" in Chapter 1.

Military (all)

Military leaders have a responsibility to the control or safety of their land and its. They usually have the right to carry out law as they see fit, except on alien cultures and on those of higher social rank (like nobles and royalty). They also can train militia groups for combat, warfare, tax collection, sheriff duty, city guard, personal escorts, special experts teams, etc., all of which help to enforce the law. These leaders are also responsible for supporting these groups either with taxes, natural resources or spoils of war. Finally, military leaders build fortresses and castles, including gate bridges, towers, guarded roads, patrolled sea ports, navies, countryside walls and way stations. These areas are guarded by the militia and further trained and lead by promising future military leaders.

Military leaders have all the advantages of civilian leaders but usually enforce the current establishment with their comments rather than speak out against social injustice. They can outfit themselves with the finest armor, horses, and combat weapons. Their orders take precedence during times of battle and enforce the law in times of peace. High-level military leaders are responsible for certain domains (either owned by the people or leader) used to house and train troops and for certain areas of the nation to protect. In dealings with this land, they are the supreme enforcers and generally create their own laws (which increases the stability of the people and the loyalty of the militia).

Admirals are similar but patrol seas and waterways, stopping pirating acts and helping to conquer enemies. They are the lawmakers on their ships and have unlimited travel ability by water, as long as they afford it. (The navy is usually subject to additional costs and maintenance than the army, usually during every port and especially after a battle.)

The military leads through sheer power, making national decisions like where and who to attack, how to defend, who to draft, how the armies are to be trained, what gear the armies are outfitted with, how the spoils of war will be spent, and how enemy leaders

Table 36. Military criticals.

Roll	Critical success	Critical failure
1-25	The group regains all lost WPs and any lost faith in you and the cause.	Step down from this leadership position, lose a rank, or lose 1000 SP per witness.
26-50	25% chance for +1 to Confidence.	50% chance for -1 to Confidence.
51-75	Raise your cultural maximum in Confidence by 1, maximum of 8 (10, for elves, dwarves, or humans).	Make a Confidence check with a difficulty of 40; failure means losing 1 Confidence for d10 weeks.
76-100	Describe to the GM in private what the perfect execution of this skill would entail; the GM should do all possible to grant this.	The worst possible flub: either your troops dissent enough to drop this skill by 25 points, or your tactics cause the loss of 75% of your troops.

should be punished. Their incessant use of force is necessary to defend against unknown enemies but inefficient when used on the general populace—often considered bully-like and resulting in anarchy or dictatorship (feudalism).

Table 36 shows the critical successes and failures for the Leadership: Military emphasis.

Discipline (16): The character can teach a group (usually soldiers, archers, or calvary, etc.) and improve their skills. Discipline can also be used to improve the quality of an entertainment troupe or the products of a group of professional craftsmen. Discipline will always carry with it the tone and habits of the instructor and almost always leads along a specific pathway.

A correctly disciplined group will not run in the face of fear; rather, they will push themselves beyond their own limits and learn how to become leaders. On the other hand, a poorly disciplined group makes excuses, becomes lazy, and feels inferior to others. A character's Discipline rating determines how disciplined his students are and how productive they will be in his absence. If the group is doing something the character doesn't like, he can roll on Discipline to change their actions. Whenever a group lead by a character with Discipline accomplishes a major feat, each NPC has a 50% chance of gaining 1 Perseverance level, and each PC can buy a Perseverance level for 1/2 the normal EP cost.

Motivation (17): During the current Age of Discovery, people are commonly divided between maintaining the safe status quo and striking out to discover some better or more exciting way of life. Often, the two factions clash over the issue. Real adventurers are few in number (less than 1% of any community, and less than 100 in a city) and need help to encourage people to act. The Motivation skill pushes people to do what they need to do. Other forms of motivation do exist but either consist of the Public Speaking skill or are effective only on a one-to-one basis.

Depending on his roll, the character can get anyone to attempt anything, although only disciplined listeners will continue to persevere through hardship. Using Motivation, a character can bring philosophical enemies to a neutral stance, as long as the targets are sentient and communication is possible. Motivation works best on followers and pawns, encouraging them to try difficult task. To encourage his charges to fight unnatural forces or legendary beasts, a character must score a critical success on his Motivation roll.

Strategy (18): The character can coordinate excellent offense and defense during conflict. Strategy applies mostly to war situations and offers the ability to read the lay of the land to determine strong points for defense, ambush, archer placement, cavalry runs, and the best battlefield. Strategy also plays an important role in games—usually with Cultural Games. GMs can allow battle outcome to be resolved by an appropriate skill roll, careful roleplaying, or thoughtful assessment of the opposing characters with Strategy skill—whichever seems most sensible, and most fun.

Statecraft (4 min)

Nobles, royalty, and other rulers do not generally lead an adventurous lifestyle unless surrounded by a coterie of followers to protect them. If the game will revolve around political maneuvers, the GM should them in real-life history before attempting to run a game of throne ascension and world domination. Using Statecraft can gain a character money, power, fame, protection, faith, followers, and land, but it also takes constant management. Possessing power over others can easily become a strong addition and cannot be

abandoned without a character losing (at least) a great deal of pride.

The emphasis of Statecraft helps one to lead masses in a particular culture. For ease of play, *nobles* are defined as leaders of people, and *royalty* as leaders of nobles and the people. Not all cultures work with such a political structure, being grounded in dictatorship, democracy, theocracy, communism, socialism, or even anarchy. Although basic, this amount of social structures should offer enough variety to the game.

Feudalism is built on inherited power and connected with the authority of the gods. Kings and queens rule their nations, with archdukes, dukes, barons, and counts keeping watch over their lands. Individual leaders must support themselves from day to day and also ensure protection, safety, and loyalty to the king or queen. Neounians, Mulgrayne, Frolidi, Muesis, Glangdla, and Birdmihn all practice feudalism.

Dictatorship is built on pure power and/or fear. A strong hand can swat down many people, enough to supress any wild thoughts of revolution. Dictators make rules and enforce them, as well as choose who enforces them. They generally support their people, but only to get money and resources from them. Dictators do not need to listen to others or even follow their own set laws. A dictator will have public officials or police or private armies to enforce the laws, and rely on the town mayors or governors to control people and deal with social issues. Duarlichs, Ogres, Orcs, Imps, Felihns, Minotaurs, and Kobolds have dictatorships.

Democracy is built on choice: the nation unites under one cause and then elects a leader to further that cause. In the current times of 1000 AD, most democracy exists for protection and survival, but some nations have proceeded past that point in order to achieve higher levels of advancement and actualization. Democracy is difficult to maintain if the people become apathetic towards voting or if their officials perform the real voting for them. The Tristleti, Bock,



Bearmihn, Haflings, Cyclops and Hourani follow democracy.

Theocracy is founded on divine power, either ruled by the actual deity itself or by that god's priests and religious leaders who interpret the messages for the people. Theocracy centers around worship and mixes law with specific rules for good living, dependent on the religion. The laws of a theocracy depend on the will of the god and on the wills of the interpreters, both good and bad; and theocracy founded on false gods and unscrupulous leaders quickly topples. A true theocracy is one where the general populace can hear the actual words of the god. The Wolfihn, Driseti, and Gnomes practice theocracy.

Anarchy describes the absence of government. Those with the most power take what they want, and no one asserts total control over all the people. Anarchy is actually focused on survival rather than on government and entails protecting one's personal goals and desires by any means necessary. Goblins are the most common anarchists, but other proponents of anarchy include the Sabrihn, Bullmihn, Giants, Trols, and Parasycophants.

Table 37. Statecraft criticals.

Roll	Critical success	Critical failure
1-25	+2 to this skill.	-10 to this skill.
26-50	Lower skill's complexity by 1 (only 5 times).	Increase skill's complexity by 1 (max of 20).
51-75	20% chance for +1 to Etiquette.	-1 to Etiquette and lose 500 SPs per witness.
76-100	Describe to the GM in private what the perfect execution of this skill would entail; the GM should do all possible to grant this.	You have six months to rectify the situation before you become Public Enemy #2 and must flee the culture. (Note: Public Enemy #1 is always the culture's legendary beast.)

Table 37 shows critical failures and successes for Leadership: Statecraft.

Commerce (18): The character deals with commercial trading between cities, towns, and villages. Commerce is not street sales or business but actually entails how to get the best deals for one's town or how to most efficiently structure trade in one's barony, dukedom, kingdom, or empire. While most adventurers have no need for commerce skills, they might at some point become strong enough leaders to develop the need. Some examples of commerce abilities include determining the outcome of a year's trade or realizing new materials that would be desired by another group.

Foreign Affairs (20): The character can perform pubic relations work in an alien culture. This skill obviously cannot be developed until the character is in a position to experience other cultures, and EPs cannot be spent to increase the skill unless the character is performing PR duties in that culture. The highest a character's Foreign Affairs skill can get with grobber races is 10%, until some person from the particular race or culture intervenes.

Law (19): The character knows and understands the law of his own culture. People can use Law to their advantage in order to escape the effects of the judicial system, or they can become enforcers of the system and thwart the self-serving. Alien cultural laws must be learned separately and, although the character might actually know some of them through role-playing, cannot actually be used to advance him unless he spends EPs on the skill.

Politics (18): The character understands various groups (and their interests and influences) associated with the culture's government. This skill is used most often to infer explanation for political actions (such as "Why would the Duke of Harndin allow the United Eastern Voyagers to trade goods with the Orcs when his nation does not support grobber politics?") A successful roll doesn't always give a complete answer, but it usually offers clues that the adventurers can use to solve the riddle.

Public Relations (17): The character can maintain a favorable reputation with those that support him, whether it be an organization, church, the kingdom, etc. Public Relations only sways the opinions of those who do not actively seek the truth and accept public consensus. A good PR roll (G+) can reverse the effects of any SPs a character has lost or gained. This skill is often learned later in life, when the character finally reaches a position of some authority and needs public support.

The mastery of Magic

Magic is indeed the mystery of the ages, bearing no prejudice for social status or race. To open the gates of magic, a person must be logical and intelligent; to fulfill its legacy of power, she must be patient, persistent, and strong-willed. Many dabble in the magical arts, but few ever gain true mastery.

All myriad forms of magic stem from one sole source, called by some the "True Magic". In theory, no specific spell or magic school is necessary to tap into True Magic, but this is still only theory.

All school theories (based on culture) differ in power and purpose, and almost all spells are unique to their schools. To learn unknown spells, characters must discover individuals who can teach them in those unknown schools. Be warned that magical ability is a commodity, and spells are often hoarded like gold, not to be given to just anyone off the street and certainly not to unworthy supplicants or foreigners.

No matter the school used, each caster must weigh the possible results for every spell cast. Whether it involve the creation of a new Runesword or the reincarnation of a living forest, spells can often bring unfortunate side effects: a Runesword forger could easily go mad, while a summoning druid could lose her identity to the wilds around her.

Magic has developed among the various cultures as follows:

Alchemy (Tristleti) allows magic through the use of calculated combination of components.

Diablerie (Muesis) uses the power of writing in magically prepared tomes to change the world towards the caster's conceptions.

Elementalism (Wolfihn) allows control of the physical realm through verbal spells.

Enchantment (Imps and Driseti) allows for the permanent storing of magic in items. Imps can put both useful and dangerous enchantments on items.

Glyphs (Birdmihn) create magic through the drawing of symbols on tightened molecules of air.

Illusion (Frolidi) allows the caster to reach into the target's mind and change her perceptions of reality.

Necromancy (Mulgrayne) combines the powers of summoning with the spells of demonology. This art is dangerous to both ally and enemy, and unfortunately the entire Mulgrayne culture is held in sway by Necromancy.

Prophecy (Tristleti) is the art of future sight and has been used by the Tristleti to discover the truth that the Amaranthians left behind so long ago.

Learning magic

A new character can start with one spell for every Logic advantage, as long as the spell is available to them. Spells are purchased just like other skills.

Note: Healing magic can only be used by True Givers, although others can learn and teach the spells. If healing is attempted by any non-True Giver, roll on the Magic Instability chart.

To gain an emphasis in Magic, a character must have Logic 5, Magic Theory 30+ and four spells of 25+.

Using magic

Using skills and casting magic are virtually identical: to cast a spell, a character must roll a success with a base of spell rating - (2 x complexity). Only mages with Wizardry, Sorcery or Necromancy emphasis can attempt to cast an unknown spell in their emphasis.

For use of any magic, the level of a spell's success determines how difficulty the target's save will be:

Success	Save modifier
A	Automatic save
B	+20
C	+10
D	+0
E	-10
F	-20
G	-40
H	-60

A complete miss means that the magic sputters around, creating some inconsequential thing of random substance, color, size, or duration. Runic Magic is not affected by this chart, as it works differently.

Runes (Rublug and Glangdla) lend the power of an army to a single weapon through the art of carving symbols of power.

Shamanism (Driseti) allow for the harnessing of the spirit world for knowledge and power.

Sorcery (Eppelans) allows for the creation of something from nothing.

Wards (Gnome) are painted upon everything besides the air, provoking strange inherent powers in those items.

Witchcraft (Ogres and other grobber) works through dark rituals to fulfill the motives of revenge and hate.

Wizardry (Neounians and Hourani) allows for the study of all magical things and the transference of that knowledge into spells.

Table 38 shows the critical failures and successes for Magic.

Learning a new school

If she has the necessary points, and if a proper instructor/college is available, a character can choose to start with an emphasis in Magic. Without learning the inherent theory of the school, the magician cannot develop new spells in the school on her own. Schools and the payments necessary to attend them are very different among the cultures (some are expensive, and some are free). A character's choices of schooling depend on her culture and age.

The time needed to learn magic depends on the theory, and this period of schooling cannot begin before young adult. Thus, if a character wants to start play as a "graduated" magician, she will be at least the minimum age required to be a young adult per her race/culture, plus the length of time she spent in school.

If a character wants to learn magic through the course of adventuring, she must find an already prominent mage to travel with. Gaining a Magic Theory of 30 will take an on-the-road student as long as it would

Table 38. Magic criticals.

Roll	Critical success	Critical failure
1-25	Tap a universal pocket of free energy! No WP cost to cast spell.	Ouch, touch an anti-magic pocket! Spell costs twice normal WPs.
26-50	Double all effects of the casting for this action only.	Roll on the Magic Instability Chart.
51-75	Decrease cost of spell by 5 WPs permanently.	Increase cost of spell by 10 WPs permanently.
76-100	Spell occurs instantly and costs no Init.	Roll on the Magic Instability Chart.



an in-school student, but the adventuring student does not gain any spells along the way.

Those who avoid studying Theory can still learn how to cast a specific spell as skillfully as a bona fide mage, but they can learn no other spells without further training in them, nor can they modify that spell in any way or develop any other spells. Characters without Magic Theory can only learn as many spells as they have Logic advantages and can only earn a maximum of 90 in each spell. If a character has a Logic of 5+, she can always go on to learn a theory at some point and become a full-fledged magician.

Spell basics

Spells share some common factors, independent of school or culture: complexity, cost, range, area, casting time, duration, and special requirements.

Complexity is identical to skill complexity, measuring in this case how hard the spell is to learn, improve, and cast.

Cost shows the number of WP needed to cast the spell. Most spells cost 5 x complexity, but others can take more.

Range describes the maximum distance over which the spell can be cast. Possibilities range from self, others, and line of sight to 10 feet, 10 yards, touch, etc. If range has to figure in the caster's emphasis or mastery and the emphasis/mastery is 0, the range becomes self or touch (in effect, no range).

Area describes the spell's area of effect. Area of effects can range from self to party members or 10' radius, etc. If range has to figure in the caster's emphasis or mastery and the emphasis/mastery is 0, assume the value is actually a 1 instead.

Time represents how long the spell takes to cast. Only spells that require ingredients, components, gestures, drawings, carving, rituals, or writing will require a long time to cast. Otherwise, time is determined by 5 x spell complexity.

Duration describes how long the spell lasts once cast. Duration ranges from instantaneous (split-second) to permanent. If duration involves the caster's emphasis or mastery and the emphasis/mastery is 0, the duration is instantaneous (or 1 round, if instantaneous is impossible).

Special requirements describes spell components and other necessary prerequisites to casting the spell.

Studying magic

Every new spell must be rigorously studied in theory and practice before being usable in the field, and instructors allow for a better learning success. Study requires 1 week per spell complexity. When studying is complete, the character should make a Comprehension check, adding in Magic Theory and a difficulty of 3 x spell complexity. A D+ success means that spell has been learned, with a starting level equal to Pers + (teacher's spell rating + teacher's Education rating) / 10. If the roll fails, the character does not learn the spell and must keep studying. For every week of study after the initial failure, the character can make one more roll, adding in Perseverance (cumulative) until she succeeds or quits.

Example: Greyleaf the Wood Elf is learning Walls of Lightning (school of Elementalism) from his instructor Duvon the Wolfihn. Walls of Lightning has a complexity of 14, and Greyleaf has a Comprehension of 2, a Perseverance of 4 and an Elementalism Theory of 35. Based on spell complexity, Greyleaf needs at least 14 weeks to learn the spell. At the end of this time, he rolls to see if he can use what he's learned. His chance to learn the spell is d100 + 10 + 35 - 42 = d100 + 3. He rolls a 20, for a total of 23—a far cry short of the 60 he needed to succeed. For every week Greyleaf continues to study, his chance will increase by his Perseverance (4).

Greyleaf buckles down and continues to study. Next week, his chance to learn the spell becomes d100 + 7. He rolls a 48 and gets a total of 55—almost but not quite there! The next week, his chance goes up to d100 + 11; he rolls an 86 and gets a total of 97, totally acing the roll. Yes, after 16 weeks of hard study, Greyleaf has learned Walls of Lightning.

Casting magic

Successful casting of most spells costs 5 x complexity in WPs, minus power tolerance; Wizardry, Sorcery, and Necromancy spells cost 7 x complexity. Cost can be drawn from WPs or from a caster's magic powerbase (an item that acts similar to a "magic" battery, to be covered later.)

No matter the school, all spells induce a certain casting cost on their users: certainly physical, and sometimes financial as well (to pay for expensive components). And because mages use their bodies as magical conduits fueled by their WPs, those not in physical form are unable to channel magical energy. Due to the WP loss, a magician who casts more and

more spells without rest is less able to endure stressful actions of any type. Having spells fueled by WPs, however, also allows Willpower to play a crucial role in a situation where a character must win or die—allowing that last-minute heroic effort.

Willpower drain is offset by two things. First, every character has certain amount of power tolerance (described during character generation). A character can reduce the WP cost of a spell by her power tolerance.

Example: If Greyleaf casts Walls of Lightning (complexity 14) successfully, his normal WP cost would be 5 x 14 = 70. But Greyleaf has a power tolerance of 70, which means that his final cost will be 70 - 70 = 0! Nothing! If Greyleaf wants to, he can cast Walls of Lightning all day long, without penalty (...and there was much rejoicing!)

The other thing that offsets spell cost is the magic powerbase, which differs from the metaphysical and channeling powerbases. The magic powerbase stores energy that can be used in the place of WPs.

The powerbase itself is an item constructed out of the finest ingredients and represents the caster's particular school of magic. For example, elementalists might have an expensive crystal on a leather thong or pure water sealed in a diamond vial. Wizards could use tall, expertly carved oak staves, or pendants made of dragon claw. In any case, powerbases vary greatly from mage to mage—especially those in different schools.

The magic powerbase is built or purchased by the character by the time she gains a Magic Theory of 30, which means that beginning graduated mage characters begin with a powerbase and those with insufficient Magic Theory do not have one. The new powerbase contains 100 points and can be charged with more by making a successful Theory roll and then performing the appropriate school's powering ritual. Characters who know multiple schools can choose which Theory to use to charge their powerbases. The number of points added to the powerbase depend on the school. Note that, unlike WPs, powerbases hold an infinite amount of power and do not replenish themselves automatically—points are added only as mentioned.

A spellcaster can pull as many points as she wants from her powerbase to offset WP cost during spellcasting. Occasionally, especially if the situation is dire, a character might want to pull half or even entire costs of spells out of the powerbase, to preserve her WPs for other actions.

Magic contest

Many times spells will be used to directly counter each other—the most classic and easiest-to-understand example being when a light spell is used to "banish" a darkness spell. These contests can be handled in four ways:

- *The spells can simply cancel each other.* Light destroys dark, and both magicians are back to square one. This is the easiest method to handle such matters, but it's not always the most acceptable solution—especially when one magician is obviously more powerful than the other.
- *The outcome depends on the ability or power of each magician.* The GM can choose this she thinks one wizard is obviously more powerful than the other but still wants to add a random element to the conflict. Both spellcasters roll to cast their spells and each adds 5 x Magic mastery to her roll. The higher roll wins; and if the winning wizard can score a success even after subtracting the loser's roll, the spell has been successfully cast. Even if the original spellcaster is not present (such as when a ward has been left on a door for decades before someone tries to dispel it), the GM should roll for the spell and assume a minimum of 60 (a D success), because obviously the existing spell had worked.
- *The outcome depends both on ability and sheer strength of will.* The two magicians roll as in the previous method but this time can add WPs to their rolls—as many as they want. but it should be a one for one exchange. The GM should decide if the NPC magician would go all-out or play it safe. This type of conflict could also become the classic battle of wills, where each player pumps in WPs in equal amounts, moment by moment, until one of them finally succumbs or surrenders.
- *The outcome depends on ability, determination, and inherent strength of the energy being drawn upon to cast the spell.* This is used only where two different types of power are being used, such as channeling versus physical forces, or magic versus raw elemental power, or metaphysics versus an artifact, or Immortal power versus magic, etc. Each of these energy types has an inherent rank within the total power scope, from lowest to highest:

Table 39. The Magic Instability chart.

Roll	Effects
01-30	The backlash creates a new creature/thing that cannot have existed in any semblance of thought before now, real or fantasy (which means no submachine guns, teleporters, hari krishnas, convenience stores, etc.); the concept must be completely new. The creature or thing does not show up anywhere near the spellcaster unless it is detrimental to her health.
31-50	Quirky random sounds replace the character's normal speech, at the normal decibel level. This not only disturbs other characters but makes it impossible for the caster to communicate by speech. Lasts d10 days.
51-60	Everything in, of, and on the caster turns a particular shade or tint of color. Effects last d10 weeks.
61-70	One unsecured object within 50 feet becomes temporarily weightless for 2d20 weeks.
71-80	The caster's powerbase is completely drained. It can be refilled by normal means.
81-90	All WPs are drained and the caster passes out for 1d10 hours. It will take twice as long as normal to regain her WPs.
91-120	An anti-mana creature has attached itself to the caster etherally. WP max is reduced by 5 points until she figures out a way to get rid of it (although first she must recognize it for what it is).
121-130	Everything the caster sees for the next 90 days reminds her of something that she can't quite put her finger on; she becomes caught up in figuring out an enigma. No one can hold her attention span for longer than 30 seconds, and nothing other than basic necessities and her fight-or-flight mechanism are important. Any skills she was learning will have to be started anew. Strangely enough, she also cannot be harmed in any possible way during this time, due to the eerie mechanisms of chaos at work. At the end of 90 days, the caster will realize that she... had... to... ...hello?
131-140	The caster's entire powerbase drains away forcefully, ripping open holes from inside her body and shredding her skin. Take 1 HP damage for every 50 points stored in the powerbase.
141-160	Some inanimate object of the caster becomes a small domestic animal that follows her around for the next 3d10 days. If it should be killed, severely wounded or starve to death, the item is destroyed.
161-180	The caster is hit by her own spell, with a difficulty of 60 on the save.
181-200	One unsecured item weighing less than the caster's body weight becomes magnetically attracted to her. In some cases it can be pulled away, but the farther away it is when it returns, the more speed it will build up before it hits her (30 mph at 10', for starters).
201-210	Anything flammable in a 20' radius of the caster will burst into flame.
211-215	The magic creates a temporary abscess of puss under the skin of the caster's head that must be drained within half an hour. The abscess obscures thinking, the senses, and magic casting, adding a 30 difficulty to all such rolls. Draining the puss turns it into a random creature from Groam's Lexicon of Fear & Darkness.
216-220	The caster attracts every fly within 1 mile downwind. The flies are not attracted by any strange odor, just by the magnetic power of the misused magic. In any event, this adds a difficulty of 50 on all the character's Social rolls (checks and saves).
221-225	The caster's body mutates, sprouting random animal, crustacean, and insect-like features and causing her -3 to both Appearance and Avoidance. Take heart; the effects *might* be reversible.
226-230	The caster becomes a tree—preferably one she likes, and not in the vicinity of lumberjacks.
231-235	Everything in, of, and on the caster turns a single color—permanently.
236-240	The caster loses knowledge of one of her spells (chosen by random), which is picked up by a Ronin Wizard from the House of Groam (somewhere). The spell can be relearned if the caster had happened to write it down somewhere.

Magic Instability chart (con't)

241-245	The caster either becomes the opposite sex or gains a permanent crossdresser tendency.
246-250	The caster rips open a classic "rift" to another world, but the universe's portal-guardians won't let her through without the secret code-word. The caster gets three guesses, and the guardians will not help her, nor will they close the rift even if all three guesses are wrong. While the rift is open, other creatures may pass through from the other side at will.
251-255	One of the caster's digits disintegrates. To determine which one, roll d10, with 1-5 for hand area and 6-10 for the foot area. Then use d10 to determine which of the ten digits, from left to right.
256-260	The caster's eyes are transformed into clear glass or polished black marble/red granite. When she cries, her tears will be liquid fire (not causing her damage but consuming whatever they hit), and her vision now reveals any traces of recently used magic (up to 24 hours), looking like a charcoal blast pattern in the air/on the object. Some of the wiser spell casters and historians might recognize this disability as that of a Child of the Fallen Magus-a curse passed down by an Amaranthian from the Age of Myth. The caster may never use Nightvision, Infravision, x-ray vision, or any other vision other than the norm (which will stay 20/20), and will lose 1 Appearance and 1 Avoidance.
261-265	All things within 100' radius of the caster, except for the soil and secured rock, will get up and move away until out of sight. This includesrees, ings, people, animals, insects, etc. Items not currently sentient will gain animated features and voices until they leave the area, complaining about "the neighborhood" and how they don't like it here anymore.
266-270	The caster instills a permanent but reversible fear of magic (by magic alone) into anyone who witnesses her fail this spell. Victims must make a Mental save (with a difficulty of caster's skill rating) to ignore the effects.
271-275	Everything within d100' of the caster becomes encrusted with granite, killing any covered plant life and putting covered animals/creatures into a coma for the next 10d10 years.
276-280	The player must buy the GM a six-pack of his favorite drink for the next gaming session, or her character dies.
281-285	The caster loses 1 Power Tolerance.
286-290	The caster turns herself instantly and completely inside out. The result is quite messy (and fatal).
291-294	The caster has recreated the deadly Virus Voracious, a horror among all spellcasters. The virus spreads from powerbase to powerbase whenever one mage uses power against another, slowly eating away the infected powerbase until only one point remains. This last point must be maintained (fed) every day, through normal charging procedures, and the number of points needed to maintain this point increases by one every day. For each day that the caster does not pay the required cost, she will lose one point of power tolerance. A new powerbase cannot be created until the caster gets rid of the old one; however, if the infected powerbase is abandoned or destroyed, the Virus Voracious releases an Underworld demon to hunt down the caster.
295-297	Any living thing within a mile radius will slowly turn pitch-black and die over the next 24 hours, with a successful Physical save delaying the process another 24 hours. Anyone affected can move about at will, but leaving the area will not cure the affliction. The closer the creature's color to black, the worse their condition gets. All things killed by this magic resemble a large lump of burnt, black coal.
298-299	A volcanic eruption sprouts under the caster, who dies immediately. All land in a 200-mile radius is covered with ash. All communities within 10 miles will be covered with lava within six hours. The elevation of this spot will be 3000 feet higher when the volcano finished spewing.
300	The caster awakens one of the Drexeternum from their primeordial sleep in the center of the earth. All the populace within 5000 miles is slain by the creature, and all land in the same area is charred to cinders. (Needless to say, the caster is dead.) This area of Neverworld is wiped off the planet, taken over by the Drexaeternum, and it's time to find out what's on the other side of the world.

Lore doesn't automatically allow a character to garner complete knowledge from every situation. Usually, this mastery demands that a character discover some specific facts or clues from role-playing and searching before being able to fill in the gaps with Myth & Lore.

Those who master this group of skills have an even chance to learn the endless secrets held by NeverWorld. They will be the ones to find those items once owned that are now lost, those beings who were once here but are now gone, those places that were once known but are now hidden. Myth & Lore skills allow the GM to provide extra clues during quests.

Fabled Lands & Legendary Beasts (9 min)

People are excellent sources of information; just ask them. Almost anyone in NeverWorld can help a character following up on a particular fable. Bars, brothels, street corners, markets, merchant shops, watering holes, and guard barracks are all great places to find information. If information is to be garnered from a person, the roll should be modified by 5 x Char.

Note that people's perceptions can inadvertently smear the truth; for example, one person's idea of a great distance might be another person's short walk. Because of this, maps might be easily found but are highly questionable in accuracy; old history or fable books actually might be more accurate. Possible hindrances or dangers can change as well over time and between people. For example, a gnome might not consider a castle wall to be a hassle if he can squeeze through a small gap that a Neounian would get stuck in. And the giant bear that guarded a secret cave might be long dead if the book the character is reading is fifty years old. Details always seem to be missing or changed, no matter how hard the character tries to interpret the clues.

Remember that most clues about fables and legendary beasts come either from the people or books native to a specific culture. If characters want to be able to garner clues from that culture, they must be able to either read or speak the language. Also, note that this skill can be used to determine the truth of a rumor, although if the rumor is determined to be false, this skill does not necessarily provide the correct answer.

Table 40 shows the critical failures and successes for Myth & Lore: Fabled Lands & Legendary Beasts.

Specific geographical areas able to be learned are as follows:

Ariela (13): This ring of spiraling mountains is home to the Birdmihn, and also to the Rublug, who dwell in a specific spiral named Overview Peak.

The Black Forest (10): This topographical wonder covers more than 30,000 square miles of land with a forest so thick and consuming that only natives can successfully pass through it.

The Brown Sea (11): The waters that separates the current continent from the Imperial Lands of New Mulgra. These waters are the feeding grounds of the Molru'k, an aquatic race that descended from the Piranha lords who once ruled the deep.

Burning Lands of Jor (10): During the Age of Creation, this place teamed with and was the source of much life. Now only the ghastly City of the Syvyn remains from that glorious beginning. These lands are hot and extremely dry, and most settlers (such as the Bock) and travelers live on the outer rims.

City-States of Neoun (9): These seven city-states are the lands of the Neounian humans, as well as the Hourani who exist among them. Although Neounians do parlay with Hourani, they generally believe that "out of sight is out of mind". Each Hourani house has

Table 40. Fabled Lands & Legendary Beasts criticals.

Roll	Critical success	Critical failure
1-25	Discover the myth to be completely true!	Discover all your findings so far have been false!
26-50	+10 to this skill.	-10 to this skill.
51-75	Find a trail to hidden treasure that promises a rich retirement!! Ask the GM for details (and maps!).	Stumble across a secret society or group of dark minions that decides you must die. They will hunt you until you leave the culture or thwart and scatter them. (GMs should pull out the stops on this one.)
76-100	Discover the location of the lair(s) of whatever legendary creature tortures this land.	Become noticed by the culture's legendary beast; it will soon come for you.

a location in several different cities, except for the House of Cortez.

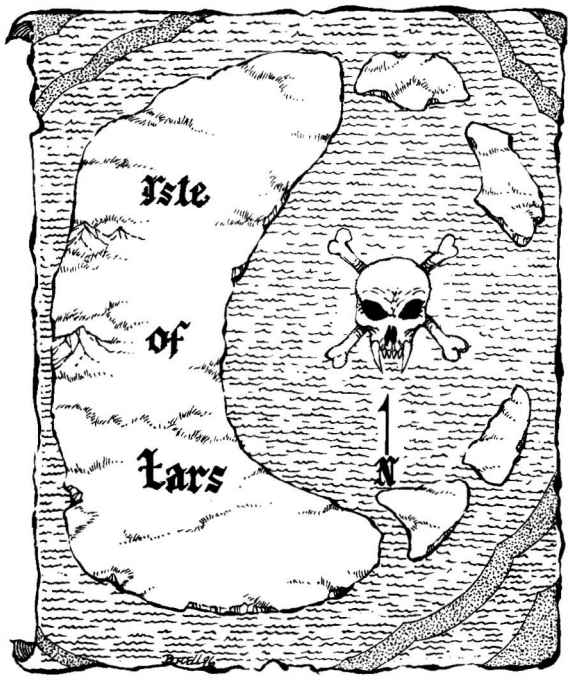
Cyclopunomin Range (14): This small but elevated rift of mountains reaches from the lower plains of the Frolidi into the waters that surround Khybern Island. Here is the last shrine ever built by the Cyclopunomins, constructed for their brethren after the Age that Killed Innocence. This range is home to a number of Rublug, as well as the Dragons of Mt. Kabi.

Eppela (11): This large island is docked in the middle of the Great River, which runs across. Eppelan humans—a new culture born from the Age of Discovery—live here.

Heggregorial Mountain Kingdom (10): These mountains imprison the psychotic dwarves who still work to overthrow the elven kingdoms. All the horrible truth of the Unholy Ages is embodied in its dank depths.

Icey Death Ocean (10): This ocean is named after the treacherous waters that only the great Rurs of the Wolfihn have a chance to navigate. It is home to numerous arctic beasts that roam its shores and live upon the iceberg fields.

Imperial Lands of New Mulgra (9): On distant shores live the Mulgrayne humans who are no longer part of this continent. Travel is forbidden to the Imperial Lands, in order to keep the sickness of its culture from spreading.



Isle of Lars (11): This island, no more than a few square miles, is the home of the Sabrihn, who hunt its fields with ferocity and consume shipwrecked newcomers.

Khybern Island (11): This island provides refuge for a great wizard, as well as housing his classic recreation place: the Maze of the Minotaurs.

Mt. Kabi (13): Only the bravest of creatures dares to walk up this mountain of Dragons, located in the Cyclopunomin Range. Mt. Kabi is the oldest post to the Dragons Prime still in existence.

The Majestic Empire (12): Once the proud Empire of the Amaranthians, this land is now ancient ruins guarded by roaming groups of Bullmihn and infested by Trols. The halflings live on the northern border of the empire, overlooking Trol Canyon.

Nation of Yucazon (10): On the edge of the Black Forest rest the lands of the Wolfihn, working hard to repopulate their open land with the trees they love.

The Northern Wilds (14): These wilds consist of any land north of the Isle of Eppela that is considered wilderness and not civilized. Except for climate, it resembles the Southern Barrens.

Ogre's Pot (10): This barren crag of land on top of the Worlds Crown would only be enjoyed by Ogres. It remains cold and dry in the summertime and becomes slushy or frozen in the winter.

Olde Mulgra (12): These empty fields and overrun towns to the north of the Bock are now just a scavenger ground. The number of known Mulgrayne still here can be counted on one's fingers; now they only have the Orcs and Goblins to rule over, and the Bockian Stonecasters in their hideouts to contend with.

The Ontanama Plains (11): These grass plains ripple like seas of gold and are deep enough to conceal a small army of Felihns. Only the Felihns live here, always roaming and sneaking about. Hidden in a secret valley is the golden City of Breol, home to the stolen treasures of the world.

Province of Winter (13): The northern tribes of the Wolfihn spend their time here, digging for the elven artifacts left behind from the Age of Creation.

The Silver Gulf (10): This crystal-clear sea, called the Muesis by the sea elves, surrounds and embraces the lower half of the continent.

The Southern Barrens (14): This land is south of the Isle of Eppela and is considered wilderness, ruled by Orcs, Goblins and the nastiest of monsters. The Barrens mean death for all but the greatest adventurers

and can be found between every culture in Never-World—perhaps the most obvious reason why the cultures have yet not struck out and discovered each other.

Strongen Range (11): The central mountain chain to the continent is home to many Rublug outposts. Legendary tales speak of the Cyclopunomins building this mountain chain to house the labs where they conducted their greatest experiments.

Thokmolin (10): This secret dungeon once belonged to the Glandla, with the purpose of holding the noble and royal elven prisoners during the Elven-Dwarven War. No one can say for sure where Thokmolin is, except for the Cyclopunomins that built it.

The Worlds Crown (10): A majestic empire all it's own, this empire belongs to the dwarves and is home to the Glangdla. This world of riches and stones was built by the blood, sweat, and tears of the entire dwarven nation under the tall mountaintops.

Fabled Lands

Because two or more cultures can share the same history and/or land, fables are divided by geography rather than by culture. Anytime the GM mentions an important place, characters with Fabled Lands have a chance to know or find out some basic details or common knowledge. The GM determines which land to roll under, and only characters with skill in that land or this emphasis can roll. Unless modified by the GM, a D+ is needed to find out a fact. For every success (D and above), the GM will either provide a short fact or answer one "yes or no" question (or perhaps offer a short paragraph, if feeling generous). Details could include native monsters, lost treasure, magical spots, entrances, methods of escape, methods of protection, purpose, former or current rulers, or curses. These descriptions should always include a possible next step towards discovering more relevant information (such as "Aye, and I think Petey over at the Crow's Foot Inn knows more about it, lad. You'll have to ask him.")

Legendary beasts

These are creatures of supernatural, immortal or god-like origin that have dominated the area since before the Unholy Ages and are now considered the great enemy by many. Some cultures share a legendary beast. For example, the Driseti (wood elves), Bearmihn, and Gnomes are plagued by a giant spider/monkey half-breed, while the Frolidi (valley elves) and Haflings are plagued by an evil dragon named Wickenmuurg. Other cultures have a beast devoted solely to their destruction. For example, the Wolfihn fear the coming of the Dark Lord Saelex, the Felihns must make sacrifices to the giant six-legged cat named Orokon, and the Rublug must fend off the Garngurnick annually. Some of the best warriors of the Unholy Ages died while trying to defeat these creatures.

Only a certain amount of information can be known about these beasts from rumors and traveling stories; the rest must be discovered when the character actually visits that culture. A successful roll while speaking to another culture about its particular legendary beast will earn trust and will also garner information from those people about the beast—previous battle stories that might reveal the beast's weaknesses or tales of ancient weapons saved for final combat against the creature.

Fortune Telling (2 min)

All Fortune Telling skills give practitioners an extra edge over common folk, yet at the same time create an air of suspicion about them. Any fates revealed through fortune telling are never absolute, and people must either trust or deny its effects. Fortune tellers must

Table 41. Fortune Telling criticals.

Roll	Critical success	Critical failure
1-25	Your future is set unless you take action; the GM will give you at least one idea of how to change a future course of events.	Become doomed by fate to suffer: see the place of your death or an imminent loss.
26-50	+5 to this skill.	-10 to this skill.
51-75	Ask twice as many questions or receive twice the amount of information as normal.	Cannot use this skill for the next d10 months.
76-100	5%, +1 to Style or Charisma (choose before rolling).	-1 to Comprehension.

work hard to become proficient in their skills; their efforts are rarely rewarded in money, but they have devoted friends and are rich in positive thinking.

Note again that not all these methods are foolproof and that, in the end, a character's fate rests solely upon his own shoulders rather than hinging on the roll of some old bones or the arcane advice of a stranger.

Table 41 shows the critical successes and failures for Myth & Lore: Fortune Telling.

Astrology (8): The character can foretell the future for a specific person, according to the conjunction of his astrological sign with planetary and constellation alignment.

When unsure of goals, missions, obligations, or adventures, a character can use astrology or see an astrologist in order to get an idea of what lies ahead. A successful roll means that the GM will truthfully reveal her opinion of the character's future, without giving away any hard facts. While the skill doesn't reveal about immediate events, it can be used to quickly influence someone's mood.

Bones (7): The character can throw bones to see what course of action he should take. The bones must be from the character's culture, and the forces that channel the bones might not always support what the character wants to do.

Bones only take one individual's fate into consideration and are best at pushing a character in a certain direction when he cannot make up his mind. The available options to the character must be stated before the roll, and an interpretation will be supplied by the GM, based on the given choices.

Cards of Fate (9): The character can determine possible futures within the next hour by using a deck of cards. Unlike bones, cards have the potential to bring in alternate possibilities not realized by the character. Cards of fate do not provide accurate timing of events, although the user at least knows that interesting revelations by the cards will occur within the next hour.

Crystals (14): The character can use crystals to tap the SpiritWorld, allowing restless spirits to speak to the living. Unlike the other prophetic devices, which are mindless, crystals can give both correct answers and completely inaccurate answers, depending on the will of the spirit communicating through them. This fact tends to make crystals less reliable than some of the other methods, as a character never knows when he is being influenced by a malevolent spirit.

To be used, crystals must be meditated on for one hour per question; after the hour, they will vibrate with a yes or no answer. Those who have recently left the SpiritWorld cannot use crystals for 24 hours after leaving; if a character contacted a hero while travelling in the SpiritWorld, the answer to his first question (after the 24-hour waiting period) will always be correct.

Palms (12): A character can determine the current Professional, Fiscal, and Social Levels of another person just by reading her palm. A reading could also reveal a fast-approaching tragedy or windfall. However, the Palms skill does not reveal a character's pathway.

Stones (6): Stones work much the same way as bones, except that they align themselves to the planet. If the question involves nature, then the stones will answer it for you. The stones need not be of any specific type, but there must be twelve of them, numbered one through twelve, and must measure 1" x 1" x 1/2". If a character's culture does not have a written or pictorial language, then he cannot use Stones.

To use Stones, the character must state his choices before rolling. A correct interpretation will be supplied by the GM, based on the choices given. Similar to Bones, Stones will reveal an answer from the earth's perspective rather than from the characters.

Example: If Illian is heading unknowingly right for a nasty incineration trap and uses Stones to determine what will happen to him shortly, the stones would speak from the perspective of the ground, saying something like, "Heat rushes over us, and the ashes of the dead cover us so that we cannot see."

Heroes & Heroines (4 min)

Heroes and Heroines can help someone track down the history, movements, locations, actions, and minuscule details of any hero's life from the Age of Discovery or the Unholy Ages. All rules from Fables apply here as well, and the skills are divided by race rather than land. Note that perception or perspective plays a heavy part in these skills also.

This emphasis is probably unnecessary until the GM has begun to generate a specific planet history and is probably best used as a catch-all for any question about any hero or heroine. Learning about heroes from the Age of Myth raises the difficulty to 3 x complexity, while heroes from the Age of Creation cause a difficulty of 4 x complexity. Trying to track heroes known for their ability to avoid historical scrutiny adds yet another complexity multiplier, while trying to track unique and powerful relics with this skill can only be done if they were in the possession of the hero; such rolls are made at a difficulty of 5 x complexity.

All heroes and heroines of legend have in some way shaped their culture to its current state. This skill provides a way for people to understand why their culture and foreign cultures are what they are. This understanding is not instantaneous, so the GM might wait until the next session to answer a character's question.

If a character finds an item or shrine of the person in question, this skill could supply key words to their magical operation. This skill is also useful when travelling the MetaWorld, to determine trustworthy places and people, and when travelling the SpiritWorld and UnderWorld, to get aid from these deceased heroes.

Note that metamophouns have no real heroes or heroines, simply for the reason that no one can recognize an outstanding individual as being a metamorphoun. Only the Hourani offer a few exceptions to this rule.

Table 42 shows the critical successes and failures for Myth & Lore: Heroes & Heroines.

Beastish (13): With the exception of the Wolfihn, most Beastish did not exist until the Age of Myth. The Wolfihn have had a sordid past involving both war and peace, and most of their biggest heroes come from a different culture. The heroes of Felihns and Sabrihn tend to be short-sighted and their exploits forgotten by mealtime. Due to the egotistical nature of Birdmihn, their "heroes" are seemingly too many and too commonplace to stand out. Bearmihn heroes keep the balance of their culture in order, not allowing overpopulation in their sectors. Bullmihn heroes belong to mercenary groups hired in the straggling efforts of the dwarven and elven skirmishes in the Age of Myth. Ogres only recognize heroes in other cultures, and they have nothing but scorn for them. The Molru'k have no heroes but do treat the land warriors with a similar level of respect.

Dwarves (12): As a culture, dwarves have the most heroes. If one were to actually record and count them all, one would wonder if anyone else besides heroes had ever existed in the dwarven state. To get a dwarf to discuss one of their heroes, a character will need a surplus of ale, or a large purse and a nearby tavern. Rublug and Glangdla love war above all else, for they are militaristic at heart. Thokmol tell tales of endless underground civil wars, while Duarlich are too crazy to remember a complete story. Still, in general, not one dwarven tale of heroes past ever goes without a gory slaughter involving minimal losses to the winning (dwarven) side.

Elves (11): Elves consider heroes to be those who have either saved the world single-handedly or brought supreme power to the elven race by introducing some new magic item or spell. Elves do not bother with questionable details concerning a hero, and none of their respected icons have ever faltered or fallen during trial.

The Driseti usually talk of their guardian group, the Thunder tribe, while the Bock speak of the metaphysical challenges of traveling the inner and outer universes, all the while guarding the safety of the lesser and weaker races. The Tristleti only discuss the Age of Myth, when they overcame the ruthless segregation of the Cyclopunomins and their dwarves. The Frolidi give as much color to their tales of battle as the dwarves, but with much more elegance, style, and witty narrative. Incredibly, the Muesis glorify other sentient creatures of the sea and rarely themselves.

Giants (14): Out of all the giants, only the Cyclops are cultured enough to have heroes, and they have more culture than the dwarves, elves, and humans put together. When they tell stories, everyone listens. Cyclops know the secrets of the universe's history and can recount amazing details of their many interven-

Table 42. Heroes & Heroines criticals.

Roll	Critical success	Critical failure
1-25	Find an item mentioned in fables about the hero that proves his existence (and enhances yours!)	Become hauntedby the hero's restless spirit until you complete the mission he failed.
26-50	+2 to this skill.	-10 to this skill.
51-75	.Discover an inspiring tale; regain all WPs.	Learn sacred knowledge guarded by the society (treat as a D success). You will be hunted until the society kills you and anyone you tell.
76-100	Use the information you have learned to safely gain entry into that hero's culture (even Driseti), once.	Learn things of that hero that shake your self-worth; -1 to Confidence.

tions. Other Giant cultures, however, are worse than Felihns when it comes to story-telling skill.

Grobber (15): Every group has its heroes, which unfortunately means that the grobber do as well. Orcs, Goblins and Kobolds revere those with great destructive capabilities, and the Unholy Ages provides an unending source of heroic material for them. Most military types cannot stand listening to these tales and will become angry enough to act. Imps and Haflings use their tales to tease mages and scholars with unproven half-truths.

Humans (10): Human culture contains the widest variety of heroism: triumph during oppression, winning against all odds, tragedy during romance, tragedy with comedy, and the tragic tragedy. (Funny how human tales always seem to involve a great deal of tragedy...) The Neounians believe that their tales will one day set the standards for their culture's morals and inspire future children to remember them in plays, songs, and games. Each Mulgrayne sows his tales with future world domination or anarchy, as well as a good tale of assassination or revenge. The Eppelans only give heroic status to those who endure in total integrity, no matter the situation or personal pain involved.

Hourani (15): Woe to any who sit down at a Hourani table other than the House of Wayne; one cannot escape the Hourani's grossly arrogant details of every little thing they have accomplished, and especially in light of them being such a young race. The Hourani tend to ignore the long history of humans, elves, and dwarves. Despite this fault, however, the one thing the virtuous houses of Hourani do *not* do is fabricate history, and they have recorded all of their past heroic events in the House of Wayne.

The mastery of Professional Crafts

For most people in NeverWorld, professional crafts are jobs and family professions that have endured for generations. The Professional Crafts skill provides income to buy not only the basic necessities of life but also the little (or large) extra things that people often reward themselves with. Many adventurers have learned craftsman skills in order to have something to do during downtime and sometimes find the extra income invaluable if stranded in a town that needs items created by the skill.

Crafts in each culture take on completely new facets of meaning. For example, with the Tristleti (silver elves), every bowl, table, fork, sword, archway, tapestry, shield, and wishing well is a piece of art that symbolizes and accents the lands around them. For dwarves, in general, everything is functional rather than beautiful; only architects and weaponsmiths usually shape intricate products, as these two arts are the trademarks of the dwarven race. For humans, beauty and expense seem to go hand-in-hand; they will go to great financial lengths to increase the aesthetic quality of an item even after its ability to function has been lost. (Silly humans...)

Professional Crafts skills do include a small amount of business knowledge, so that products can be sold and businesses can make money, but the success of a business usually depends on the volatile marketplace. If each member in a group of adventurers has a different emphasis in Professional Crafts, the group will be able to deal with a myriad of clues and challenges (and will no doubt be able to make a lot of money as well!)

Table 43. Smithing & Leatherworking criticals.

Roll	Critical success	Critical failure
1-25	Create an item of unusual design worth twice the normal value (double the price, after adding style bonuses)	Create a seemingly great design that makes the user suffer humiliation or physical damage; lose 1000 SPs.
26-50	*Weapons*: Create a weapon with +5 OCF *Armor*: Create a suit with +1 absorption and 10 extra max absorb. *Misc. items*: Create item in half the normal time.	Waste twice the normal materials, replace half your tools just to complete the item, and still have nothing worth showing afterwards.
51-75	+3 to skill.	Have an accident in the shop; -1 to Strength.
76-100	10%, +1 to Stamina.	Overwork yourself: -1 to Dexterity or Stamina (choose).

Smithing & Leatherworking

Table 43 shows the critical successes and failures for all Professional Craft smithing and leatherworking skills.

Armorsmithing (all)

Chain (9): The character can create, repair, and tailor single mail, double mail, bronze and silver mail, and chain barding.

Helmets (10): The character can create and repair metal and wood (but not leather) combat headgear.

Plates (9): The character can tailor breastplates, half suits, full suits, and jousting suits. This skill extends to repair as well, if the character has a proper forge, anvil, and tools.

Shields (8): The character can create, tailor, and repair metal or wooden shields, from small bucklers to tower shields.

To make a quality suit of armor takes a number of weeks equal to its absorption rate and costs 40% of its market retail. This skill specifically deals in metal armor only, not leather. Making repairs on the road or while adventuring can easily be done using Chain, but using Helmets and Plates requires a hot forge, as well as a great deal of raw material and tools. Shields are not generally worth repairing, unless they happen to be worth a lot or are of a special unique style.

Master Armorsmiths or those with an Armorsmithing emphasis of 10 can add one of the following special bonuses to a suit of created armor for every level of Style they have:

- Reduce weight by 5%
- Reduce Prowl difficulty by 5
- Increase the absorption by 1 and the maximum absorption by 10.

Any armor so modified will have a Style equivalent to the amount of Style used in making it, and its FP value should be multiplied by its Style.

Example: Huran the Neounian has Style 5, so he can make Neounian plate & mail with an absorption of 23 and a max of 158, or he could reduce the Prowl difficulty down to 30 and weight down to 108 lb., or he could combine bonuses as well. In any case, if the armor's Style was 5, it would be worth 600,000 FPs.

Armorsmiths acquire a few special bonuses. First, an armorsmith has gains +5 to attack someone wearing an armor type that he has a skill in. Also, when observing quality armor of another culture, the armorsmith has a chance of duplicating the armor, equivalent to his Armorsmithing / 20 (so a 20 gives a 1% chance, a 40 gives a 2% chance, etc.) This roll may be made the first time the armor is studied, and then only once after every complete month of study. This skill must be used in a workshop.

Leatherworking (all)

Many basic products of NeverWorld cultures are made from leather, just as many products on current-day Earth are made from plastic. Leatherworkers are always going to have some strap to fix or boot to repair while traveling with adventurers. Getting actual leather only demands enough time to hunt down an animal, but the dyes and cures to treat the leather can cost a fortune—at least more than 25% of the product's market value.

Armor (9): The character can tailor, create, and fix soft, boiled, and studded leather, whether it be vests, full suits, leggings, or forearm guards. The character can also do the same with leather helmets.

Barding (9): The character can tailor, create, and fix leather armor for animals.

Outfitting (8): The character can tailor, create, and fix all manner of restraints, control devices, clothing, pouches, letter carriers, backpacks, gloves, etc. Outfitting is most often used for repair purposes, or to bring in money during downtime.

Shoes & Boots (10): The character can tailor, create, and fix footwear. While traveling, this skill can cancel the effects of forced marches and foot-related injuries, as long as the character has the time to repair all shoes (usually an hour apiece).

Master leatherworkers or those with an emphasis of 10 can add Style to their armor, just like armorsmiths, with one bonus per Style:

- Increase absorption by 1 and maximum absorption by 10
- Reduce weight by 10%.

As with metal, leather items so treated have their current FP worth multiplied by Style. Leatherworkers also receive the +5 attack bonus of armorsmiths, as well as their ability to duplicate foreign leather armor/items.

Smithing (3 min)

Smithing follows the same rules as Armorsmithing but can involve much more delicate work when making valuable items. Smiths find it neither safe nor practical

to carry their partial works with them on an adventure. Current scientific tools are very delicate and not suitable for road travel, as they need constant recalibration, and items other than blunt farm tools can take weeks to months to make or perfect. Those who work in gold or silver rarely start on their own but rather usually inherit a family business.

Bronze (10): Bronze was the first advancement from using iron. Bronze can be used in just about any application where gold is too soft and silver is the wrong tinge.

Farm Tools (9): The character can produce all varieties of farming tools, including riding gear, horse shoes, chains, and small barding plates to be attached by leatherworkers to the barding. Some farming tools, such as sickles, scythes, grain threshers, and pitchforks, can double as weapons for farmers.

Gold (14): Goldsmithing is much like that of current-day Earth, and goldsmiths are highly respected in cultures that have them. Smithing gold is expensive to learn and takes a long time to master.

Scientific Instruments (15): The character can produce useful quantitative devices like compasses, sextants, scales, and pendulums. Until recently, jewelers usually made these items, but the large demand by the adventuring class has provided enough business for craftsman dealing solely in this area to make a living.

Siege Tools (8): The character can forge reinforced lances, battering ram tips, catapult balls, wall/floor/ceiling spikes, shields, and ballista tips, along with any other siege tool. A siege forger always knows some other smithing style as well, which explains his knowledge of reinforcement and metal stress.

Silver (14): The character can work in delicate silver and is capable of creating intricate objects rather than blunt objects of war. Silversmithing is expensive to learn and takes long to master, and only those involved in a family business usually enter the industry.

All three of the metal skills—gold, silver, and bronze—are not likely to be used during actual adventuring but do allow automatic knowledge of an item's quality, stability, and worth during financial transactions. Also, these skills can be used to increase social standing when "borrowing" a friend's tools to inlay a sword or stylize a jacket. Successful rolls while working in these metals can certainly increase Fiscal Level and possibly even Social Level. Similarly, blacksmithing decreases travel mishaps and helps a character to maintain weapons (by keeping them from breaking).

Professional smiths or those with an emphasis of 10 can multiply the FP value of any created precious metal items by their Style. Scientific instruments that have been stylized add +5 per Style to rolls made to use the instrument. Note that Style cannot be applied to siege or farm tools. (Imagine: "Gosh, Joe, that's a mighty fine-lookin' hoe you got there!")

Weaponsmithing (3 min)

Bladed (14): The character can design, make, and fix bladed weapons, including swords, polearm heads, axeheads, daggers, and claw weapons. Usually, blade craftsmen choose one of these items as their specialty and can then apply their Style ratings to the specialty item.

Blunt (12): The character has master the art of attaching the heaviest possible amount to weight to the sturdiest forms of wood and metal. Blunt weapons include anything that uses raw weight to crush, such as a mace, flail, hammer, iron staff, iron club, and morning stars. Items made entirely of wood are not included as part of this skill.

Bowyer & Fletcher (10): The character can make bows and arrows. Bows include shortbows, longbows, crossbows, and elven bows. A good bowyer can make at least two of these types, plus shafts to be used with all types of bows. Also, the bowyer generally deals in stones, darts, and other tiny missile weapons. Note that bowyers are proficient enough to cast their own arrowheads without help, although they cannot implement special head designs without the help of a Pointed smith.

Pointed (13): The character can design, make, and fix pointed weapons—those without a flat or sharp edge and do damage by puncturing. Such weapons include spikes, caltrops, arrowheads, quarrel tips, and spearheads.

The abilities between weaponsmithing and siege smithing parallel each other, and often the two types of smiths can create similar weapons. But only the weaponsmith can produce quality weapons with bonuses; while the siegesmith might be able to produce a spear tip, he would be uncertain of how to attach it to the correct shaft. A smith can produce weapons outside his skill area but at only 25% chance of success. Those with an emphasis in weaponsmithing can determine the quality and worth of any weapon they lay eyes on, can upgrade weapons at only 25% of the usual rate, and can build specific weapons for 50% of book cost.

To make an average weapon takes one day per complexity, and a good weapon (or *any* sword) will take one week per complexity. Any unique weapon or one to be encrusted with riches or enchanted will take one month per complexity. Also, smiths are advised to know how to use the weapons they make, in case their adventuring clients get a bit uppity or overly demanding.

As with the other craftsmen, professional weaponsmiths or those with an emphasis of 10 can apply Style to their creations, with one bonus for each Style applied:

- +5 to OCF
- +5 to DCF
- Reduce Init Cost by 5%
- +1 shift to damage success (this bonus takes *2* Style).

As with other crafts, adding Style to a weapon multiplies its FP value by the Style. Jewels added to a weapon increases its value after multiplying by Style.

Example: A weaponsmith with Style 8 can make a greatsword with +40 OCF, or +15 OCF and +25 DCF, or +10 OCF and +10 DCF and a 20% less Init cost. In any of these cases, the greatsword's FP value would go from 800 FP to 6400 FP.

Weaponsmiths can also attempt to learn secrets of craftsmanship from the weapons of other cultures, with a 1% chance of success for every 20 points the smith has in the skill. As with armor, this roll is made the first time the weapon is studied and then only after every complete month of study, and the study must be performed in a workshop.

Arts & Trades

Table 44 shows critical successes and failures for Professional Crafts: Arts and Professional Crafts: Trades.

Arts (2 min)

In a time when people are more interested in survival than luxury, artists (actors, socialites, nobles, thieves, sages, and adventurers) live off the skin of their teeth, and most fail simply because they have no money to buy food or create their arts. All art skills have costly expenses and require knowing where to find one's materials. Still, art skills pay off greatly during adventuring when determining an object's authenticity, posing as an artist, befriending the rich or noble, or determining values of gold and jewelry.

In reality, the creation of a great art piece can take an hour or a decade, depending on vision and the artist's skill; however, for the sake of practicality, NeverWorld gives artists bonuses on their rolls for spending extra time working on a particular piece of art:

Time spent	Bonus	Time Spent	Bonus
5 minutes	0	1 year	60
1 hour	10	2 years	70
1 day	20	3 years	80
1 week	30	5 years	90
1 month	40	10 years	100
6 months	50		

The artist/creator decides what level of success she is striving for (A-H) and how difficult the attempt will be (complexity x 1 through complexity x 5). The final base will be skill + time bonus + (5 x Pers) + difficulty and

Table 44. Arts and Trades criticals.

Roll	Critical success	Critical failure
1-25	Feel free to demand the highest price for the item and also gain 1000 SPs (as the work is viewed by many).	Embarrass yourself by promoting such a half-baked craft; lose 100 SPs per witness.
26-50	25% chance for +1 to Style.	-1 to Style.
51-75	Receive a contract that pays 100 x skill rating in FPs	-1 to Confidence.
76-100	A wealthy and powerful citizen admires the work and will become a trustworthy ally.	-1 to Perseverance.

must equal or surpass the minimum success set by the artist. The greater the overall difficulty of the piece, the more it will be worth either fiscally, socially, or both.

Casting & Jewelry (18): The character can delicately cast hot metals into wondrous shapes and can even sculpt jewels. While the craftsman usually casts in gold and silver, statues and some other items are often made of bronze, copper, tin, and brass. With metals, the character can recognize purity and working worth of an item; with jewels, the character can perform duties such as setting, sizing, chipping, cutting, polishing, and determining quality.

Painting (13): The character can use pigments and paints to create works of art developed through encaustic-, fresco-, tempera-, or oil-based techniques. Painting is highly respected in all cultures except that of grobber. For "backwoods" societies, painters are often the only people capable of recording significant events.

Poetry, Prose, & Calligraphy (13): Depending on specialization, a character can either write verse, stories, or design alphabets, all for the purpose of expressing their deep thoughts and beliefs. Such artists can gather large numbers of fans and dramatically increase their Social Levels.

Sculpting (14): The character can carve or sculpt statues, reliefs, totems, and figurines from a variety of medium (wood, granite, marble, sandstone, jade, and quartz, among others). Sculpters directly commissioned by the public or by rich families can make a great deal of money, although most are not this lucky.

Trades (1 min)

With the exception of the shipbuilder, the average trader works hard each day to fulfill the same basic community needs and can be known far and wide for the products he creates and the quality he ensures. Shipbuilders are special in how intently and secretly they work to build just one ship, and are truly honored by their cultures.

All traders need a constant supply of materials, a workplace, and assistants to learn their secrets and perform the tedious work. While adventuring, a master trader is an invaluable repairman. However, those characters who want to actually own their own businesses must be involved if the businesses are to work; the trader must put in a minimum of 60 hours a week to earn a good wage according to the cultural career. The total cost (materials, hirelings, tools) to construct anything will be 75% of the final product's worth.

Carpentry (9): The character can building items from wood, such as desks, chairs, tables, and houses. In addition, anything wooden can be repaired or rebuilt with the right tools. Carpentry is another business that civilized cultures can't live without.

Ceramics (7): The character can make pots. Most potmakers only define their product as a labor device. Ceramics is a solid business in human, elven, and dwarven communities because everyone needs containers.

Masonry (4): The character understands structure and can build in stone. Masons are adept at finding secret passages and doors in other buildings.

Roper (2): The character can produce strong cords, ropes, and pulleys out of all types of stringy material or wood, and can also sufficiently repair broken ropes, nets, siege machinery, and other items using rope. Ropers also have a limited knowledge of physics in the areas of leverage, weight displacement, and resisting forces.

Shipbuilding (17): The character can repair and improve older ships, as well as make canoes, rafts, and other one-man boats on his own. To create larger vessels, the character must be a professional shipbuilder and have the required time, money, and crew. Note that skills and secrets are not taught to those who will not make a profession out of it. See "Travel: Carts & Ships" for details on each ship type.

Tailoring & Weaving (10): The tailor can make and repair garments from available material in that culture, while the weaver can produce cloths and silks, as well as rugs, tapestries, and padded armor to be worn underneath plate or chainmail.

Brewing (3 min)

Brewers are community servants, daily working to provide their cultures with liquid consumables. Due to this and to how much people enjoy a good beer or ale, brewers can command a great deal of respect, especially when they gain their own brewery. Having a brewer in a party of adventurers can make even a slow night fly by... well, at least until tomorrow's hangover.

A character who wants to run his own brewery must be personally involved to make it work—a minimum of 60 hours per week in order to make a good wage by cultural standards. The cost to create the consumable is equal to 50% of its market value.

Note that beer, wine, and liquor all have their own secret family recipes. In addition, each label has a special value in the culture, and creating a new one is

no easy task; it's usually better to acquire an apprenticeship with a master brewer than to start one's own brand. The market value placed on a character's brewing skill depends on the label and the character's Style; an honored label or growing field ensures income but is hard to inherit, while a character's product is worth 20% more than other similar products for every Style advantage.

Table 45 shows critical successes and failures for Professional Crafts: Brewing.

Alcohol (6): The character can create all fermented drinks (other than beer or wine); this skill includes liquor, liquors, cognacs, and the ever-popular drink called "white lightning."

Beer (5): The character can brew all types of beer as long as he makes his roll, and also has one or two specialties that he can brew automatically, without a roll, and at maximum proficiency. Many beers are watered down in poor communities, so a good brew can influence even the most adamant will.

Wine (7): The character can create red, white, and champaign wines with varying degrees of taste (depending on the location of the wine fields). Because the tools of the winemaker are large, expensive, and time-consuming to use, most adventurers use this skill to get a job in an existing winery rather rather than attempting to starting their own.

Poisons (9): The character can create non-magical poisons, knows where to find the ingredients, knows how much the ingredients and poisons are worth on the market, and understands their symptoms, effects, and remedies. Characters with Poison skill of 60+ also know the best ways to disguise taste, color, and odor of a poison when trying to murder someone.

Poisons are not cheap or easy to come by, nor are they simple to use; in addition, they're illegal in almost every culture, except those that are completely sadistic (Felihns) or insane (Duarlichs). To purchase a poison and not get caught, a character must make a successful black market contact using skills, money, power, and whatever other resources are available.

Poison is classified by how it enters the system. Ingestive poisons must be taken orally (whether liquid or gas), while contact poisons enter the system by skin contact, inhalation, or bloodstream, and are the ones used to coat blades. When making poisons, the character must use the proper tools, ingredients, and containers, or he might actually end up getting a dose of his own medicine, so to speak. (A critical failure during creation means that the character will be finding out firsthand how potent his concoction is.)

Poisons here are listed by name; black market price per dose; type; and effect.

- *Arsenic (1000):* Ingestive. Arsenic ruptures the stomach lining and causes convulsions that lead to death within a few hours. The character must make a Physical save with a difficulty of 20. A character can build immunity to arsenic over a long period of time by taking successive minimum doses (just as with iocane powder!), but his WP max will be at 75% normal during that time.
- *Cain Toad (400):* Contact. Cain toad is a hallucinogenic neurotoxin that causes blindness in 3 minutes, paralysis in another 5-8 minutes, and finally death by diaphragm restriction and asphyxiation. A Physical save with a difficulty of 5 must be made to avoid all effects, although the hallucinations cannot be avoided.
- *Curare (1800):* Contact. Curare is a black-resin neuromuscular poison that causes paralysis and cardiac arrest in less than 5 minutes. The character must make a Physical save with a difficulty of 30.
- *Cyanide (800):* Ingestive. Because cyanide's taste can easily be recognized, it is usually given in gas

Table 45. Brewing criticals.

Roll	Critical success	Critical failure
1-25	Invent your own recipe desired by many; gain 2000 SPs and 5000 FPs.	The concoction is blessed by the Underworld and turns into some minor monster when poured out.
26-50	+3 to this skill.	-5 to this skill.
51-75	*Poisons*: Difficulty to save doubles. *Other:* Normal properties, plus will heal d10 HPs.	The item made takes on the elements of grapefruit juice or curdled milk; lose 500 SPs.
76-100	Attract a new follower interested in learning your secrets. Teaching her the skill will make her an unswayable ally of great power.	Cause critical diarrhea in drinkers, who will not be able to function for 3-4 days; lose 100 SPs per witness.



form, causing respiratory failure within 1-5 minutes depending on the strength used. A Physical save, with a difficulty of 40, will reduce its effects to a coma.

- *Digitalis (5000):* Contact and ingestive. One dose of digitalis can be split up into ten or more parts and given to the victim over any length of time less than 100 years (at which point it loses its effect). Once the fatal level (the full dose) is administered, the victim suffers heart failure. No Physical save is allowed if the dose is ingested.
- *Kiss of Syn (750):* Contact. Kiss of Syn causes immediate convulsions and blindness, and a loss of consciousness in 2 minutes. Victim loses all WPs and will awaken three days later, temporarily blind for d10 months. Successfully making a Physical save with a difficulty of 50 will leave victim with only a pounding headache.
- *Monkey Blood (3000):* Ingestive. Monkey Blood looks and smells like grape wine and is undetectable in the same. It takes effect 4-6 hours after ingested, constricting throat muscles to the point of suffocation. The victim must make a successful Physical save with a difficulty of 30 in order to live.
- *Nightshade (3000):* Ingestive. Nightshade is an odorless, colorless, neuromuscular poison causing cumulative points of unsoakable damage each round for 10 rounds (a total of 55 points). A Physical save with a difficulty of 20 cancels the effects.
- *Pret-a-Porter (1500):* Contact. Pret-a-Porter is a gaseous perfume to which the House of Porter has built an immunity to. The perfume takes effect 1 round after inhaled and causes paralysis for 2d20 rounds. A successful Physical save with a difficulty of 25 will cancel the effects.
- *Snake venom (100-500):* Contact. Snake venom causes cramps, swelling, paralysis, and (in a few hours) death. A Physical save with a difficulty of 10 must be made for each bite wound; if all bites occurred at once, the victim makes one roll with all the difficulties added.
- *Strychnine (500):* Ingestive. Strychnine is an alkaloid difficult to detect in food or drink other than juice. It causes cramps and paralyzes the central nervous system in 10 minutes and brings death after 1 hour. A successful Physical save with a difficulty of 20 removes any ill effects.

Potions (15): The character can produce magical concoctions with effects well-worth all the time, money, and effort put into their creations. Potions are great for storing magic until some time of need. For a list of potion descriptions and powers, see Chapter 6, which describes magical items and potions. Listed here are the only the main ingredients for popular potions, as well as the time needed to create them; potions often take other minor ingredients as well, to be discovered during play. If some ingredients can be purchased, a character must first locate someone to sell him the items. The number listed with the potion name is how many FPs are needed to purchase the *ingredients;* after being created, all potions are worth 10,000 FPs. (Depending on the potion, then a character can actually lose money by selling it.)

- *Augmentation (10,000).* A quart of fresh Changeling blood. 2 months.
- *Bravery (8000).* Testes of a Cyclops or brain of a dwarf. 2 months.
- *Dispel Potion (20,000).* A cube from the Pyramid of Mairsol. 1 week.
- *Distrust (5000).* One pound of Marshwillow and two Acid Berries. 24 hours.
- *Elixir of Youth (100,000).* Fourteen cones from a Great Tree and Water of the Muesis' Springs. 1 year.
- *Endurance (2000).* 1 ounce of gold, 1 bottle of Dwarven mushbuck, 3 feathers of an Ontanama. 4 hours.
- *Fly (20,000).* Cloud exhaust of a Tristleti city. 15 minutes.
- *Forgetfulness (35,000).* Minotaur dung and filtered opiate extract. 96 hours.
- *Greed (4000).* 1 ounce of Dragon's urine.
- *Heal (1000).* 1 pint of the character's own blood. 2 hours.
- *Influence (10,000).* Blood from a vampire and a crushed/powdered silver mirror or diamond. 72 hours.
- *Invisibility (300,000).* Cerebral cortex and pituitary gland of a Driseti. 24 hours.
- *Knowledge (5000).* Personal used handkerchief of a Master Sage. 20 minutes.
- *Love (100,000).* 1 cup of brandy, 1 squirt of rose-petal oil, 1 quart of breastmilk from a Nymph.
- *Mysteriousness (10,000).* Eyes of a Peeper from the Black Forest. 1 minute.
- *Quickness (25,000).* Sweat from a Thelis running pad and a sample of the Krulak's saliva. 2 weeks.

- *Resist Bodily Needs (3000).* Dumplings from Martha's Kitchen in Cortez, 1 stalk of sugar cane. 2 days.
- *Restore (70,000).* Grass of the Majestic Empire, Flowers from the Hillside of Mt. Kabi. 1 hour.
- *Sleep (40,000).* 2 ounces of curare. 1 hour.
- *Tempo (50,000).* Hummingbird's heart and 1 ounce of cocaine. 3 days.

Special rules on potions include the following:

- Only one potion can be in effect at the same time. Taking a second potion will either make the drinker severely sick or cancel out both potions. Some potions like elixirs of youth run their courses instantaneously and simply have permanent effects.
- In contrast to popular belief, potions are not usually labeled with obvious writing or symbols but are made according to each brewer's secret system. In most cases, chugging unmarked potions is like crashing and devouring a potluck dinner, except with potentially nastier results.

The mastery of Religion

The term *religion* has taken on various definitions throughout the centuries, and different meanings exist even in the same generation. Some have thought it to be people who always tell the truth and lead a decent life. Others have envisioned it to be a bunch of lonely old men who meet on hillsides to profess their purity. Others even consider it to be small secret groups gathering at midnight under a blood-red moon, or druids erecting their enormous stone circles for some unfathomable reason. Is this what religion really is? In NeverWorld, the true foundation for religion is not the title, person, place, or action, but faith.

In NeverWorld, faith can bring a character anything and everything—casting down prison walls, striking enemies dead, healing hurt animals, calling companions back to life, even making previously defunct or corrupted churches thrive with power once again. Religion in NeverWorld is equivalent to belief in and commitment to something.

In NeverWorld, 95% of people believe that they have faith—going to mass, participating in social functions, eating the required food and drink, partaking in the other doctrinal rituals. They pray for aid, revenge, blessings, happiness. Do they have faith?

NeverWorld considers those with confidence to have faith. Self-confidence has long been the great secret of leadership, and its rarity explains why few people ever get to channel the power that the gods offer. In NeverWorld, deities don't have time to make faulty investments; they have an agenda to accomplish and need a few good people to help them. If faced with choosing a loser who'd rather drink himself into oblivion or a strong individual who can motivate himself without being prodded, then there's no real choice to make: gods want people who can deliver results.

And what of those other NeverWorld folk—the 95% who carry out all the motions of the religion? Well, their prayers aren't wasted. Their undirected faith is energy, and because energy cannot be destroyed, it has to go somewhere. In this case, it fuels the god and makes her more powerful—meaning that the more followers a god has, the better.

This is where leaders become essential. Because the god cannot always spend her power contacting and leading her followers, she chooses leaders to do this for her. She bestows leaders with power to carry out the sacred agenda, and in return the leaders ensure that she has plenty of followers, giving her more power to bestow. It's a win-win situation—the perfect symbiotic relationship.

With every religion encountered, a character will fit into one of four roles:

- *Agnostic, heathen, or heretic.* The foreign theology is understood, but the faith or views of the character disagree with or directly oppose it. Either the character already belongs to a different religion, does not have a religion, or does not believe in gods at all.
- *Follower.* The theology is understood and practiced according to words of the religious leaders. The character has passed all tests set by the leaders and demonstrates his faith regularly.
- *Champion.* Along with being a follower, a champion also protects all members and actions of the organization but is not responsible to bring the theology to outsiders. Champions include someone knighted by a church to be a defender or branded by a cult to be their assassin.
- *Leader.* The theology is understood, practiced, protected, taught, and expanded to convert new followers and champions. This is the classic role of priests, druids, clerics, and shamans (among others).

Religion is the backbone of early education, leadership (or control), survival, morality (or immorality), and rationale. The roles of religion differ in every culture and individual. Some people are overly dedicated, while others barely become involved and only support their church because they do not want to be damned

Table 46. Church criticals.

Roll	Critical success	Critical failure
1-25	Any witnesses not firm in their beliefs become your followers.	50% chance that each witnessing follower will leave the religion because of your domineering actions.
26-50	Gain a new follower to be your personal champion.	-1 to Confidence.
51-75	*Leaders only*: Gain a new endowment of the GM's choice at +10.	Leaders only: Reduce one random endowment to 1 skill point.
76-100	Gain new respect from superior and 2000 SPs.	Become marked as a weak individual within the religion; lose 5000 SPs.

for eternity. Still, religion has an effect on fanatics, atheists, and consistent followers alike.

The Church emphasis covers all technical ceremonial knowledge, the basis of faith, the systems of the congregations, and the order of ranks. The Gods emphasis provides in-depth views on each god, a broad look at other immortals, and explains how characters relate to them (including how thoroughly particular gods and characters can rely on each other). The Demonology emphasis keeps a religion's followers in line by inadvertently explaining what happens when followers abandon their faith.

Church (all)

Table 46 shows critical successes and failures for Religion: Church.

Education (18): The character can teach even the most reluctant learners. This skill inherently teaches only the native language (spoken and written) and simple math and history, but its principles can be applied to the teaching of any skill. To teach another, the character must roll successfully, with a difficulty of 5 x student's Mental disadvantages.

Characters with this skill can also get straight answers from children (usually a dubious prospect at best). If the characters are priests, they should also naturally include a good dose of religious instruction while talking with them.

Order (13): The character knows the history of the religion and understands how its ranks and organization works. Specifically, this skill grants knowledge of the church's politics, people, places and periods of historical importance, rules of commitment, expectations of the moral/immoral code, and (generally) how to run a church in that religion.

Theology (15): The character has a working knowledge of the religion and understands how it got to be the way it is. If a character has knowledge of someone else's theology, he can keep them on their straight and narrow path (as long as they are not Complete Takers) by sufficiently reminding them of their vows. This ability is gained after the character earns at least an emphasis of 5 in the other person's Cultural skills.

Gods (all)

Table 47 shows critical successes and failures for Religion: Gods.

Opposing deities (16): The character can determine whether a god is a friend or foe to his personal religion, a master in the character's field of expertise, or if the god lays claim to the creation of certain items, places, or people (and even other mythology). Like the skills of Myth & Lore, this skill can only be used when the character is in a situation where he could discover these facts, and even then the answer might be hazy and incomplete.

Patrons (15): The character understands a great deal about his deity's mythology. This knowledge includes all fabulous powers, loyal minions and lesser deities, areas of emphasis (evil, good, earth, wind, frogs, kumquats, etc.), pathway, enemies, and objects of power they have created. However, this does not describe the organizations that worship this god, nor does it give any detailed knowledge of enemies.

Channeling (20): The character is imbued with special abilities by his deity. Only leaders are ever granted channeling powers, and it can only be taken as a special skill in their career descriptions. Before anyone can draw power from a god, he must have devoted his life to the god's causes—including full service to the church or a life-long mission involving a goal of that deity. Once the character has proven his faithfulness, power will be bestowed upon him, in the form of spells, curses, rituals, healing, resurrection, exorcism, bless-

Table 47. Gods criticals.

Roll	Critical success	Critical failure
1-25	Learn of things not yet taught in your religion, to which your superiors listen intently; you have some influence in religious decisions.	Discover something that should never have been known; the god takes back the offending knowledge, as well as 1 Comprehension and 1 Perserverance from your advantages.
26-50	+2 in this skill.	-10 in this skill.
51-75	Your knowledge arms you in opposing the enemy or defending yourself against persecution; 25%, +1 to Confidence.	Face a test of Faith as your god abandons you for an undetermined amount of time. (GMs: Make this a very long time, with no channeling or endowments available.)
76-100	Discover a lost holy relic's locatioc during your investigations, with enough information to find it. The relic discovered depends on the roll's subject .	Face a test of Faith as your god abandons you for an undetermined amount of time. (GMs: Make this a *very* long time, with no channeling or endowments available.)

ings, or more. All powers vary from god to god and are described in the appropriate culture text. This skill only depicts the ability to tune in to the power of a god and does not determine the overall success of a particular channeling.

Demonology (2 min)

While generic evil is elusive and hard to eradicate, willful evil inherent in creatures or people is easier to remove because evil persons are still fallible and also easy to pinpoint. Still, willfully evil creatures or people can direct damage and cause many specific pains that generic evil cannot.

The study of Demonology consists first of who or what these evil creatures are, where they hide, where and when they strike, and why they like to destroy and wound (in other words, pure knowledge), and then of how to stop such forces and what can happen when a character decides to combat them.

When studying Demonology, a character is always in danger of having evil forces studying her as well. Supernatural creatures are extremely curious and quite perceptive of when other people are examining or speaking of them. Accordingly, every time a character makes a roll to use a Demonology skill, he must make an Avoidance check as well, with a difficulty of half the character's success on the Demonology roll; a failed check means that he is perceived by the type of creature he is currently studying. Note that the better the information roll, the harder it is to escape detection.

Example: Illian stumbles upon an ancient evil ritual site and decides to use his Devil skill to piece together information about it. After making a Devil roll, Illian must make an Avoidance check to avoid being likewise perceived by the creatures the site is dedicated to. So, if Illian had rolled an 84 for his Devil skill roll, his Avoidance check will have a difficulty of 84 / 2 = 42.

Another dangerous aspect to studying Demonology is that characters become susceptible to the lure of darkness, no matter their early intentions. Many legendary evils that now plague NeverWorld were once heroes or saints, now forever trapped on the wrong path. Whenever a character comes face-to-face with one of the great evil beings of history, he must make a Mental save, with a difficulty of 10 x his Demonology emphasis. Failure means that the character is overwhelmed by the possibilities of evil and joins that creature's regiments.

Table 48 shows critical successes and failures for Religion: Demonology.

Dark Pawns (10): The character knows information about creatures often used by the dark lords. Dark pawns are always mortal but often have very unnatural abilities. A character can only know about dark pawns in cultures in which he has an emphasis of 5+.

Demons (11): The character knows information about the creatures spawned from the hells of any culture. Possible information includes their names, areas of influence, needs, powers, weaknesses, likes, and dislikes. The GM can answer any of these questions for a character, but only those questions asked with a yes or no format.

Devils (12): The character knows information about the true kings of the UnderWorld. Devils command countless societies of Takers and are separate individuals, capable of inspiring destruction and hate in even the most pure souls. Devils master demons and are better deceivers than they, rarely lending direct aid to their cults or dark armies but preferring instead to watch chaos unfold and pick up any pieces afterwards. A skill in Devils allows a character to recognize symbols and worshipers of death cults, discern meanings behind specific rituals, calculate intentions on small scales, know what types of societies devils reign supreme over, and remember devils' favorite tactics and past history.

Legendary Evils (8): The character knows information about weapons, magic items, and spells that specifically belong to the legions of darkness. This skill only specifies the item's name and primary ability and could include the names of previous owners or significant events involving that item. This skill does not answer questions like the item's location, lesser powers, weaknesses, or forgers. If the character is a Giver of any sort, he must be in contact with the item (or witnessing the spell) to discern any information.

Endowments

Earned through hard work and dedication, *endowments* are powers with specific capabilities and are usually magical in origin. Although they are initially awakened by a god, they are not considered channeling powers because they reside in the mind and body of the actual priest.

Endowments can be learned whenever a character gains a Professional Level—usually because the church head recognizes the character's increased leadership capability and decides to teach her an endowment of the religion. Endowments are usually bestowed after some sort of ceremony, or even during a ritual or sacrifice. To instill the endowment, the congregation head will call upon the god, invoking a Communion that transfers the endowment directly and instantly to the character.

A new endowment begins with 10 points and can be improved just like skills and magic, by spending EPs. Endowment complexities usually range from 10 to 15.

Table 49 shows critical successes and failures for Religion: Endowments.

A target's saving throw against an endowment depends on the success rolled by the channeling priest, as follows:

Success	Modifier
A-C	Automatic save
D	Normal
E	-10
F	-15
G	-20
H	-100

Table 48. Demonology criticals.

Roll	Critical success	Critical failure
1-25	+10 in this skill.	Personally attract the creature's attention; it will appear in d10 rounds, d10 hours, or d10 days (GM's choice).
26-50	Glimpse the creature you research; gain a +10 to OCF when attacking.	The heat of the Underworld cooks your soul; lose 10 WPs from WP max, permanently.
51-75	Cancel the effects of any Willpower drain from a critical failure in Demonology.	Leave a trail that any creature of Demonology can and will follow for the next d6 months.
76-100	Choose to become unkillable, for the price of your soul. (Good priests must quit their job). Gain one month of time where you cannot die, before the devils show up and cremate your soul. (If "killed", you regenerate in one day.)	Your name is written on the brimstone of after-life--a calling card to be used when you die. You cannot be ressurected.

What makes up a religion?

As with magic schools, each culture has its own religion(s), based on the special beliefs pertaining mainly to that culture and composed of many factors: size, organization, popularity, symbols, direction, restrictions, theology, patron gods, opposing deities, important dates, and leaders.

Size: Describes the total census of followers in one culture and is either measured as a quantity (if small) as a percentage of the population (5%, 25%, 75%) if larger. Most NeverWorld religions begin locally and never cross over into other cultures. Those that do (called multi-cultural religions) are still usually worshipped in a unique fashion in each culture. The larger a religion's size, the better it defends itself and the more political power the leaders of that religion have.

The following size classifications are based on the total number of people in that religion, in one culture:

Classification	Description
Shrine	10 followers or less
Sect	11 to 100 followers
Cult	100 to 1000 followers, less than 10% of population
Church	More than 1000 followers, or more than 10% of population

A religion can change its size more than once but will always be known for the size it had when it first became popular or unpopular (like the Cult of Uoo or the Church of Fidei Draconus).

Organization: Describes the political structure and leadership hierarchy of the church.

Popularity: Describes what the culture thinks of the theology and the actions of its followers. Popularity also denotes contacts, social standing, and economical power. Anybody within the community that has power of some sort will be listed here, plus any special holdings the church has (such as guilds, governments, or militaries).

Symbols: Describe any device or drawing that identifies the worshipers or leaders of the religion. Symbols also denote what forms saintly or demonic visitors from that religion will take when they visit the mortal plane. Some symbols are kept secret, especially if the religion is hated, while symbols of more popular religions will be used to encourage trust or courage or to intimidate others. Leaders direct their power through a physical representation of the symbol, while champions and followers use it to defend themselves against enemies of supernatural origin.

Direction: Describes the purpose of the religion, its worshipers' desires, previous actions that have made them what they are, and the interpreted desires of the gods. (In short, what they've done, are doing, and hope to do.)

Restrictions: Describes anything that would exclude someone from joining that religion: race, fur color, sex, Social Level, profession, Fiscal Level, Life Level, pathway, etc. Restrictions also describe what demands are made of the worshipers and what they are required to change about their lifestyles. Most religions will not develop any severe restrictions until the cultures of NeverWorld come into full contact. Some exclusionary restrictions are made from fear or hatred, while other religions refuse to make any distinctions whatsoever.

Theology: Describes the teachings of the church and its leaders—what the religion actually entails. Classifications of theology are based on the general beliefs of the followers and the specific rules decreed by the leaders:

- *Deistic.* Whatever greater beings created the world have left its well-being on the shoulders of mortals and will not intervene any longer. The Driseti's Earthworship is deistic.
- *Monotheistic.* Only one true god exists, is responsible for creation, and intervenes regularly

Table 49. Endowment criticals.

Roll	Critical success	Critical failure
1-25	+3 in this endowment.	Lose the endowment; starts at 10 if rechosen.
26-50	1% chance for +1 to any advantage, up to max	Your deity curses you with a Warning.
51-75	Your deity pays the WP cost for you.	Your entire powerbase drains to 100 points.
76-100	Your deity pays the WP cost and adds 100 to your powerbase.	Your deity will ignore your next d10 channelings (GM rolls secretly).

in the mortal plane. Although other immortals might be able to provide aid, they are not actually gods or are just servants of this true god, and are thus not worshipped. The Wolfihn Cults of Uoo and Faingar are monotheistic.

- *Pantheistic.* Multiple, equivalent gods exist from every culture; or, alternately, nature itself can be worshipped. The first situation is more common in seasoned adventurers, who have been exposed to the beliefs of many different cultures. The second situation involves the worship of mental, spiritual, physical and metaphysical properties of the universe as they exist, without attributing them to a single god or group of gods. The Bock and the Wolfihn Elementalists are pantheistic.
- *Polytheistic.* More than one god exists in the religion, and each one has its own personal responsibility over creation and universal properties. The Neounian Church of Morning Light, The Rublug Pantheon of Valdorin, and the Hourani Church of Fidei Draconus are all polytheistic.

Specific rules of each religion are usually summarized in a written account of some magnitude (similar to the Bible, the Necronomicon, the Koran, The Writings of Confucius, or the Gnome's Zen of Forest Engineering).

Patron gods: Describes the god(s) worshipped by the religion. Usually all knowledge of these deities is based on mortal experience, although a few religions worship a greater being who intervenes heavily in mortal affairs and directly informs their worshipers of truth. Patron gods usually have their own specialties and are worshipped in individual practice according to the need or the prayer. Also included under this topic are any demigods or immortals in the service of the patron gods.

Opposing deities: Describes the immortal enemies of the religion. This area describes them, how the religion and its followers view them, and how followers should deal with these opposing deities when they run across them or their followers. Usually, the exact points of theological opposition and the other religion's capabilities are listed as well.

Important dates: Includes any holy or unholy days relevant to the celebration of the religion's god(s). Also included here is the proper way to perform common rituals, celebrations, and sacrifices. Some gods actually give things in return, while others are simply appeased by these rituals.

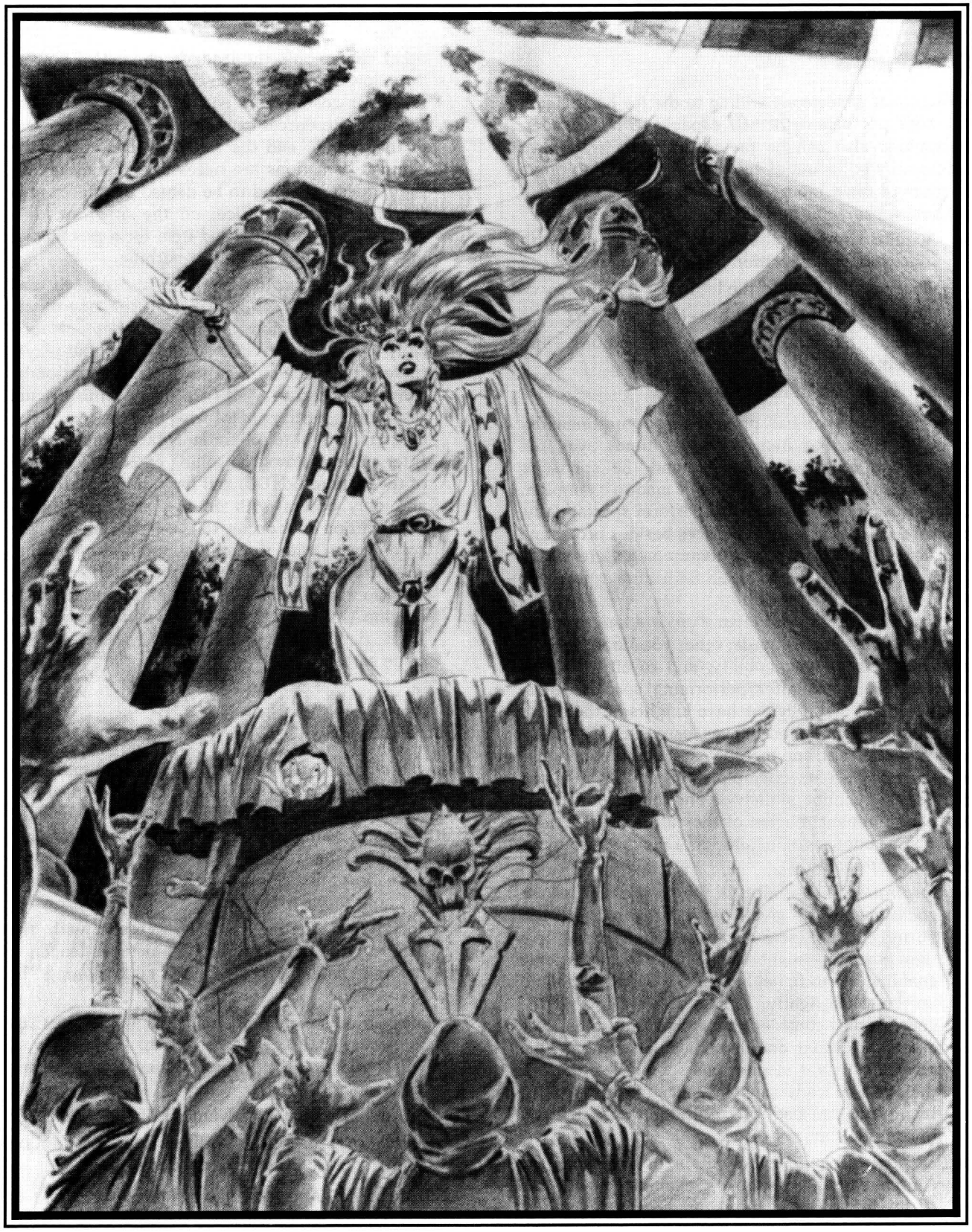
Leaders: Describes those placed in roles of leadership and worship by the deity served.

Followers

A *follower* of a religion has special rights that agnostics, heathens, and heretics do not. As long as the follower obeys the commandments of the religion, she has a place of safety, sanctity, sanctuary, and solitude, enforced by the political, physical, or extraneous powers of the religion.

- *Safety.* When on the church grounds or in the presence of a church leader, the follower can feel safe from harm or trouble. Only political actions endanger this automatic safety: if the follower seeking refuge has broken some cultural law and her SL is lower than her accuser's, she must beg for actual sanctuary within the confines of the church.
- *Sanctity.* Being on the blessed land of her religion offers the follower protection against non-worshipers or the non-pure; those of opposing religions will not follow her here. Sanctity also offers protection against any assailing supernatural evil or good. In addition, the follower is ensured a place in the god's fold after death—a desirable benefit to those who fear having their souls eaten or stolen. Gods do not like having their promised souls taken from them and will offer a certain amount of resistance to such attempts.
- *Sanctuary.* After sanctuary is granted to a follower, she cannot be removed from the church without the express approval and power of the entire organization. Church leaders must decide if it is worth the risk to grant sanctuary against powerful people or enemies. Sanctuary is only ever granted once, and the follower must return the favor by performing a lengthy (at least a year) duty for the church. After the duty is finished, the church might even ask the follower to become a leader, if her faith is strong enough.
- *Solitude.* The follower can choose to be isolated from all other people, even other members of the religion. Most organizations will grant this privilege if they have available room and will enforce it as strongly as sanctuary. Many scholars and magicians use solitude to ensure proper study situations. Some adventurers have received signs from their gods after a week or two of solitude.

All of these privileges usually require that the follower obeys the theology and the leaders' orders to the letter—which could mean granted favors, regular attendance, large donations, small donations, and regular donations, among other things.



Chapter Three

Champions

A *champion* is someone willing to die for her religion but does not believe herself capable to be a leader. Champions also can be previous leaders who have temporarily fallen out of grace and are trying to prove themselves once more. To become a champion of a religion, a character must:

- Acquire a sponsor already in the church and with some respectful position besides follower.
- Obey the theology to the letter.
- Obey the commands of the religious leaders.
- Protect the other followers, champions, and leaders.
- Swear an oath of life-long service.

After the character has proven her commitment by following these requirements many times over, the leaders will review her actions and the sponsor's comments to decide if she should be made a champion. Champions may be required to perform special daily, monthly, or annual rituals/services besides protecting and defending others. These requirements are meant to make a person explore her faith and expose her feelings toward the religion.

Examples of devoted champions are knights, holy avengers, and temple guards; other vocations, such as wizards, metaphysics, nobility, and royalty can also become champions after performing special deeds. Champions of evil religions have knights of their own but tend to rely more on thieves, assassins, mercenaries, necromancers, and metaphysics. Nobility and royalty cannot become champions of unholy religions because they cannot publicly defend the religion unless it is the dominant religion of the culture. Champions possess the bonuses of inspiration, religious resources, and holy intervention.

- *Inspiration.* Inspiration is the classic sign of the gods, meant to give advice of sorts: oracles, burning bushes, seas of blood. The champion in a tight pinch just might receive that one missing clue enabling her to finish her task. Inspiration should not be taken lightly, as it is also a sign that the gods are also considering the character to perhaps ascend to leader one day; those champions who receive constant inspirations should begin to ask their church leaders how to ascend into the ranks. Inspiration can also occur with followers currently in solitude, but not often.
- *Religious Resources.* Any item or power of the church can be used by a champion, with the permission of the proper church leader. Examples include holy water, weapons, armor, special items, other champions, the leader's channeled powers or endowments, and even the church itself. Using resources costs favors equal to the power of the resource. Resources can only be used for the good of the church, and the leaders will decide if the character's actions are necessary. If they aren't, the request is bound to be denied or offered only for an outrageous price; on the other hand, a request for a much-needed item for a great cause may be approved for almost nothing.
- *Holy Intervention.* In times of great need, when all hope is lost and nothing but divine power can change the situation, a champion can call upon Holy Intervention. GMs should allow the player to demonstrate her great need for intervention by prayers, speeches, self-sacrifice, promises, and resolutions, until the GM feels that the player has earned the right to roll for Holy Intervention. Holy Intervention allows the rolling of 2d100 (instead of the standard d100) and has a bonus of 5 x LL; and only occurs with an H+ success. If Holy Intervention does occur, the GM should offer help accordingly, with the only stipulation being that gods almost never personally interfere in a situation unless called by the actual head of the religion. Instead, they will most likely send an angel, devil, lesser god, subdeity, or immortal of some sort.

Leaders

Being a *church leader* has the highest demands and rewards of any position within a religious organization. The character must be a true believer with unshakable faith, must be able to endure hardships in life, and must still be able to relieve others of their personal pains. Leaders must show faith in their calling in order to carry out the will of the gods, by doing the following:

- spending a certain amount of time with the congregation every week. This includes teaching, helping, listening, protecting, and training the followers.
- ensuring a steady amount of donations from the followers. If the church begins to lose money, it will cut back on the people that have done the least for them.
- having a Confidence advantage of 3 or higher.
- having responsibilities outlined in the description of the specific Profession desired.

Also, these requirements are in addition to those of being a follower or champion.

Leaders are not just born but are often made as well. Even the lowliest of serfs can one day rise to the position of spiritual leader and eventually magus. A character's personal confidence and her faith in her deity can empower her to overcome all fears and demonstrate her worthiness by tackling the toughest blockades with enthusiasm, spirit, and a positive mental attitude.

Religious leaders are usually trained to be followers from birth, learn the theology as they mature, and then gradually dedicate themselves to the faith. Every culture has specific requirements to becoming a leader, and most do not consider a character officially in the position until she begins to earn Professional Levels.

Leaders are allowed to learn channeling—the funneling of a deity's power through his body and outwards, to create an effect appropriate to his religion. In order to use any channeling power, the character must spends 30 WPs or powerbase points (offset by power tolerance) and then make a successful Channeling roll, just to open the pipeline to the deity.

The ability to channel is based on Social Level. For example, in order to use Healing/Infecting (SL3/-3), a healer must have a SL of at least 3, while an infector must have a SL of at -3 or lower.

Note that, because religions tend to view Givers and Takers as good and evil, channeling powers might benefit from the same delineation. If a specific channeling power has two identities (such as Bless/Curse), "good" deities can only perform the first function (Bless) and only "evil" deities can cause the second (Curse). In any case, not all religions have all of the following powers, and if a leader loses faith or is excommunicated, she will lose all channeling ability until reinstated. Channeling powers are listed in order of required absolute SL, from lowest to highest.

Consecrate/Desecrate (SL1/-1)

This rite of turns an object or area of land into a designated holy/unholy spot. Either power claims the area or thing as part of its religion and establishes it as a place of safety for worshipers or as a location to build sacred domiciles for the gods. These effects last until specifically reversed. Consecrate/Desecrate will keep all people of an opposing religion outside the area's boundaries unless they make a Willpower roll with a D+ success. Failing causes a person to lose 1/2 her remaining WPs and keeps her off the consecrated/desecrated land. Angels and demons are affected similarly but do not lose any WPs or Essence. Enemies and immortals can reroll every day to enter the area. Consecrated/desecrated items are similarly protected from being handled.

Consecrate/Desecrate is automatic unless being used on an area or item already consecrated/desecrated by another religion. In that case, a Channeling roll must be successfully made, modified by WPs if desired.

Blessing/Cursing (SL2/-2)

By using this power, the priest can channel a minuscule amount of the god's power into a token gift to anyone of any religion. Blessing requires a Channeling roll and any stipulations listed with the specific blessing. If the person is of the same religion as the priest, the cost is free; those of other religions or of no religion must pay the cost listed with the blessing type. Blessings are not miracles and do no harm to anyone. GMs should feel free to create additional blessings as they see fit.

Restore Willpower (10): Improves someone's attitude and lifts her spirit, returning d10 WPs for every PL of the priest. Willpower can be restored only once per day but can be used on any number of people at the same time, as long as all those affected can understand the priest and are within earshot. Those who hate the priest's religion are immune to the priest's encouraging words. The priest must achieve a D+ success on a Theology roll.

Cure Disease (20): Removes the effects of a natural disease within 1 week and restores any recent damage caused by the disease. This blessing will not restore missing tissue. A Disease roll must be made, with a D+ success.

Increased Faith (20): Resembles Restore Willpower but is used when a person attempts a particular skill. The priest can bolster the target's confidence so much that she receives a bonus of 5 x priest's SL when performing that skill. The priest must make a successful Motivation roll, and the listener cannot be someone who hates the priest's religion. The effects last as long as the subject desperately needs to succeed at the skill. Increased Faith can only be used once per person per month, unless the priest agrees to pay 10 WPs more (cumulative) for each extra usage, since it becomes more difficult to convince the target each time.

Remove Curse (30+): Rids target of a curse caused by any other being. A Channeling roll must be made, modified by however many WPs the priest wants to add. If used to negate a curse originating from a different power form than channeling, the Power table should be consulted to make adjustments to the success level.

Repel Evil (50): Makes the target nauseating to anyone of an evil bent. The person will glow with light

symbolic of the god granting the blessing. Any evil person or thing wanting to attack the person must make a Willpower roll, expending at least 30 WPs, and must achieve a D+ success.

Holy Word (100): Used by priests supporting an exorcism. The Holy Word attacks the evil creature, driving it away and weakening its hold over the victim. Holy Words can also be used on spiritual evil creatures inhabiting an area or thing. The priest must make a Channeling roll, and a success reduces the creatures essence by the amount shown below. Holy Words can be used against demons and other immortal, evil creatures, but the WP drain is so substantial that such an act can easily leave the priest open to subsequent attack. Note that Essence for a supernatural being is similar to WPs for a mortal being.

Success	Essence lost	Success	Essence lost
A	5	E	40
B	10	F	60
C	15	G	100
D	30	H	200

Cursing works the same as Blessing, except that the curse is specifically tailored to hurt or kill (rather than aid) the target. GMs should feel free to create additional curses as they see fit.

Warning (30): Makes someone ill or causes temporary problems like headaches, nightmares, extremely bad breath, acne, marital misunderstandings, or even compulsive lying. The condition lasts d10 weeks and can only be removed earlier by use of a blessing.

Threat (50): Causes a permanent condition similar to those of a Warning, but can also include paralysis, blindness, deafness, and insanities—anything that does not kill the target but can still be quite debilitating.

Revenge (100+): Causes the target to decline and die over a period of time, suffering a host of maladies. The more mysterious, painful, and gratifying the revenge, the longer it takes to run its course. The GM should not reveal the time period to the players. The cost of Revenge rises an extra 25 WPs per target's LL. Note that any permanent effects of the curse (especially missing tissue) are still permanent, even if the curse is lifted.

Punish (100+): Used to inflict pain on people dear to or needed by the person hated by the priest, in order to emotionally torture him and his friends. Whenever the hated individual is in contact with one of the chosen targets (where contact is defined as being able to observe the target through one of his senses), the target will suffer the same effects as a Warning; and as soon as contact is broken, the effects disappear. The chosen effect (headaches, nightmares, acne, etc.) will be identical between targets under the effect of the same Punish. For every target involved past the first, the cost goes up another 30 WPs. The hated individual only triggers the curse and doesn't actually power it, so every target must have the curse individually removed.

Healing/Infecting (SL3/-3)

The leader can preserve or destroy another's health. Healing restores people's bodies where biology cannot, by physical repairing damage at a rapid rate. Healing can only be used on followers or those who profess faith. Healing does not actually reset bones, replace missing tissue, remove foreign objects, or cure diseases: these things must be accomplished through the use of proper medical skills. Healing can only be used on a particular wound once, but the priest can attempt healing of all wounds at the same time. Minimally healed wounds will scar as usual, while completely healed wounds leave no scar.

Healing someone else costs 10 WPs per HP healed. Success is usually automatic, but the healer must be touching the target's skin. The priest must decide how many WPs ahead of time to spend on the wound; he can determine the rupture level by making a proper Bandaging & Bones or Surgery roll but will not know the exact number of HPs lost from the wound.

A roll is necessary (a resisted roll, influenced by Power), if attempting to heal an infection caused by an evil entity.

Infecting, on the other hand, plagues the target body with a poisonous effect that can either degenerate tissue in a local area or spread disease throughout the body. In order to cause infection, the leader must make skin contact with the target. The target gets a Physical save, which is subtracted from the infector's roll (as a contest roll). Infecting someone costs 50 WPs, whether successful or not.

Success	HP damage	Success	HP damage
A	4	E	32
B	10	F	40
C	16	G	55
D	24	H	70

If the damage is localized, it will resemble a festering wound, a bad plague, or some stage of leprosy, depending on the amount of damage. The effects of an E+

success will be staggering, involving rotting digits or limbs, collapsing lungs, ruined eyes, etc.

Exorcism/Possession (SL4/-4)

Exorcism is the rite of banishing evil spirits from an infested item, place, or person, by wearing away the possessor's will with divine essence. Exorcism is a strict battle of wills: both the priest and the entity roll d100 and add WPs/Essence as desired. The priest can also add his Channeling skill, at a cost of the usual 30 WPs. If one combatant gains a D+ success, he wins the battle; the opponents lose all WPs and go unconscious. Any lesser success simply means that WPs were used but that the situation hasn't yet changed. Note that, if the priest hasn't won yet at this point, he will be greatly weakened in terms of WPs and might want to wait until the next day (after his WPs have returned) to try again.

Multiple priests can perform an exorcism in unison: All exorcists join their Willpower together using their Channeling skills, and one priest makes the roll. (Obviously, this method tends to be more productive than a one-on-one battle with the demonic.) No matter how many priests are involved, the battle continues until one group either wins or runs out of Willpower. If the possessing entity loses all Essence, it can no longer possess the body and is forced out. If an exorcist hit 0 WPs, he will pass out, which leaves him free to be possessed himself. (The initial entity will invite "friends" to take over any available bodies.)

Possessions are often used so that the target can infiltrate other religions for the purposes of stealing, spying, and assassinating. Causing possession is seemingly not as difficult as exorcism (probably due to not having to fight against a demonic presence). First, the place, person, or item must be normal; it cannot be magical or consecrated. The priest invoking the possession is not actually taking control of the target himself but is calling upon dark spirits to do the possession. Note that spirits can use the same system to possess a body without human intervention; however, possessions initiated by priests tend to be more successful because they use the priest's Willpower without draining any of the spirit's Essence.

To cause a possession, the priest makes a d100 roll, with a base of Willpower + Channeling skill (spending 30 WPs to open the channel) against d100 + target's Willpower. As always, both sides decide how many WPs to burn and subtract this amount from their current total. After subtracting the victim's total from his, the priest must still score a D+ success to automatically triumph. Alternately, the priest can whittle down the target's WPs to 0 through the Willpower rolls in order to invoke the possession. Priests attempting to cause possessions often band together in a dark ritual of sorts, so that the lesser priests can lend their Willpower to the main priest.

Rituals/Sacrifices (SL5/-5)

Any holy/unholy day requires a ritual or sacrifice to be performed. These tried-and-true events are one way that a religion's leaders increases the power of their god(s). These events also invoke special powers used to protect the followers and the clergy. Rituals are often the trademark of good religions and sacrifices the sign of evil, but each religion will often include both in its repertoire.

During *rituals*, people are often invited to join in a day- or week-long celebration. Everyone contributes to the event's success, and at the end of the event, something significant has usually been accomplished: the induction of new members, the erection of a new

Table 50. Rituals and Sacrifices ROC.

Success	Rituals	Sacrifices
A	IRegain half your WPs.	Regain 1/10 your WPs.
B	Regain all your WPs.	Regain half your WPs
C	Gain d10 x 100 FP's worth to the treasury.	Regain all your WPs
D	Success! Gain an additional 10d10 followers.	Success! Gain an additional 10d10 followers.
E	Double the ritual's effects.	Double the sacrifice's effects.
F	Add 1 pt to channeling skill (max of 100).	Add 1 pt to channeling skill (max of 100).
G	20% to learn random endowment at 10 pts.	20% to learn random endowment at 10 pts.
H	Gain 1 extra champion.	Receive 1 random endowment at 10 pts.

temple, the cleansing of the local countryside, the purification and blessing of growing fields, and so on. Rituals are lead by church heads of the area and are supported by the other church leaders. Often, followers are empowered by the ritual in some way that indirectly supports the worshipped deity—perhaps being able to evoke a grand circle of protection to keep evil at bay or summon a demon to the church's bidding. The specific rituals belonging to each culture are described in the appropriate culture book.

To evoke a ritual, the leader stirs the people up to their maximum emotional level by succeeding in a Motivation roll and then makes a Channeling roll. No matter what happens, the ritual's leader always derives some benefit, no matter how minimal. Check Table 50 for the exact effects.

Although *sacrifices* are often associated with devil worship, this isn't necessarily true. For example, Jews sacrifice lambs for Passover, and Christianity's founding principle is God's sacrifice of His son for the world. Likewise, some good religions in NeverWorld also use sacrifice in their worship. The most that can be said is that sacrifices in NeverWorld are made to focus the faith of the people into power that directly benefits the god. The more power a god gives to her followers, the more sacrifices she will demand—something especially true with gods of war, evil, and knowledge.

All people belonging to the leader's congregation must attend the sacrifice if they are in the area. Just like with rituals, a Motivation roll is used to first stir up the crowd and then a Channelling roll with a D+ success is required for the sacrifice to fulfill its intent. All side effects of the sacrifice depend on success level; as before, the leader always gains some small bonus, no matter how small the success. (See Table 3-50.)

Holy Intervention (SL5/-5)

The leader calls upon the god for some sort of miracle. *Holy Interventions* are so sacred and rare that they usually occur only once in a person's lifetime (95% of people will never receive such grand help), and those that witness them consider themselves blessed. Essentially, by request of the leader, and to meet some overwhelming need that cannot be accomplished in any mortal way, the god decides to intervene and force a certain change—sometimes even reversing the flow of time if necessary.

The god will aid the character, with only one requirement: the supplicant will owe that god and the religion a favor. Some possible favors include capturing or killing a long-hated enemy, progressing in a pathway, or giving all money ever earned to the church (which makes the character permanently Fiscal Level 0). In essence, receiving Holy Intervention from a god comes at an almost-as-high price. Some gods might not be able to accomplish the specific request to the letter, depending on their exact powers, but most supplicants can have any one thing about their lives changed with this power.

When asking for Holy Intervention, those blessed with Increased Faith will have a better chance of success; supplicant followers receive +10, champions receive +15, and leaders receive +20. If the request is made on sacred ground, add another +10. The roll has a base of Channeling + (5 x LL), with a difficulty of 5 x complexity, and it demands at least an H success to work. If the roll is unsuccessful, nothing happens and normal Channeling WPs are spent. If the roll succeeds, the leader's WPs are drained to 0 and he permanently loses 1 WP. The priest can attempt this power only once per day and can get it to work more than once for everyone else but himself; leaders can only ever receive one Holy Intervention in their own name, although they can have other leaders ask for them.

The actual effects of Holy Intervention may not always be exactly what the character desires, as gods tend to deal out what they think is proper rather than what specifically was asked for. Interventions should reflect the god doing the intervening; good gods will absolve, restore, or reverse harmful effects, while evil gods will kill, maim, destroy, and corrupt.

Communing (SL6/-6)

Communing resembles Holy Intervention except that the god answers questions rather than performs some act. Acceptable answers can be plain, archaic, or puzzling, depending on the demeanor and current mood of the god. Communing is not used often because it generally shows a lack of faith in the character's own abilities. Successful communing depends on the ability to keep the information pipeline open; a Channeling roll must be made, with a minimum 3 x complexity difficulty. The allowed number of questions and the types of answers given are listed here:

Success	Types of questions
A	1 yes or no
B	2 yes or no
C	3 yes or no
D	4 yes or no
E	5 yes or no
F	6 yes or no

G	6 short answer
H	The deity explains the big picture

Creating Holy/Unholy Items (SL7/-7)

The ability to create items imbued with a god's spiritual force can make a church and its champions very powerful. To survive the process, the item must be completely pure: silver cannot be diluted, steel must be of the highest quality, stones cannot be cracked or discolored, leather cannot be blemished or torn, paper must be perfectly smooth, and armor must be unworn and untainted. Once the material fits the requirements, the character can decide what powers the item should have. (For help, examine NeverWorld's descriptions of standard magical items.) GMs should monitor this part carefully, as these items will soon become a permanent part of the game; most should be used in defense or offense of the religion and will eventually become legendary items.

Besides specific abilities, the item's price, creation time, and ultimate power must also be determined. Average cost to make such items can run from 1-100 million FPs, and this in no way describes its actual worth (which will be much higher). Minimum time needed to create the item should be at least one year, and probably closer to five. The most powerful Holy/Unholy items should take from 20-100 years to make, as they absorb various aspects of NeverWorld and mutate into final form under the god's power. The power level of the item is categorized as follows:

- *Important*. The item has one basic ability equal to a mortal skill but can be used an infinite number of times. Costs a minimum of 1,000,000 FP and takes at least one year to make.
- *Enhanced*. The item has one primary function of high talent (possibly outside mortal scopes), along with a couple of secondary, Important-level powers. Costs a minimum of 10,000,000 FP and takes at least two years to make.
- *Legendary*. The item has one primary, Legendary function dedicated to promote the religion in some way, a couple of Enhanced powers, and a handful of Important powers. The item is (or will be) well-known among that religion's historians and symbolizes the leadership. Costs a minimum of 50,000,000 FP and takes at least four years to make.
- *Paramount*. This item has no equal, paralleled in power perhaps by only a dozen other items in the world and possessing Legendary abilities so great that it demands total dedication from the user. It exists solely to support the religion and is full of Important and Essential powers. Those who carry it are the high priests and ultimate rulers of their religions and cause the average person to gaze in awe. Costs a minimum of 100,000,000 FPs and takes at least six years to make.

After choosing the item's category, the character must choose the actual powers. Items should be created to fill a niche or weakness in a religion, not just for the sole purpose of power. GMs should disallow the creation of items for purely whimsical or self-aggrandizing reasons.

Holy items all have innate basic functions:

- *Healing*. Can heal at least 10 HPs per LL of the holder total, once per day.
- *Holy Word*. Constantly in effect, with an automatic D success every round.
- *Reveal Undead*. Undead within 100' will make the item vibrate or glow.
- *Damage*. Weapon items do double damage to undead and animated dead.
- *Indestructible*. Cannot be destroyed, harmed, nicked, burned, frozen, etc.

Unholy Items all have innate basic functions:

- *Darkness*. Can create darkness in a 10' radius through which only the bearer can see.
- *Command*. Can completely manipulate anyone of LL 0 or 1.
- *Corruption*. Force Givers in contact with the item to become Takers, unless they make a successful Mental save every round they touch the item.
- *Attraction*. Takers of lower LL automatically offer respect.
- *Damage*. Weapon items do double damage to non-believers.

During the items creating, a Channeling roll must be made, with a D+ success, followed by a Holy Intervention. If the Channeling is successful but the god does not intervene, the item will have the powers for only a short time (determined by the GM). In addition, any item with temporary powers will not possess the basic Holy/Unholy functions as mentioned here; it will only have the Important, Enhanced, or Legendary abilities.

Resurrection/Animation (SL8)

The most awesome ability in any religion, Resurrection/Animation allows leaders to call people back from

Table 51. Ressurection difficulty modifiers.

Target's age	Difficulty	Days after death	Additional difficulty	Desire
Adult	10	1 (12)	10	*Wants to return:* bonus of Pers x LL x 5 to roll
Midlife	20	4 (22)	20	
Elderly	40	9 (32)	30	*Doesn't want to return:* - additional difficulty of Pers x LL - additional difficulty of 50 for followers of good gods 100 for followers of evil gods
Old	80	16 (42)	40	
Legendary	Impossible	25 (52)	50	
		(Etc.)		

the dead, either to restore them to true life or to just animate their corpses. Only the greatest leaders (True Givers for Resurrection, and Complete Takers for Animation) can do this, and then only with difficulty. Both the priest's own ability and the deceased's LL plays a heavy role in the success of this power. In addition, both powers must be used on consecrated/desecrated ground and requires all of the leader's WPs.

Resurrection restores a dead person to normal life. Although having their dead restored to them is a dream many people have in common, only about a score of religious leaders in NeverWorld have the ability to make this dream a reality. From a practical standpoint, this means that these leaders do not use this ability daily, nor on just the average person. In fact, Resurrection is so taxing that even the capable leaders might not attempt to use the power at all.

To be resurrected, the body must first be on sacred ground. Now a host of factors determines the difficulty of bringing back the deceased: how old the person was at death, how long the body has been dead, and whether or not the deceased wants to return to life. (See Table 51.)

A Channeling roll is made, with a base of 5 x complexity, with an H or higher meaning success. The actual caster cannot add WPs to the roll (as his points are completely drained by the resurrection), but other priests can channel their WPs to the caster to affect the roll, as with Exorcism. A successful resurrection means that the person is restored to life within minutes, at minimal health, and will be able to resume a normal existence after six months of rest. Meanwhile, the leader will lose all WPs and pass out for a few hours but will suffer no other detrimental effects. A failure means that the leader loses all WPs for one week and must be constantly cared for by other leaders until he awakens.

The *animation* of corpses restores life energy to the dead as well, but all raised creatures must follow the commands of the caster. In addition, the body remains in whatever state of decay it was originally in before being raised. The dead will not remember who they were, nor will they have many skills depending on how long they have been dead. For a complete description of Undead, see Groam's Lexicon of Fear and Darkness in Chapter 6.

- *Skeletal remains.* These creatures are the easiest to raise and cost the least. On a successful Channeling roll (D+), the leader can raise one *skeleton* for every WP spent after the initial Channeling cost. All skeletons must be raised at the same time, so graveyards or battlefields are favored locations. Note that the ground must be desecrated.
- *Rotting body.* Raised bodies at least 50% intact will become *zombies* and will be as mindless as skeletons. The cost is 2 WPs per body, and the caster must roll an E+ success.
- *Recently dead.* Over 24 hours old, bodies with at least 95% of their body mass and blood and brain tissue will raise as *ghouls.* Ghouls remember who they were, their strongest desire, any skills under complexity 13, and possess all their former advantages. Raising ghouls costs 5 WPs per ghoul and demands an F+ success.
- *Freshly dead.* Dead less than 24 hours, these bodies raise as *ankou,* champions of evil. They must have retained close to 100% of their body and still have a brain, heart, and blood. Ankou remember all skills; have a Strength of at least 5; have a Reflex, Dexterity, and Agility of at least 4; and possess 10 x base HPs. Many strong leaders of evil churches are brought back this way to continue as undead masters of the church. Great

warriors of their dark causes are also preserved in this manner, taking advantage of the powers of death. Raising ankou takes 20 WPs per body and demand a G+ success.

The mastery of Scholastics

Masters of Scholastics can master the world, able to bring together bits of knowledge and forge them into serving the greater cause of overcoming fear of the unknown (NeverWorld's central theme). Scholastics take time and patience, not only to learn but to use them in daily activity. The many problems unaffected by large weapons are riddles for the scientist to ponder and play with: historians gather the clues, researchers fabricate different solutions, and engineers try them out. Those people who master all Scholastic emphasis are priceless thinkers who can solve any problem, given enough time and support.

Most skills of this mastery belong to the old or the rich, as many people do not waste the time or money necessary to gain them because there seems to be no immediate income involved. Some cultures do not even allow for the learning of some of these skills, as they are more focused on some tangible goal rather than exploring the mysteries of the world. Often certain traditional, controlling professions of a culture stress one aspect of life at the expense of others; for example, human churches and elven storytellers rarely educate people past reading, math, and enunciation, and they use games, song, and heavy religious brainwashing rather than encouraging personal exploration of the environment.

The following skills represent things that people with high social stature or intelligence should have learned in order to maintain their positions in the culture. Many skills are related to magic and adventuring, and they can be used (at appropriate times) to discover clues to important information. GMs should ask players why they have purchased certain skills for their characters, so that appropriate clues can be planted during play to help the character grow accordingly.

Archaic Science (6 min)

NeverWorld is not ready for the common, purposeless violence of today's planet Earth but is rather a romantic land where life and death take turns, action has purpose, and people are the important creatures. Archaic Science uses these basics to interpret the properties and limitations of physics, biology, chemistry, philosophy, and math. Ideas forged from these skills are single-purposed and narrow-minded but still advanced from current society. Out of all the NeverWorld races, dwarves understand this principle best and consider science to be functional art.

Archaic Science is directly related to the Research emphasis, but simple concepts can be rolled for directly, without having to use experiments or sage science. based on the following difficulties:

Technological period equivalent to Earth circa	Difficulty equals complexity times:
1000 thru 1200	2
1300 thru 1400	3
1500 thru 1600	4
1700 thru 1900	5

Technology beyond Earth's 1900 AD is normally impossible, although the GM can construct a techworld if the players desire such.

Table 52 shows the critical successes and failures for Scholastics: Archaic Science.

Algebra & Early Physics (19): The character can accomplish innovations involving architecture (shorter building times and stronger foundations), siege weapons (making catapults and ballistas more efficient), and better transportation (faster and sturdier boats, wagons, and sleds).

Table 52. Archaic Science criticals.

Roll	Critical success	Critical failure
1-25	+2 to this skill.	-5 to this skill.
26-50	Complete the action in the absolute minimum time.	Fail the task, and lose/ruin all tools used for the skill.
51-75	10% chance for +1 to Comprehension.	-1 to Comprehension.
76-100	+1 to Logic.	-1 to Logic.



Astronomy (18): The character knows the layout of constellations and how to use the stars as navigation devices. Characters with 60+ can also recognize and predict uncommon events such as eclipses, comets, and meteor showers.

Bandaging & Bones (17): The character can clean and suture wounds, as well as set and wrap broken bones, in effect making wounds heal four times faster than normal and bones twice as fast.

Cartography (15): The character can produce accurate maps understandable by the average person. Cartographers also have good direction and distance sense. A character wanting to read his own map must make a successful skill roll, to prove that his skills were good enough to detail the important information. When a character attempts to read another's map, the base skill score is the average of the map reader's and the map maker's Cartography skill score. (This allows excellent cartographists to be completely befuddled by a pitiful map, while an extremely talented map maker can still make maps so simple that even the most illiterate adventurer still has a chance at following it.)

Since no maps of NeverWorld exist, the characters should create them based off whatever information the GM offers, and this means that no map will be completely correct unless the characters have copied it from an old tome or ancient map library. Thus, one possible and relevant quest during play could be to locate a map library with this sort of invaluable and indisputable information.

Chemistry (19): The character can locate and properly mix elements or compounds to make dyes, alloys, mortar, flash powder, acids, poisons, drugs, and sterilizing agents. Poisons are quite deadly but not very deceiving. Acids are inorganic but can eat through organic material. Flash powder produces light and heat but little propelling force, and it still takes a long time to create. Drugs vary widely, so rules concerning them have been left up to the GM.

Disease (20): The character can recognize the symptoms of major diseases and knows how to reduce (if not remove) their effects. Because the body is still a curious wonder to all, only true and committed healers can accomplish virtual miracles like curing black breath or malaria.

Engineering & Architecture (19): The character can inventing new structures and items, such as bridges, castles, cathedrals, walls, roads, weapons, armor, waterways, or anything similar. Engineering skill cannot be raised higher than a character's Algebra and Early Physics skill.

Mathematics (15): The character usually never gets cheated in a money exchange, can fool others without math skills, and can even run his own small business.

Philosophy (16): The character can create logical arguments based on observed truths and can debate the meaning of life (at which point most cultures substitute theology of some sort). Philosophy is a necessary skill for all spellcasters wanting to invent new spells or search out old magics. For others, this skill covers insights to aesthetics, ethics, logic, and metaphysics. Philosophy cannot be greater than 20 times a character's Logic. Making a Philosophy roll can point out holes in someone's argument, help in solving trick questions, persuade weaker people to believe and follow, and impress sages, priests, mages, and even kings or similar leaders of other cultures.

Surgery (20): The character can make simple repairs to the inside of the body, including removing foreign objects, repacking intestines, and stopping internal bleeding. Surgeons who fail their roll have totally botched things: the patient immediately dies and cannot be brought back to life unless regenerated or reincarnated. Even a successful surgery still leaves patients in bed for at least four weeks with horrendous scars, due to the incredible blood loss and the size of necessary incisions.

History (all)

History studies relate to time and the events that occur within it. A true and wise historian not only studies the evolution of events but determines reasons as to why those events even occurred. The History emphasis provides characters with answers to anything they should stumble across that has significantly affected their culture's history. Note that the history covered by this skill only applies to a character's home culture; to learn the history of other cultures, he must have an emphasis in that culture. Characters with a History of greater than 100 can try to solve questions about the Age of Creation, with a difficulty of 100.

Table 53 shows the critical successes and failures for both Scholastics: History and Scholastics: Research.

Age of Discovery (10): The character can gain information (essential or not) about the past, back to the beginning of the Age of Discovery. Knowledge is limited to the areas of the world the character has been in. This skill also indicates the strength of the character's desire to study history and listen attentively to those who speak of it.

Age of Myth (14): The character can learn history pertaining to the Age of Myth. This skill can also be used to find locations of ancient dwellings from the Age of Myth and to determine those dwellings' functions. The character will also know of other races in connection with these ancient dwellings.

Example: If Berdin discovers the name of a certain set of Orc ruins in the Southern Barrens, he might be able to recall that dwarves had annually travelled there to do battle at one time.

Heraldry (13): The character can recognize specific symbols of regional families and organizations. This skill can keep a character from making some atrocious mistakes (such as attacking the wrong clan) during peacetime. The Heraldry rating only applies to cultures the character has an emphasis in; he will not be able to recognize symbols from a foreign culture.

Research (all)

Libraries are the first and foremost tool of the historian and anyone else who wants an emphasis in Research. Libraries contain a multitude of facts, preserved through the ages, and those who learn them will be able to recall people, places, things, and actions to positive effect during campaigning (such as remembering key phrases, discussing important leaders, recognizing famous magical items, and recalling where various people lived).

Using Research to fabricate things is very straightforward. The character must first have the appropriate skill to create those items, spells, potions, foods, weapons, buildings, arts, etc., and then must use Research to make the vision a reality. FP costs and time needed to make such things is left in the hands of the GM.

Note: Critical failures involving magic or potions should be rolled for on the Magic Instability chart, under experimentation.

See Table 53 for the critical successes and failures for Scholastics: Research.

Bookkeeping (13): The character can keep a good account of lab experiments, personal tales, and historical notes. A Bookkeeping roll is not usually made to record the character's memoirs but actually indicates how well he captured essential information. To duplicate previous experiments or successes, the skill must be rolled for. If a character rolls an H+, he no longer needs to use Bookkeeping to duplicate that particular experiment.

Experimentation (16): The character can analyze, understand theory, and experiment with that knowledge. Experimentation helps a character test hypotheses to some degree, based on how accurate the GM knows that those hypotheses to be.

Common traits of spellcasters, professional craftsmen, and scientists, analysis allows one to qualify components, while theory explains how they fit together. Analysis and theory are precursors to experimentation and are used to eliminate any or all outside possibilities that could hinder the experiment.

Experimentation is the real thing. When fabricating a new spell, chemical, or magical item, the character uses his Experimentation skill to determine if she can follow the correct procedures to gain success. Failing this roll can have serious consequences, especially when dealing with magic. On the other hand, a good success can deliver unexpected positive effects. Both miraculous and abysmal effects may or may not be duplicated, by the discretion of the GM.

Sage Science (19): The character knows how to get information in the scholastic world, including the locations of libraries and great sages, the most powerful books and tomes, and how to use information to conduct a proper investigation of a topic.

Places where the wise can go to become wiser, libraries are usually kept hidden so as to preserve their knowledge from those who would seek to destroy it. The character can specifically combine clues to deter-

Table 53. History and Research criticals.

Roll	Critical success	Critical failure
1-25	Uncover 100%-accurate information.	Uncover some dark plot or item; become hunted by those who wish to preserve the secret.
26-50	+3 in this skill.	-3 in this skill.
51-75	20% chance for +1 to Comprehension.	-1 to Comprehension.
76-100	Make a discovery in the field that sages from all over have come to hear or see; gain d100 x 100 SPs.	Discover that a large portion of your study has been based on complete lies; lose this skill.

mine library locations only talked about in secret; a Sage Science roll is made when talking with a librarian or someone with a higher Research emphasis. All great libraries are left over from the Age of Myth and hold thousands of books on the continent's history, various cultures and leaders, varied Myth & Lore concepts, travel, religion, and magic.

Not only books hold the secrets of the ages, and not all of them are written in the proper language either; using this skill, a character can also determine the location and names of great sages who could instruct him. A sage devotes herself to holding (and withholding) knowledge, to be sold to trusted bidders.

Those with Sage Science skill have also heard of many of the most famous books and tomes throughout history, some of which are now presumed to be lost. The character can recognize these titles by their binding and cover illustrations, and also know what they contain and the words of power needed to open them. Studying a skill book over a year's time could increase that character's appopriate skill by 50 or more. In addition, many lost spells and fighting techniques are often buried in these tomes.

Finally, those with Sage Science can discern truth while investigating a situation for clues, with a successful roll allowing characters to determine whether a particular hint is factual or not.

Note: GMs might want to change this ability as players become more used to their personal style of running a campaign; players are usually more challenged by having to discover pertinent facts on their own.

The mastery of Travel

Travel has always been at the beginnings of an epic lifestyle (such as in *The Hobbit*), so a character should know where he's going, why he's going, and how he's going to get there. As in the time of Columbus, masters of Travel are highly respected when they succeed in discovering new things but are often ridiculed when they fail or seem to make no sense.

Those people with a Travel mastery possess intuitions about the land, animals, and weather, and can make much better judgments in regards to mapping, modes of transportation, and estimated travel times. Those who travel are also usually the first to be influenced by new cultures and other philosophies, and the first to discover secret places and learn alien cultural skills.

Characters will undoubtedly have to travel, whether it be to a local mysterious lake or across the frozen wastes of the Province of Winter. However, remember that characters have no idea of what the world is like outside their particular cultures. A forest dweller who stumbles, lost, into a desert will be dead in a matter of days, and the same goes for the desert dweller who finds herself staring at those walls of strange plants we call trees. Characters cannot safely leave their cultural lands unless someone in the group knows Travel.

When a character is travelling outside his cultural land, he must make safety checks every week in order to prevent terrible things from happening. Although these checks are meant to be used in conjunction with the Terrain Knowledge emphasis, they can be used with Boats & Ships or Horsemanship if the boat or horse is an extra tool that enables the character to survive or travel safely. Safety checks can also be made in terrain currently unknown to a character with Travel, but at 1/10 of his current highest Terrain Knowledge skill.

Carts & Ships (3 min)

Characters who know ships understand the tactics of water combat, ship speeds, appropriate crew and cargo sizes, ramming capabilities, and siege weapon mounts. They also know how to repair ships and can determine a boat's overall worth. As with all skills, a character's beginning knowledge in ships only applies to ships in his culture; for example, no dwarf would know anything about Mulgrayne longships because they come from another culture and because dwarves (in general) hate to travel on water.

Although ships can be used in combat, the wise person reserves this option as a last resort; ships are used to travel waterways, not offered as targets for holes. Generally, if combat occurs via water, it occurs after the two ships pull up alongside each other. Because NeverWorld does not possess a viable firearm, any actual boat-against-boat conflict is reduced to ballista/catapult fire or direct ramming.

While traveling, it is most important to stay on course and stay alive. Those that become pirates live with a two-edged sword, betting that their supplies will carry them far enough to plunder their next ship or port town. The emphasis of Carts & Ships gives people the tools of navigation, charts, and instruments, plus teaches them how to use them. It also has some subskills, teaching where to find supplies, where the best markets for trade are, how to tactically maneuver, and how to be prepared for the unexpected on voyages. People with an emphasis in Carts & Ships can add 5 x emphasis level to rolls when avoiding surprises during water travel.

Building a ship takes time, materials, and skill, and characters without the necessary materials will need money to buy them. The term *man hours* refers to the total number hours spent by *all* people working on a craft; the more people that do the work, the less time that is needed to build the craft. To determine the necessary building time in days, divide the total number of manhours by 8 (assuming an 8-hour work day), and then divide that number by the total number of workers.

Because shipbuilding is so demanding, the success or failure of a craft's construction comes down to one roll. The day that the ship is finished and launched, the builder rolls her shipbuilding (or specific ship) skill. If the roll fails, the ship is faulty and all materials were wasted. If the roll gains at least an A success, the ship can be sold off at 25-50% of the cost. To determine if the ship is a total success, see each individual skill listing.

Table 54 shows the critical successes and failures for Travel: Carts and Ships.

Barges, Traders, & Fishing Boats (11): These boats are generally designed for fresh water, although traders can be used in the oceans as well.

The *barge* is definitely a fresh-water river rider, holding vast amounts of people, animals, and cargo in an open space. Because it travels on the current, it moves slowly and can easily drift off-course, and must be pulled by horses on shore in order to travel upriver. Barges take 5000 manhours and 100 gold ($40,000) worth of materials, and a C+ success to build. A good barge holds 40 tons.

Traders include the typical caravel, corsair, brigadines, and schooners with two or three masts and a large cargo space holding anywhere from 10-70 tons, depending on its outfit. Traders are manned by crews of 40 or more and are equipped with oars. Traders take 25,000 manhours, about 500 gold ($200,000), and a D+ success to build.

Fishing boats are smaller and shallow, with usually only one mast, and can be single-hull or catamaran style, holding 2 tons at most. They are usually manned by 2-10 people. Fishing boats take 1000 manhours, 25 gold ($10,000), and a D+ success to build.

Canoes, Rafts, & One-person Crafts (10): *Canoes* are built for rivers and smaller lakes, while *rafts* are suited for streams and ponds. Each craft only holds 2-6 people, plus their personal encumbrance, takes 150-300 manhours to build, and costs 5 gold ($2000) in materials. If a character wishes to save money, he can find and cut the wood/leather himself, which takes an extra 150 manhours. Building a raft requires an A+ success, while building a canoe needs a D+. Just to dispel any bizarre assertions by insistent players, GMs, one-person crafts cannot carry siege weapons.

Carts, Wagons, & Plows (11): The character knows prices, recognizes durability, and can build/repair these items with some help from the local blacksmith. He can also drive these devices after attaching them to an appropriate animal. See the Equipment lists for applicable prices.

Chariots (13): The character can maneuver this speedy two-wheeled vehicle, often used in gladitorial skill contests. Although piloting a chariot is not easy, a character who wins public contests can usually earn SPs. Check the price in the Equipment lists.

Longships (15): The pride of the medium-sized ocean-going communities, these ships make only average cargo carriers but fantastic voyagers/battleships. Longships generally only have one mast and anywhere from 10-30 oars on each side. Cargo capacity is usually 30 tons plus 30 warriors, and crew size is 40. Building a longship takes around 182,000 manhours, at least 1250 gold ($500,000) of material (especially when attaching siege weapons), and at least an E+ success, all depending on size and ability. Longships do not travel in rivers and, if built for a lake, must have a seaway to get out to the ocean. Longships can carry ballistas and ramming horns but no catapults.

Royal Fleets (15): These are the top-ranking cargo vessels and merchant ships, outfitted with the best in

Table 54. Carts & Ships criticals.

Roll	Critical success	Critical failure
1-25	Fetch 50% more for your new ship or cart, if sold.	Waste all your inventory on repairs/building.
26-50	Cut repair time in half, or cut travel time by a third.	Double repair time, or quadruple travel time.
51-75	+5 to this skill.	Suffer an accident! -1 to Dexterity.
76-100	5% chance for +1 to Perseverance.	Suffer a major accident! -1 to Strength.

crew-quarters and defenses as well as luxury items (including bathing rooms, small libraries, kitchens, and dining rooms). Royal ships are usually made in groups, rather than individually, to create a sizable sea-faring and illustrious fleet. Cargo size, however, is a measly 10-20 tons for the lead ship and an average of 40-60 for the trailers. Because of the high standards needed to build such ships, the building crew must include artisans, engineers, architects, sages, and occassionally even mages. Virtual money-pits, royal fleet ships cost an average of 2500-15,000 gold ($1-6 million), 1,500,000 manhours, and a G+ success to build.

War-rowing (17): No finer vessel than the war galley can be seen on the ocean: 40-80 oars, pounding away at the water's surface and driving a mass of destruction. With single masts, battering rams, multiple ballistas, 50-100 troops, and a crew of 40-60, the war galleys of the City States of Neoun are going to be the first ships to publicly meet the bitter Mulgrayne as soon as the two cultures bump heads. A war galley has little room for cargo other than traveling and siege supplies, which weigh approximately 10 tons. War galleys cost an average of 10,000 gold ($4,000,000), 1,000,000 manhours, and an H or higher success to build.

War-sailing (18): The sailing frigates of war are bound by four or five masts, rippling up to 150' or more in the air. Each war frigate can hold 60 crew, 140+ warriors, and 50-80 tons of cargo and siege weapons. These are the rough-water kings of the sea and are an optimum match for the Neounian war galleys. As of 1000 AD, they have been in successful production for about a year. War frigates cost 20,000 gold ($8,000,000) in materials, 1,500,000 manhours, and an H success by a professional shipbuilder to build.

Animalship (3 min)

Characters with animalships skills can easily handle the primary transportation beasts of their culture. (Note that Giants and Imps do not ride.)

Culture	Animal mount
Bock	Giant riding toads
Gnome	Ferrets
Driseti	Ainu wolves
Goblin	Giant vultures
Tristleti	Gryphons
Ogre	Clydesdales
Orc	Bustle lizards
Frolidi	White stages
Felihn	Ontanama
Human, Metamorphoun	Horses
Dwarf, Duarlich, Hafling, Kobold	Ponies

Table 55 shows the critical successes and failures for Travel: Animalship.

Breeding (13): The character knows when conditions are right for breeding and can take care of complications, can perform animal surgery to a small extent, knows proper diet for the animal, and can establish a market with quality animals (although even the best breeder can be fooled occassionally).

Being able to breed defects out and strengths in takes time—usually a couple of decades—before the line can be considered thoroughbred. The longer the character maintains breeding control, the more she can earn per animal sold and the easier her animals are to train. Breeding can effectively change an animals HPs, natural absorption, Willpower, advantages, and natural abilities; all details must be worked out with the GM.

Table 55. Animalship criticals.

Roll	Critical success	Critical failure
1-25	+2 in this skill.	-5 in this skill.
26-50	10% chance for +1 to Agility.	-1 to Agility.
51-75	Establish a link with your animal, giving you +10 to all rolls when working with it (cumulative).	Have an accident! -1 to Agility and movement rate.
76-100	Befriend the worst of natural beasts.	The animal turns against you for d10 days.

Combat (10): The character can take advantage of the mount to increase damage, reach, and defense. Combat is often very dangerous for the mount, but even worse for the rider if she gets pulled down or under it (or falling off while flying!) A character cannot control combat maneuvers while mounted if she does not have this skill.

When attacking from the animal, a successful Combat roll must be made every round to maintain control over the mount, in addition to any rolls made to force the mount to do its own combat maneuver. This skill is not added to any OCF rolls or DCF rolls. Characters with this skill can do double damage with their weapons during a charge, if successful. All attacks from opponents on the ground have an additional 25 difficulty to hit a mounted character, and called shots to the head are impossible unless the attacker has an extremely long weapon, a missile weapon, or is the same height or greater than the mounted character.

Riding (5): The character can ride while the mount walks, trots, gallops, swims, flies, etc. This skill includes knowledge of care, equipment maintenance, and values of animals. The GM can increase the difficulty for complex maneuvers. A proper Riding roll over long distances will prevent saddle sores and discomfort, allowing the character and animal to travel 10% longer than an untrained rider for every success rolled.

Stunts (9): The character can impress her friends and scare her mother to death with mounted tricks. This skill can also affect a character's SPs. Any time the person declares a defensive maneuver in mounted combat other than a parry or duck, she must also make a Stunts roll. Stunts can also be used to vault into the saddle, land in the saddle from a height, hang onto one side of the mount, scooping someone up during a gallop, or avoiding being hurt if the mount falls.

Training (16): The character knows how to properly turn a wild beast into a faithful mount. These training techniques can only be applied to animals of the cultures which with the character has an emphasis but can be applied to pets as well as mounts. It takes at least one year to completely train an animal, and only domestic creatures can generally be affected. A character must roll a critical success to make training stick to a wild animal.

The character can give trained animals a number of specific commands, worked out between the player and the GM. If the trainer fails more than three times when training the same animal, the animal will no longer accept training, unless the trainer rolls a critical success on one final roll.

Terrain Knowledge & Combat Tactics (5 min)

All special terrain has its own distinct rules of safety, and characters misplaced into terrains different from the ones they grew up in might not be able to survive. Basic subskills for *all* terrain include the following:

- *Build fire.* The character can find fuel, an igniter, and a safe place to build the fire.
- *Build shelter.* The character can protect himself from the elements and possibly defend himself against attackers or wild animals.
- *Danger signs.* The character can recognize trouble, such as avalanches, earthquakes, mud slides, large predators, ambushes, sinkholes, quicksand, dungeon traps, thin ice, undertow, forest fires, lightning storms, hurricanes, tornadoes, tidal waves, etc.
- *Find water.* The character knows how to detect water and can even recognize bad water.
- *Foraging.* The character can gather basic resources from the land in order to survive, or can even collect some special components and materials.
- *Native animals.* The character knows the native wildlife—what their tracks look like, what they sound like, what they eat, when they sleep, when they hunt, what they fear.
- *Native people.* The character knows of any cultures in that terrain and has a general idea of how they will act during a first encounter. Only the appropriate Myth & Lore or History skill will reveal anything more, however.
- *Seasonal effects.* The character knows how animals and people react, which seasons have extreme effects, how hunting and foraging change during different seasons, and where the safer places to be are.
- *Weather patterns.* The character can predict weather over the next few days, and knows what the terrain's typical weather patterns are like.

These subskills can be used only for terrain the character has ratings in, although he can still roll for unknown skills if he has an emphasis. Practically speaking, this means that characters with Forestry or Desert skills are still up the creek if they get stuck in the arctic and need to build a fire.

Table 56 shows the critical successes and failures for Travel: Terrain Knowledge & Combat Tactics.

Arctic (12): The character can survive in cold climates, knowing all basic skills as well as cold—specific details like how to maintain body heat, etc.

Table 56. Terrain Knowledge & Combat Tactics criticals.

Roll	Critical success	Critical failure
1-25	+2 in this skill.	-5 in this skill.
26-50	10% chance for +1 to Awareness.	Disturb a nest of wild creatures, which attacks!
51-75	20% chance for +1 to Stamina.	-1 to any one Physical advantage (choose).
76-100	Befriend a native of the area, who will offer initial help. (However, friendship must be maintained through hard work.)	Really outrage the natives! (You know, this could be trouble...)

Cities (8): Strangely enough, cities count as special terrain if a character truly wishes to understand how they work. City terrain differs from other terrain types in that it's completely under the control of the people who live there, rather than being a natural and impervious force in itself. Because of this, any person from a "nature-based" culture, such as the Driseti, Beastish, Bock, Gnomes, etc., must have this skill or they could get lost for a whole day just in the center square. This skill provides understanding of safe places to hide, people to trust, how to convince the guards to help, how to swipe or beg for food, etc.—anything that could let a character survive in a city.

Desert (13): The character can survive in hot dry climes, knowing all basic survival skills, as well as items like how to lessen the effects of heat.

Dungeoneering (14): The character understands dungeons are put together, whether simple or complex. Examples of dungeons include underground labyrinths, oubliettes, abandoned dwarven complexes, and torture centers. This knowledge can also be applied whenever the character is uncertain of which way to travel. Finally, the character can determine what sort of treasure might be in a certain dungeon (gems, metals, etc.), although not until he's actually inside.

Fields & Plains (6): The character knows the in's and out's of fields and plains, which are generally the safest land type to live in (except for the Ontanama Plains), as they are assaulted only by winter and various simple predators.

Forestry (7): The character understands a great deal about trees and forests and knows how to keep from getting lost in woods larger than 100 x 100 yards.

Jungle (12): The character knows which jungle inhabitants are dangerous and can recognize the unobvious pitfalls, quicksands, bad bogs, etc. Characters who possess this skill in addition to Herb Lore or Potions can produce anti-toxins for any natural poisons, using the indigenous jungle life.

Mountains (11): The character can determine the shortest path over or around a mountain, what tools are needed for climbing, when not to push his luck on the mountainside, and how best to lead a group of novices across a mountain.

Spelunking (10): The character knows where the greatest caves (that he has seen) are located, what tools are needed to travel safely inside them, and can also recognize different types of rock, metal veins, and ore.

Swamp (10): The character knows all basic survival skills, plus how to found a living community in the swamp. Swamps are the least-safe terrain known to man, as they are in a constant state of change, and past familiarity with the area means nothing.

Water Navigation (9): The character can travel water ways, lakes, and oceans—day or night—and still remain on course. Water Navigation also includes area knowledge of reefs, high spots, sandbars, and torrential waters.



Chapter Four
Metaphysics

GM: Letting the player read these rules simulates the character searching herself and becoming aware of the path she is about to travel. In other words, letting players "sneak a peak" at this section is warranted.

As intellectual beings, people become aware of identity very early in life. Although all people are trained in certain cultural traditions (for the sake of preserving social unity), every person is still a unique identity, and this uniqueness fueled by personal desire is what drives people on. It compels them to search out new things and to become aware of every surrounding—not just to protect themselves but also to expand their potential.

The few characters who can use awareness to surpass common physical laws and finally break through mental barriers are called *metaphysicians*, or *psychics*, for short. They reach deep into their consciousness and tap into the MetaWorld. They become aware of things unseen by the naked eye. They grasp forms that hands would normally pass through. They read unspoken thoughts. They feel the universe itself, even as it reaches out and feels their presence in return.

NeverWorld defines *metaphysics* as "using one's total being to control one's universe." Everything begins with the individual, because it is inside their own bodies where psychics first become aware of their powers and how their powers affect them. From that starting point, conscious influence expands to the surrounding world.

A psychic wannabe must fit the following criteria:

- Must have a minimum Awareness of 1
- Must successfully pass the initiation rite.
- Cannot have a maximum level or Sphere of Conscious Influence higher than her Awareness.
- Must be trained by a Mantis or similar master or grand master after completing Sphere 2 (the level of Apprentice).

Learning and using metaphysics is extremely taxing. To reflect this, a character suffers a -5% earned EP penalty for each complete Sphere known; for example, a Voyager (two complete spheres) deducts 10% from all earned EPs. (Note that these lost EPs are not just discarded but are actually stored in a psychic's *powerbase*, to power much more complex metaphysics further down the road. For more information, see "Collecting your powerbase".)

Also, once a character starts to learn Sphere 3, she has made permanent connections to MetaWorld. If she stops using her metaphysical powers (probably in an attempt to avoid the EP penalty), then she creates a great imbalance of power between herself and MetaWorld. Those who become metaphysicians have in essence separated a small piece of themselves—a part of their psyches—and implanted it in MetaWorld, and this piece can never be regained. Forcibly denying one's metaphysical power—in effect, trying to cut the connection—forces the piece to fight to keep the connection open; and the harder a character denies the power, the harder the piece pulls back at her.

Two possible outcomes exist. Eventually, the character will not be able to resist the pull of her missing piece and will decide to use her metaphysics again, fixing the imbalance. The other, less-pleasant outcome is that, if by the next time the character gains EPs, she still refuses the power, she will be automatically transformed into pure, thoughtless energy and sucked into MetaWorld to settle the imbalance. A character transformed in this way cannot be brought back without extremely strong Holy Intervention—which explains why becoming a high-level psychic is one lifelong commitment not simply walked away from. (Ultimate power vs. total destruction: Which would you pick?)

The Initiation

The road to becoming a full-fledged metaphysician is difficult to travel, and some characters will be more suited than others. The initiation will weed out those who are really not ready for metaphysics.

Chapter Four

Step 1: Determine base chance

First, examine the character's background to see how aware she is of the power within her. Her base chance to gain metaphysics is determined by race, shown on Table 57.

Step 2: Determine influences

For every question to which the character would answer "yes", add 2% to the base chance.

- Is she extremely shy, closed, or introverted?
- Is she egotistical beyond belief?
- Does she value life above all else?
- Does she wish to dominate and control everything and everyone around them?
- Does she act primarily on instinct? (rather than careful planning)
- Does she meditate (using Zen)?
- Have she ever been tortured or repeatedly abused?
- Does she personally know someone who is a psychic?
- Has she ever witnessed a demonstration of metaphysics on a grand scale?
- Is she under midlife? (Check the culture's Age table for a definition of midlife)

Step 3: Determine strengths

Again, add points for any question to which the character would answer yes.

- (+4%) Is she past midlife?
- Pathway: Is she a:
  - (+4%) Confident Giver
  - (+10%) True Giver
  - (+3%) Manipulative Taker
  - (+12%) Complete Taker
- Is she being tutored by a:
  - (+10%) Novice of Metaphysics?
  - (+20%) Apprentice?
  - (+40%) Voyager?
  - (+60%) Master?
  - (+80%) Grand Master?
- Was she raised by:
  - (+10%) a magician?
  - (+15%) an artist, entertainer, or adventurer?
  - (+20%) nobility or royalty?
  - (+50%) a metaphysician?

Step 4: Determine deterrents

Subtract points for any question to which the character would answer yes.

- (-30%) Does he disbelieve in the supernatural?
- (-50%) Did he once disbelieve in the power of metaphysics? (If unsure, read "Metaphysics: True Disbelief")
- (-25%) Is he on the pathway to becoming a priest?
- (-30% per form) Is he devoted to mastering any form(s) of magic (e.g., has he learned any Theories)?
- (-50) Was he raised by a true disbeliever?

Step 5: Determining total chance

Add all points, both negative and positive, to find the base chance to become a metaphysician. Now decide what maximum Sphere of Influence the character wishes to attain, cross-reference Table 58, and find

Table 57. Base psionic potential.

Race	Base chance
Goblin, Trol, Minotaur	0 (immune)
Orc, Kobold, Imp, Ice giant, Earth giant, any beastish except Birdmihn, Driseti	5
Hafling, Birdmihn, Ogre, Mulgrayne, Gnomes, Rublug, Thokmol, Hourani other than House Balentin, cyclops, Changeling, or Parasycophant	10
Frolidi, Tristleti, humans, Duarlich	15
Bock, Hourani from House Balentin, Glangdla, Sea giant	25
Bock studying to be Mantis, Hourani studying to be Mind Masters	100

the difficulty for attaining that level. A successful roll occurs when the character achieves the minimum ROC success required for the rank he'd someday like to achieve as a psychic. Note that WPs cannot be added to this roll.

If the roll is successful, the character can now begin to study metaphysics, beginning with Sphere 1 and ending with the maximum level chosen. Characters who finally achieve their maximum Spheres only lose 2.5% experience per sphere attained rather than the standard 5%.

If the roll fails, that doesn't necessarily mean that the character can never become a metaphysician. Every time the character gains a Life Level, she can roll again for the power, adding 5% per every Life Level she has.

Characters who succeed in becoming metaphysicians and later decide that they'd like to increase their maximum possible level do have that option. Every time the metaphysician gains an LL, she can choose to spend EPs—5000 EPs, to be exact—to pick a new maximum and make another roll. (The high EP cost occurs because it takes a little effort to adjust and attune one's mind to the new level.) The character can also add 5% per LL to her roll, to reflect her new understanding of life. Note that the 5000 EPs must be paid every time the character wants to choose a new maximum, are spent before the roll is made, and are gone whether or not the roll succeeds.

Becoming aware of the first Sphere

A character can attempt to gain any power from any Sphere within her own maximum potential, depending on her Awareness. However, the easiest way for a psychic to grow is for her to learn powers from her lowest incomplete Sphere first and then work her way up to the maximum Sphere allowed, moving in sequence from easiest to most difficult. Those who focus on learning all the powers in their current working Sphere will receive certain benefits. Remember that the working Sphere's level cannot be higher than the character's Awareness.

Gaining working Sphere powers

Learning a power does not happen overnight. The specific length of time needed should be determined by the GM and the player. One possibility could be from one day to one week per Sphere level. Another could be a fixed length of time, reduced by a character's Comprehension advantage. Or it could just be a simple decision made solely by the character's mentor (i.e., the GM will decide when the character is ready.) A final option could be a written statement from the character explaining where the power derives from, why it works, what it actually does, and why she can

Table 58. A psychic's maximum potential.

Title	Desired maximum Sphere level	Difficulty	Minimum ROC success needed
Novice	1	20	A
Apprentice	2	30	A
Voyager	3	40	A
	4	40	B
Master	5	50	B
	6	50	C
	7	50	D
Grand Master	8	60	D
	9	60	F
	10	60	H

Chapter Four

Sphere basics

Before actually learning powers, the budding psychic should first become acquainted with a few important terms involving the Spheres she will study. An *incomplete Sphere* is any sphere from which the character has not yet learned all powers and usually refers to spheres in which no powers have yet been learned. The working Sphere is generally the lowest-level incomplete Sphere in which the character has already learned at least one power. Finally, a *completed Sphere* is one in which the psychic has gained all powers.

Gaining Working Sphere powers

The base chance for a character to learn a power is discovered through the following equation:

(10 x highest completed Sphere level) + (5 x Pers) + (5 x Comp) - level difficulty

Difficulty can be discovered by looking at Table 58. Add the base to the usual d100. To be successful, the letter success earned must equal at least the minimum success from Table 58 for that sphere. If the roll succeeds, the psychic must then spend 100 EPs per level of the power's sphere to gain the power.

Example: Michael, a human villager of Per-Saal, is attempting to learn Diagnosis (S1). He is quite consistent in his work (Pers 2) but only an average thinker (Comp 0). His base is 0 + 0 + 10 - 20 = -10. He rolls 82 and subtracts his base of -10 and checks the ROC for a 72, which is a Terrific Job and an E success. This is above the required A success on the Max. Pot. Chart, so once he spends his 100 EPs, he can use Diagnosis.

specifically figure out how to use it. No matter which option is chosen, once the GM determines that the character is truly aware of the power, she can make the roll described in the sidebar.

Gaining incomplete Sphere powers

Sometimes a character feels a need to learn a power from a sphere different from her current working Sphere. To gain such powers, the character must first prepare her mind and body with a week's worth of thought and meditation, with the same stipulations necessary to gain a standard power. Characters can choose to meditate for longer than a week, to improve their chances.

When the character is fully prepared to attempt the power (and it must be a power within her maximum potential), she must first spend 100 EP per Sphere level of that power. Then she must roll as if trying to gain a normal power but without any Pers or Comp bonus:

(10 x highest completed Sphere level) - level difficulty

A success equal to or higher than the power's Sphere level on Table 58 means that the character has gained the power.

Note that successfully gaining a power from a Sphere higher than the working Sphere is not necessarily permanent. A character does not totally understand the power structures of spheres past her current area of expertise; and even if she gains a higher-level power, she has probably only exerted control over a small fragment of it. Only a strong, well-rounded education and repeated studying will allow her to keep such great power (unless, of course, she gets lucky!) How long such a power remains is based on how high the character rolled to get the power:

Success	Time	Success	Time
A-D	1 day	G	1 year
E	1 week	H	Permanent
F	1 month		

When the duration expires, the character will wake to find the power gone, as if it were just a figment of her imagination or a dream that lingered long enough to tantalize, then flew away before she could truly catch it.

When a character learns a power "out of turn," she in effect creates *two* working Spheres. Spheres are to be completed in the proper order for good reason: so that the psychic will have developed enough discipline to remain in control of her power. Learning powers out of order could create a duality or imbalance in the psychic's consciousness—a veritable gap that separates the character into two minds.

Discipline is so important to metaphysics that if the character actually proceeds to complete a Sphere above her working Sphere, she is forced to make a difficult choice. Her first option is to jump the created "gap" in her consciousness and just reside within the newly completed Sphere; this means she can only use powers from that Sphere and must abandon all other metaphysical powers forever. Her other option is to

abandon the newly completed Sphere, which means that she can never again access those powers and her maximum potential as a psychic will drop one level. Maximum potentials reduced in this way cannot be raised without some form of Holy Intervention. (See "The mastery of Religion" in Chapter 3.)

Using working Sphere powers

Accessing a working Sphere allows a character to feel comfortable and secure enough to push through her fears and misbeliefs. Some higher powers in some Spheres will be more difficult to use, but a character can always spend WPs to increase her success probability. Once a psychic reaches Sphere 3 (S3), she can build a powerbase and fortress in MetaWorld.

Using completed Sphere powers

Completed Spheres are so comfortable that powers in them automatically succeed and are treated as unobstructed conflicts, as long as the character is not currently involved in a contest; the psychic simply expends WPs to use the power. Note that a failed roll does mean failure, no matter how skilled the psychic is with the particular power, and that the WPs are spent whether the psychic succeeds or fails.

Using incomplete Sphere powers

A psychic must normally learn a power before using it, and such powers become part of her working Sphere. Using unknown powers from incomplete Spheres is like trying to juggle nitroglycerin during an earthquake, but sometimes, if a situation is nasty enough, a character might actually prefer the earthquake.

Note that using a power from an incomplete Sphere doesn't mean the character has learned or

Table 59. Events that fuel unlearned metaphysics.

Event	Base
Failure of a major, painstaking undertaking (applies only to Takers and Assertive Givers)	20
Major permanent damage	30
Death of an unknown (applies only to True Givers)	35
Death of a friend	40
Death of a loved one	60
Death of the psychic	70
Death of the psychic's mentor	75
Permanent loss of a metaphysical power,	80
Permanent loss of a Sphere, a permanent handicap in Metaworld, or loss of something valued more than life	85
War	100
A change in the laws of physics	120
A change in the laws of metaphysics	150
The destruction of Metaworld	200

Using working Sphere powers

The base to use a power in a character's working Sphere is 5 x highest Sphere completed, and the difficulty is 5 x power complexity. Roll d100, add the base, subtract the difficulty, and determine success on the ROC as normal. WP cost is listed under the power and can be reduced by power tolerance.

If the roll is a contest, the defender's roll is subtracted from the aggressor's roll and then checked on the chart to see if the attack was successful. Note that, if the result is negative (the defender's total was higher than the aggressor's), the possibility exists that the defender affected the aggressor instead; take the absolute value of the total and check on the chart for success level for the defender.

Using completed Sphere powers

A character can use powers from completed Spheres with an automatic D success. If the psychic wants to achieve a greater success (or if she is in a contest), she can risk losing the D success and roll on the ROC. Her base for such a roll is 5 x LL. Only contested rolls have a difficulty factor, and the cost in WPs is the same whether the psychic accepts the D success or risks rolling.

Using incomplete Sphere powers

Psychics in immediate danger, with no other recourse (aside from extra chances), can opt to attempt powers they have not yet learned. To determine the base, reference Table 59 for the type of event. Roll d100, add the base, subtract the power's difficulty, and check the ROC. An A success means that the psychic couldn't quite harness the power due to all her current stress, while a B+ success means that she uses the power correctly. (And any success of C or higher should command a certain amount of respect and even thanks from the comrades whose bottoms she just yanked out of the fire!)

permanently gained that power—just that she momentarily plugged into the universal consciousness and managed to snag the power at just the right moment. Desperation can often drive people to achieve the impossible, and, for a brief second or two, the psychic has done just that. Driven to the brink of despair by an unimaginable or horrifying event, her mind reaches out past all previous barriers, searching for some means to survive, and takes hold of some power normally beyond her means.

Obviously, the GM must decide when a situation is considered desperate enough for the psychic to use an incomplete Sphere's power. Good role-playing often can suggest when this possibility is appropriate. When the GM gives the nod, the psychic can choose what power she wants to call on to achieve the desired action, then takes her base from Table 59, adds WPs to her chance (if she desires), and makes the roll.

Metaphysical Instability: Failed powers

What exactly happens when a psychic fails in the use of her power depends on how much control she normally has over the power.

Completed Sphere power failures

As mentioned before, characters using completed Sphere powers always achieve a D success on the ROC, which means that their powers always come when called even if the desired effect is not achieved. In fact, completed Sphere powers cannot be broken, disengaged, or sabotaged by anyone except those of deity ability and higher (although they can be reflected back to the psychic). However, if a character chooses to roll for a completed Sphere power (usually in order to gain a better success than D) and fails, then the failure is treated like a failure from the psychic's working Sphere.

Working Sphere power failures

Characters attempting to use powers from working Spheres have a greater chance of losing control the higher they move up through the Spheres of Conscious Influence; in other words, Sphere 1 powers are much easier to control than Sphere 5 powers. Instability is common at the higher Sphere levels, but psychics who stick with using powers in their current working Spheres will have no serious problems. A failed outcome simply means that the power runs freely and without focus from MetaWorld through the opened hole into NeverWorld, with the potential to damage only non-living things. (For game purposes, define a *living thing* as a creature that harnesses energy for fuel, adaptation, and reproduction.) The exact effects the

Table 60. Working Sphere instabilities.

Roll	Effects
01-20	The temperature changes by 30° in a 100-yard radius for one hour.
21-40	All open water within a 50' radius instantly evaporates. On a body of water larger than a pond or small river, this has no noticeable effect.
41-50	One random, non-living object within 50' of the psychic and weigher less than her is absorbed into Metaworld. The object becomes a permanent part of the psychic's fortress and cannot be removed. If the character has not yet created her fortress, the object can be handled by anything that discovers it in Metaworld, but it will still immediately join the psychic's fortress once it is forged.
51-60	The area in a 30' radius around the psychic becomes frictionless for d10 minutes. Bowstrings, knots, weaves, bolts, plugs, corks, ties, bands, covers, locks, belts, straps, nails, and horseshoes will either have no effect or come undone, while loose clothes will tend to slide off. Grounded animals will panic and fall. No object can be held, no one can remain standing, and combat is completely ineffectual. If the area is graded (not flat), everything and everyone will slide to the bottom of the 30' radius, speed dependent on the actual slant of the ground. If the radius is enclosed (e.g., inside a 10' x 10' room), moving objects will richochet off the walls until the instability ends, taking 2 HPs of damage per round spent moving. (This damage can be offset by armor absorption and soak rate.) Boats will keep moving in whatever direction they had been travelling when the instability occurred but cannot be turned, sped, or slowed, as wind will not catch the sails and oars will not push against the water.
61-70	The area—including non-living things, atmosphere, and water—within a d100 ' radius of the psychic turns to varied shades of a random color for d100 years. Air and water will disperse as normal, soon diluting its color back to normal, but solid objects will remain the new hue for the alloted time.
71-80	The psychic's facial features appear on every tree, leaf, stone, and other non-sentient, non-animal things within a 20' radius. This instability has no effect on magical metals, religious places of power, elemental (or similar) beings, air, or cloudsm, although water surfaces will catch thousands of facial reflections if the water is not moving. Doppelganger psychics will project every face of every creature or person they've ever mimicked.
81-90	All non-living things (as defined earlier) in a 10' radius of the psychic become multiplanar and do not exist in any single plane for d10 years. These items can never be touched or used again by any being that can only exist in one plane at time, nor can these items affect single-plane people.
91-100	Over a period of one hour, gas becomes liquid, liquid becomes solid, and solid becomes gas, permanently, in a 10' diameter sphere around the opened pinhole to Metaworld. The pinhole's position will be d10 feet away from the psychic, in one of the random eight directions. The GM should use a random method to determine whether the pinhole is on the same horizontal plane as the psychic, or higher or lower. This instability only affects non-living things that are within the radius when the power failed and does not affect incorporated liquid, gas, or solid (such as the air in someone's bloodstream or lungs, or non-living objects inside the flesh). Note, however, that even if a character is not directly affected by this misfortunate, all gear and equipment worn on his body *is*. (Magical items can make saves to avoid the effects, depending on the GM.)

raw power has on non-living material can be found on Table 60.

Incomplete Sphere power failures

Characters who repeatedly attempt to use powers from incomplete Spheres are just asking for trouble. Not only is instability common on these attempts, but the psychic runs the risk of being dreadfully hurt. For every Sphere level that the failed power is above the psychic's working Sphere, add 10 points to the instability roll and the reference Table 61.

Table 61. Incomplete Sphere instabilities.

Roll	Effects
01-30	The psychic is temporarily stunned for d10 minutes; in addition, all body hair on the psychic and those within 30' falls out immediately. All followers, enemies, pawns, and acquaintances affected by this instability must make a morale check.
31-50	The psychic is temporarily stunned for d10 hours, and fingernails and toenails fall out. Reduce movement by 1 and subtract 10 from all rolls using hands for one month. In addition, if the character fails a Stamina check, he loses 1 Stamina for one month.
51-60	Visible electrical surges race around and through the psychic's head, effectively frying her brain. She cannot use metaphysics for 10 minutes and also cannot remember what happened or why. The character takes 5 HPs to the head from electrical burns and must make an Insanity roll as well.
61-65	Shocked back to Neverworld from Metaworld, the psychic loses her sense of touch for d10 months.
66-70	The character cannot handle the stress of controlling the power and loses any one sense aside from touch for d10 months.
71-75	Sensory overload! The psychic drops unconscious for d6 hours.
76-80	The psychic reaches too far and views her own death, making her lose control over her metaphysical powers. She loses d10 from Awareness for d10 hours and cannot use metaphysics above her current Awareness during that time. The details of the character's death can run from minimal to maximum description, depending on how sadistic the GM is.
81-85	The psychic freaks and loses control of the power, hitting the wrong target with maximum effect. The GM should choose or randomly select the wrong target, depending on the situation.
86-90	The psychic reaches too far from the physical plane and permanently loses her sense of touch.
91-95	The psychic reaches so far from her body that she permanently loses one sense except for touch.
96-100	The psychic reaches too far, spliting her spirit from her body and becoming unable to identify with her mortal self. Emotions no longer affect the psychic, making her impotent and unable to even have an emotional relationship with anyone; she loses all allies within one year. She is also immune to the effects of fear and has no concept of danger; all phobias disappear. Essentialy, the psychic can now ignore anything that would affect her through emotions-especially fear and love.
101-110	The psychic loses faith in herself, and her Awareness is permanently reduced by 1.
111-120	The grandeur and vastness of the Metaworld descend upon the psychic for a mere second, and she goes into a coma for protection. With metaphysical help, the character can come out of the coma in two weeks; otherwise, she'll be out of it for at least six months.
121-130	The character loses track of reality and switches consciousness with another, GM's choice (most likely being whomever the character was using the power on, especially in the case of mind contact). The characters will remain in each other's bodies until the effect is somehow reversed.
131-140	The psychic is absorbed into Metaworld through a rift and is trapped in her own fortress. (If the character hasn't yet forged a fortress, now is a good time to begin.) She can do nothing to help herself escape but must be broken out by others.
141-150	The psychic's body and mind are absorbed into Metaworld, becoming an energy rift that must do the bidding of other psychics. The character can be brought back to Neverworld if a free body is provided; otherwise, she can continue to possess any psychic of lesser mastery for a period of 24 hours (and never the same person twice) as her only temporary means of escape.
151-160	Everything within a 50' radius is sucked into a rift to another world (Metaworld, Underworld, Spiritworld, Airworld, etc). The GM should roll randomly or choose accordingly.

Incomplete Sphere instabilities (con't)

161-180	The psychic's power opens up an unconnected rift. One object (living or non-living) within 50' immediately switches composition from gas to liquid, liquid to solid, or solid to gas. A living object is permanently killed unless the process can be reversed with 24 hours. Meanwhile, the new gas or liquid will perform according to natural properties.
181-200	Atoms split and the fabric of the universe tears open in a 50' radius. Everything inside the circle (including the psychic) is reduced to atomic particles and used to fuel the chain reaction of explosive disintegration. Outside of the area of total disintegration, shock waves rip across the land and cause destruction in a 10-mile radius. All psychics within 50 miles of the blast immediately lose their working Sphere powers and must relearn them. In addition, all magical substances with 50 miles are drained of their power, while artifacts, rune blades, religious power spots, and creatures or objects are drained or comatose for d10 years. (Really. No kidding.)

The power of disbelief

Some people chose to be completely skeptical of the supernatural and refuse to even acknowledge that psychic power or magic exists. Many claim to be such, but only about one out of a thousand people in NeverWorld are true disbelievers.

A character can choose to be a true disbeliever, but that means that any supernatural force (magic, channeling, metaphysics, monster magic, and even the monsters themselves) that comes in contact with the character must be rationalized rather than accepted at face value (a more extreme form of Dana Scully from "The X-Files"). In order to keep her structured world of realism intact, the character must consistently maintain her belief that the world runs only on scientific principles, hard labor, and her personal perspective. This grounding in "realism" is so strong that a character who chooses to be a true disbeliever cannot have even rolled for metaphysics or dabbled in magic in the past. The full stipulations are as follows:

- Cannot belong to any church that displays supernatural powers.
- Cannot be a priest, mage, or metaphysician.
- Must refuse to accept the existence of anything supernatural.
- Cannot own or use anything of a supernatural or magical nature (including magical weapons that cannot be explained away as simply "well-made").
- Must consistently rationalize and explain away anything supernatural that occurs
- Must act accordingly when asked to take part in any form of supernatural activity. Those actions that cannot be rationalized will be considered stupid and irrational by the character.

Being a true disbeliever should not be taken lightly, as the severe limitations preclude a character from ever wielding a supernatural force (magic, channelling, or metaphysics), having the benefit of magical gear (such as weapons, armor, potions, etc.), and being cured or healed through mystical or holy means (a major setback). GMs *must* enforce this ruling (no supernatural aid, *ever*) to keep the game balanced. However, true disbelievers cannot be affected *adversely* by magic, channelling, or metaphysics either, nor by people or monsters that can act only through such means (although the good old standby of physical destruction can always be resorted to). Also, based on the "bad vibes" they put out, true disbelievers can disrupt a psychic's power if within sensory range and the psychic is aware of the character's disbelief.

MetaWorld

MetaWorld is home to all metaphysicians, rich with energy and allowing them to build huge powerbases from which to draw metaphysical energy. Yet MetaWorld's system of authority is much different than the political structures of NeverWorld.

In essence, MetaWorld is ruled only by power. Those who have it make all the rules, and those that don't have it are forced to obey. This philosophy is encompassed in the Hierarchy of Power, the universal rule followed by all psychics no matter their culture: "Obey those more powerful than you are, to the fullest extent of their demands." Although this rule is demanding, oppressive, and constrictive to a psychic's personal freedom, it still works efficiently and has been enforced by the powerful both to serve their own ends and to keep chaos from ruling MetaWorld. Good or evil, Giver or Taker, when someone more powerful than the psychic tells him to do something, he does it or he dies. It's that simple.

Of course, behind even this very direct system of authority are some political contrivances. The weak can sometimes escape unfair or evil demands by getting



help from more powerful psychics who actually care about them (such as a Mantis instructor or mentor) or who owe the characters a favor.

Favors are MetaWorld's form of currency, just as gold is NeverWorld's. But beware: too many favors can enslave a psychic. Making too many alliances with too many people is a dangerous game and will eventually earn someone's wrath when the psychic has no choice but to offend an former ally. All in all, if when travelling through MetaWorld, a psychic stays on her own path and doesn't investigate every little flying castle or underwater city she discovers, she probably won't be bothered out-of-hand. After all, most travelers are just like her and don't want to owe favors to anyone else either. Any favors accrued by a character should be recorded as obligations on the character sheet.

Building a fortress in MetaWorld

Once a psychic has achieved astral projection, the floodgates of her metaphysical potential open and her life is forever changed. Upon entering MetaWorld (see the description for Astral Projection, S3), a psychic can begin to build her fortress of power by claiming and defining her own little space in MetaWorld, making it reflect her own desires and personality. An impetuous character can always try to claim another's fortress, but only at the cost of using a lot of personal power, being obligated to all the friends who must necessarily help, and turning any of the victim's friends into his enemies.

Elements of a metaphysic's fortress

A personally constructed fortress gives the budding psychic the following benefits:

- *A safe place to enter and exit MetaWorld.* Psychics can enter MetaWorld without difficulty if using Astral Projection and travelling from or to their own fortresses.
- *Personally suitable laws of reality within one's own fortress.* In other words, the structure of how reality works within a MetaWorld fortress is decided on the whims of the owner. Note that, once a law is set by the psychic for her fortress, it cannot be changed because it builds onto the fortress' foundation; and any law that contradicts a current law cannot be set. This means that psychics might want to avoid being too specific in their rules for their fortresses, as old rules might interfere with rules to be added at some later time. Note also that objects created in the fortress will not be able to function in the outside world (or in NeverWorld) if the fortress' rules directly contradict NeverWorld's laws of reality.
- *Protection for the psychic's powerbase.* No mortal can syphon a psychic's powerbase once it is protected by the fortress; the fortress must be sieged and conquered first, which is no easy task.
- *Personal protection of any sort while within in the fortress.* Not only does the psychic control what the fortress looks like, and what parts of it intruders can see, she can also create sentient beings that exist only inside the fortress. The maximum number of sentient beings allowed is equal to the psychic's Willpower; any additional created sentient beings will attack the psychic or will try to leave the fortress (an act that immediately eradicates the being). A psychic can change the appearance of the fortress or her sentient companions at any time, but the companions cannot know more than the psychic, nor can they ever have metaphysical powers or control anyone's fortress or powerbase.
- *A seat in the Hierarchy of Power.* Those psychics without powerbases are called "The Powerless" by

higher-level psychics, and usually do not consider metaphysics a priority in their lives. They might hold some order among themselves but do not recognize the Hierarchy of Power or its members. Unfortunately, this sort of ignorance usually leads to their deaths because, while in MetaWorld, power is still power whether or not the victim acknowledges it.

The Hierarchy of Power essentially says that, when two psychics meet in MetaWorld, the one with the higher-level Completed Sphere has authority over the other. (Note that most psychics respect each other, and many are friends with those in high places, so this authority is not always asserted.) When psychics gather, the one with the highest completed Sphere is dominant and the second-highest is expected to represent the group before the dominant psychic. If two psychics are "tied" in Sphere level, then the one with the most powers within her working Sphere is dominant; if both psychics also have the same number of powers, then the one with the largest powerbase is dominant. If the two psychics are still equally matched, then the first person to return to her fortress and achieve two new powers more than the other is considered dominant.

The way of power is this: Those who disobey the orders of the dominant psychic can be punished by the dominant psychic however she sees fit. If the rebellious psychic refuses to be reprimanded after disobeying, the Grand Masters of Sphere 10 that guard MetaWorld and NeverWorld will take steps to eradicate that psychic permanently.

- *The comraderie of other similarly powered psychics.* Psychics who belong to a specific psychic group or have trained under the same instructor will be aware of each other's presence when they first enter MetaWorld, when more than two of them band together, when one of the Powerless is in trouble, or when one of them attains a new rank (Voyager, Master, or Grandmaster). Psychics who discover an unknown fortress in MetaWorld will automatically know if the fortress belongs to someone in their group, and if the owner is lower, equal, or higher than them in power.
- *A reference and orientation point in MetaWorld.* Psychics with a complete and still-standing fortress will never get lost in MetaWorld. Although they might not be able to locate certain places, they can always make it back to their fortresses.
- *A way to increase metaphysical power.* The powerbase provides a psychic with the extra points needed to use the powers of the larger spheres, but the fortress is what focuses this power. The fortress also protects the psychic from backlashes during experimentation with powers in the Working and incomplete Spheres; a character can subtract 10 points per LL from any rolls on the Instability table if working inside her fortress.
- *A place of perfect solitude.* The psychic can use her fortress as a completely stress-free environment, inside which she can perform complicated and exacting logic or actions. A character inside her fortress gains a 5 x Conf on bonus rolls for gaining new powers from her working Sphere or rerolling her maximum potential. In addition, a psychic can use Spheres 1-7 in her fortress without stumbling across a true disbeliever during Reaching Out and having her power negated. Any undirected powers from Sphere 8 or higher will have the potential to hit a true disbeliever—a 1% chance for every 10 miles covered by the psychic's power.

Claiming/sieging another's fortress

A psychic can siege another psychic's fortress to keep him out of MetaWorld, force him into a different world (such as UnderWorld or SpiritWorld), or use properties/items/servants of the defender's fortress that she cannot produce in hers because of foundational laws she has already set.

To claim another's fortress, the attacking psychic must either reduce the defender's powerbase to 0 or force the defender to surrender the powerbase and all future power that would enter that powerbase. Those defenders who surrender their bases can never build another base or another fortress. To defend one's powerbase, a needy psychic could probably ask the Bock Mantis or Hourani House Balentin for help—at least if she agreed to perform a favor or two in return.

Reducing a powerbase to 0

- *Begin a power struggle and force the defender to use all the power in his base for defense.* When the character has no power, open a rift into the UnderWorld or the Void and psychically force the base through it. Powerbases shoved into the Void are destroyed and allows the defender to build a new base/fortress in MetaWorld. Powerbases banished into other Worlds keep the defender from building a new fortress because the existing powerbase still exists but cannot be recharged while outside MetaWorld.
- *Force a psychic to make an Instability roll, if possible.* When a psychic inadvertently opens up an instability between MetaWorld and another

world, her powerbase is automatically exposed for the duration of the instability; and during this time, the powerbase can be leeched. (See "Using an unprotected powerbase".)

- *Physically kill the defender.* When a psychic dies, her powerbase rejoins with the dead person's essence, and the fortress itself will decay within the hour—unless someone "annexes" the fortress to join his own. The psychic group to which the psychic belongs (described under Union (S3) and elswhere) has first rights to the decaying fortress, followed by those in the Hierarchy of Power. However, if the dead psychic's group is less powerful as a whole than the higher-level interested psychic, the Hierarchy of Power prevails and the group must give up the fortress.
- *Use Psychic Siege (S9) to slowly but surely breach the fortress.* A character should not attempt this direct approach against psychics with highly aware friends, as angering superiors in the Hierarchy of Power tends to get a psychic obliterated. Once a fortress is breached, the psychic can attempt to syphon energy as described in "Using an unprotected powerbase". When the powerbase reaches 0, it is separated from the fortress, and the fortress is available to be taken (if the defending psychic has nothing left to do or say). Remember that a fortress remains in existence until the powerbase is destroyed or the creating psychic dies.



Regaining a fortress

If the powerbase belonging to a fortress is destroyed, the fortress no longer belongs to the creating psychic but to whomever captured the fortress. If someone captures a fortress with destroying the defender's powerbase, the defender has two options. She can either siege her enemy's base, to regain her fortress, or she can push her original powerbase into The Void, destroying it and breaking the link with her old fortress. (Then, because her old fortress is no longer connected to her, she can make a new powerbase and fortress from scratch.)

Using an unprotected powerbase

If a psychic is in MetaWorld and his powerbase is unprotected by a fortress or a friend, another psychic can make a successful conflict roll and draw points out of the powerbase. A D+ success is required, and the roll has a difficulty of the number of points to be siphoned divided by the psychic's Life Level squared (i.e., # points / LL^2). If the powerbase's owner is present, or if someone else in the owner's psychic group is defending his powerbase for him, then the attacking psychic must make a contested conflict roll, with a difficulty of the number of points to be siphoned added to the defender's roll, plus an additional difficulty of 10 x (defender's LL - attacker's LL) if the defender's LL is higher. If the attacker has the higher LL, she gets a bonus of 5 x (LL - defender's LL).

Collecting a powerbase

Psychics can build a powerbase at any time but usually wait until after they have completed constructing their fortresses. (Otherwise, other psychics could leech energy from their unprotected powerbases.)

The powerbase is a conical source that attracts universal powers and syphons them to the psychic's call, enabling her to use the more costly metaphysical powers. All EPs lost by a psychic (-5% EPs per completed Sphere, until maximum Sphere is achieved) are transformed to power and sent to MetaWorld, awaiting collection by their owner. These lost EPs translate into powerbase points at a rate of 10 EPs to one powerbase point.

The powerbase can be used as psychic fuel at any time, as long as the character is not sealed off from MetaWorld, and is replenished similar to Willpower (in this case, 10d10 powerbase points per day). Also, some special events cause natural exchanges of energy, and the energy lost to entropy during this exchange makes its way to MetaWorld and fuels the psychic's powerbase. Powerful dreams recharge a psychic's powerbase by 25 points. The thrill of being immersed in a full-blown thunderstorm recharges the powerbase by 50 points. Making love recharges a powerbase by 100 points. And at the exact day and time of a character's birth—and on the date six months later—a psychic's powerbase is fully restored.

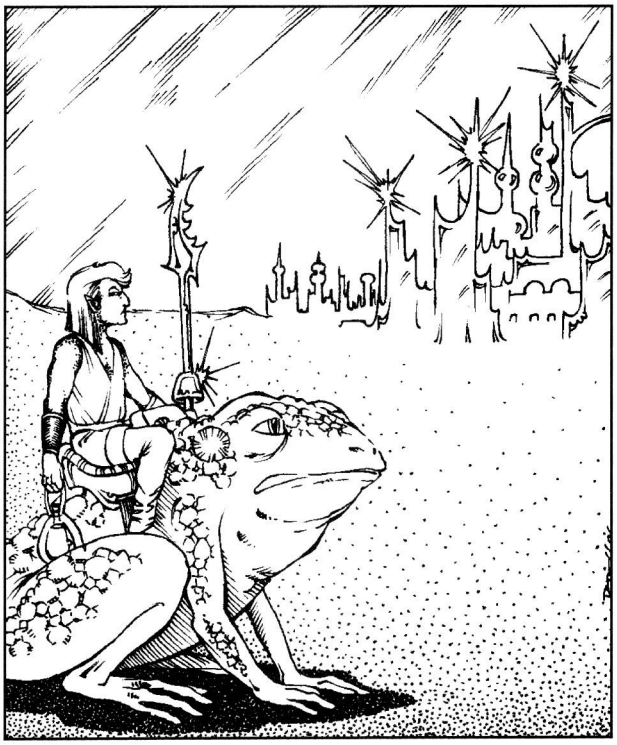
Psychics & dreams

Not only do dreams recharge a psychic's powerbase, but they also play an intregal role in learning about metaphysics. The most wondrous things can be discovered in dreams because the images are true and pure—100% uninhibited and (for most people) uncontrollable. For this reason, the dreams of a psychic are both a blessing and a curse.

Psychics usually digest (or reabsorb) their dreams as soon as they are produced—something that keeps the psychic in tune with herself and her Spheres of Consciousness. However, occassionally a dream is too powerful to be digested. In this case, the psychic becomes heavily involved in the events of the dream due to some amusing, provocative, or horrifying element, and she will act in the dream in order to discover its secret meaning, often using her metaphysical powers as she would when awake. Unfortunately, the psychic cannot distinguish between reality and the dream, and her powers will manifest in the real world as well in the dream. This incident is called *hybridimensional dreaming*, or "hybrid dreaming" for short.

The GM must determine when hybrid dreaming occurs—usually once a month until the character begins to work on Sphere 2. After that point, the psychic has more control over her abilities, and hybrid dreaming should be limited to times when significant events directly impact her life.

Note that the GM must never tell the player that she is having a dream, but should describe the event as if real. Hybrid dreams come across as extremely real but also as very extreme. For example, such dreams could entail consummating a fiery love affair with the King of the Burning Lands, fleeing from a sabretooth tiger wielding a runeblade, or building sparkling castles in the air with the help of the Queen of the Faeries.



No matter what the dream, however, it should have purpose; and despite any inherent weirdness, the dream should still sound plausible, if extraordinary.

At this point, the GM simply responds to what the character does. Any powers used in the dream take effect in the real world as well. If the psychic teleports in the dream to get away from the sabretooth tiger, she might find herself waking on top of a windy, undiscovered plateau. If she using her powers to seduce the King of Jor, she might wake up with a fellow party member in her bed. Powers used in hybrid dreaming have only two limitations: the powers used and reflected in the real world must be within the psychic's working Sphere, and the powers used cannot directly stop the dream (i.e., the dream must run its course).

Chapter Four

Metaphysical Powers
Spheres of Consciousness

All metaphysical powers are grouped by sphere and then by the type of power. The actual descriptions are broken down into statistics such as cost, prerequisites, time, duration, complexity, concentration, and detailed explanations. *Cost* refers to how many points (from the psychic's WPs or powerbase) must be spent to use the power. *PreReq* refers to any power that must be in effect for this one to function. *Time* describes how much time is needed to see the results of the power, and *Duration* describes how long the power's results last. *Complexity* multiplied by 5 determines the difficulty figured into the roll, and *Concentration* describes what other kinds of activity the psionic can or cannot engage in while simultaneously using the power.

Sphere 1: The Physical Self

✧ Divination

Diagnosis

Cost: None
PreReq: None
Time: Instant
Duration: Instant
Complexity: 1
Concentration: None

All psychics should learn Diagnosis first, as it allows the psychic to detect impurities, diseases, and other maladies, and also lets her know what healing she herself needs so that the restorative powers of the Spheres can be used correctly. Note that Diagnosis provides information only and cannot be used to do actual repair. It is also a fundamental ability that costs no WPs to use but must still be triggered consciously. Critical failures and successes have no effect on Diagnosis.

Sense Time

Cost: None
PreReq: None
Time: Instant
Duration: Continual
Complexity: 1
Concentration: None

A psychic can use Sense Time to tune in with his biological clock and know exactly what time it is, down to the second. It can reveal how long a psychic has slept or been unconscious, or even how long he has travelled. A character's ability to Sense Time can be manipulated by high-level psychics, but the actual rate at which time passes cannot be adjusted. (For example, a psychic could be off time-wise by twenty years, but his seconds still tick away at the same steady rate.)

A psychic's "clock" is only logical to that psychic. Its increments of years, months, days, hours, minutes and seconds cannot be read or understood by anyone else, as every person's sense of time is different. However, the GM will probably communicate the current time to the player in standard hours, minutes, or seconds, for the sake of play. Sense Time cannot be accurately used while the character is under the effects of alcohol, drugs, fever, or other toxins.

Sense Time is a fundamental ability of metaphysics and does not require WPs to use. Critical failures and successes have no effect on Sense Time.

Increase Physical Learning

Cost: 100
PreReq: None
Time: Half of normal time
Duration: Permanent
Complexity: 2 per Physical advantage
Concentration: No other metaphysics

A psychic using Increase Physical Learning needs only practice a new Physical skill half as long for the body to adjust itself accordingly; the normal amount of necessary time can be divided in half. Also, a psychic can subtract some of the cost when buying new levels of a Physical advantage, as per success level:

Success	Subtract from cost:	Success	Subtract from cost:
A	50	D	400
B	100	E	500
C	200	F	1000
D	300	G	Half cost

Also, psychics with this ability can continue to build their Physical advantages past midlife, until age demands that the skills decay. (To define midlife for a particular character, check the appropriate culture's Age table.) Critical failures and successes do not have an effect on Increase Physical Learning.

Body Precognition

Cost: 40
PreReq: None
Time: Instant
Duration: Until end of situation
Complexity: 2
Concentration: None

Body Precognition enables a character to know the maximum effects of things currently changing her body. For instance, a poisoned psychic will know how long a poison will be in her system, what damage and side effects it will cause, and when these side effects will take place.

In addition, Body Precognition is connected directly to a psychic's "fight or flight" stimuli, alerting her to possible danger and helping her avoid serious injury. Those trying to surprise a psychic using Body Precognition have only half their normal chance, and the psychic also gains bonuses to save based on success level.

Success	Supercharged abilities
A	Psychic feels nervous (no bonus)
B	Psychic feels paranoid (no bonus)
C	Double movement rate
D	Double WPs
E	Add 1 to Awareness (up to maximum, until combat ends)
F	Add 2 to Reflex (up to maximum, until combat ends)
G	Add 20 to HPs (until combat ends)
H	Add 2 (additional) to Awareness

All ROC bonuses are cumulative (i.e., a D success bequeaths the A-C success bonuses as well). Body Precognition must be consciously activated; it does not run on automatic.

Critical failure: The psychic's precognition sense is overexcited, forcing her to run in fear at maximum speed for d10 minutes.

Critical success: Add an additional 1 to Reflex (up to maximum).

✧ Defensive

Pain Barrier

Cost: 40 + current Bloodloss rate
PreReq: Diagnosis
Time: 1 action (50 Init)
Duration: One day
Complexity: 4
Concentration: Complete meditation

Pain Barrier effectively blocks all pain within the body, thus negating any pain-induced effects like slow movement or irrational thought. Psychics under the effect of Pain Barrier do not need to make Shock rolls during combat. Also, magic, curses, metaphysics, and magical damage can be ignored for an additional WP cost of 10 x (opponent's LL - character's LL):

Success	Effectively reduces up to Rupture Level:
A	0 (bruises, minor cuts)
B	1 (major slashes, gashes)
C	2 (broken bones, torn ligaments)
D	3-4 (shattered bones)
E	4-6 (poisons, ulcers, cancers)
F-G	7-8 (diseases, curses)
H	Immortal powers, or a chance for a last strike after being decapitated or killed.

Critical failure: Psychic becomes acutely sensitive to all pain for d10 days and must make Stamina rolls with a 50 difficulty.

Critical success: Psychic can roll to learn Resist Needs for free.

Control Metabolism

Cost: None
PreReq: Diagnosis
Time: 5 rounds (750 Init)
Duration: Success level
Complexity: 4
Concentration: Complete meditation

Control Metabolism allows the psychic to enter a relaxed state where he can mentally prepare himself to accomplish difficult tasks. During this time, he will have complete control over his heart rate, breathing, and emotions; in addition, his WPs will double and all bloodloss will cease for the duration of the power.

To Control Metabolism, the character must first make a successful Diagnosis roll, then roll for this power. The power is in effect as follows:

Success	Length of control	Success	Length of control
A	1 round	E	1 hour
B	2 rounds	F	12 hours
C	5 rounds	G	1 day
D	10 rounds	H	3 days

Due to the energy needed to control the body, after the power ends, the psychic will enter deep sleep for 1 hour per 10 WPs spent if nothing is currently endangering him. Control Metabolism is a fundamental ability and does not require the use of WPs to activate.

Critical failure and success do not apply to Control Metabolism.

Resist Needs

Cost: 15 per success
PreReq: Control Metabolism
Time: 1 hour
Duration: Special
Complexity: 10
Concentration: Meditative state during initiation

Using Resist Needs, a psychic can ignore all bodily needs and their effects for an additional amount of time defined on Table 62 by the success of the power roll. (For example, a psychic who can normally run for 10 minutes can run an additional 3 minutes with a C success.) Resist Needs is only used when necessary, so as not to wear down the physical body through neglect.

Table 62. Resist Needs maximum time limits.

Success	Sleep	Hunger	Thirst	Fatigue
A	1 day	1 day	1 day	1 minute
B	2 days	2 days	36 hours	2 mins
C	3 days	4 days	48 hours	3 mins
D	4 days	8 days	60 hrs	4 mins
E	6 days	15 days	3 days	5 mins
F	12 days	1 month	4 days	6 mins
G	15 days	2 mnths	5 days	10 mins
H	1 month	4 mnths	1 weeks	30 mins

A successful roll earns the psychic a package deal that deals with sleep deprivation, hunger, thirst, and fatigue. The values across the board for each level of success determine how long a character can go without sleep, food, or water, or how long she can perform exhausting maneuvers (such as fighting, running at top speed, or lifting maximum weight), all without suffering any penalties.

Note that the longest duration in each level of success is the Hunger category; the overall duration of this power when used is as long as the Hunger value. Psychics can reuse this power even if the Hunger resist is still in effect, as long as they rest for a day in-between uses.

It is extremely important to note that this power does *not* fulfill the body's needs but simply allows the psychic to ignore them for the specified duration; a person of sl4 and average health will die without water after three days and without food after 3-8 weeks. In most cases, Resist Needs will not tax the body too greatly, but a psychic should closely monitor herself when achieving an F, G, or H success, which would allow her to deprive her body too greatly. If the body is in the danger deprivation zone, all ill effects become real 30 minutes after the resistance ends, although these effects can be counteracted by natural means within the 30-minutes period

Critical failure: The psychic becomes ravenously hungry and will consume double her body weight in food within the next 48 hours or fall into a deep sleep for three days.

Critical success: WP max is doubled for an amount of time equivalent to the Sleep success.

✧ Restorative

Close Minor Wounds

Cost: 8 per HP healed
PreReq: Diagnosis, Control Metabolism
Time: 1 round (150 Init)
Duration: Permanent
Complexity: 4
Concentration: No other activity

Only the tip of the vast power of restoration, Close Minor Wounds can cure any small amount of damage caused to the body's surface. Only injuries of 6 HPs or less can be healed by this power, and the affected wounds must be small, such as cuts, burns, and minor internal bleeding; this power cannot reset bones, close major gashes, seal internal ruptures, nullify impurities,

or regenerate missing tissue. Although Close Minor Wounds will not restore HPs if used on large wounds, it will close the gashes and staunch bloodflow.

Success	HPs healed	Success	HPs healed
A	—-	E	4
B	1	F	5
C	2	G	2 x target's sl
D	3	H	2 x target's sl, w/ no WP cost

Ccritical failure: Cannot heal for 24 hours.

Critical success: Roll to learn Self-Surgery, without paying any EP cost.

Rapid Recovery

Cost: 4 per day reduced
PreReq: Diagnosis, Control Metabolism
Time: # of days in bed
Duration: Permanent
Complexity: 4
Concentration: No physical activity

If a psychic has interior damage that must be healed by bedrest (see Healing on pages 47 and 59-60), Rapid Recovery can be used to increase the healing rate, eliminate infection, and reduce time spent in bed, based on the success:

Success	Heal time	Success	Heal time
A	90%	E*	66%
B	87.5%	F*	50%
C	83%	G**	33%
D*	75%	H**	24 hours of bedrest only

* Eliminates chance of infection
** Eliminates chance of infection or disease.

Rapid Recovery can only be used after wounds are closed and bloodloss is halted, and it does not actually repair the body but only accelerates the body's natural healing. Numerous rolls can be made if desired, to reduce maximum bedrest to 24 hours. Critical failures and successes do not apply to Rapid Recovery.

Slow Toxins

Cost: 80
PreReq: None/Automatic
Time: Instant
Duration: Special
Complexity: 2
Concentration: None

Slow Toxins scans a psychic's body for toxins, which are any ingredients that distort the body's natural behavior. Toxins are usually very damaging and include poisons, drugs, alcohol, venoms, strange bacteria, nicotine, the flu virus, the common cold, gasses, oils, smallpox, yellow fever, poison oak, poison ivy, and lead (among others), but *not* acids. Note that Slow Toxins scans the psychic automatically; she will immediately know when she has absorbed some sort of toxin.

A successful Slow Toxins roll automatically slows down the toxin and postpones any negative reactions to the toxin for a short period of time, dependent upon the success level:

Success	Toxin deterred for	Success	Toxin deterred for
A	1 round	E	6 hours
B	3 rounds	F	12 hours
C	10 rounds	G	1 day
D	1 hour	H	3 days

If a psychic's Slow Toxin power kicks in, she will want to roll a Diagnosis to discover why. Critical failures and successes do not apply to Slow Toxins.

Sphere 2: The Intellectual Self

✧ Enhancement

Empathy

Cost: 60
PreReq: None
Time: 1 action or 50 Init
Duration: 1 round
Complexity: 3
Concentration: none

Using Empathy, a psychic gains his first insights into the secrets of others. Empathy tunes into and magnifies

the primal passions of others so that the psychic can receive them. Psychics using this power can collect basic information a nearby person and his current feelings. Coupled with knowledge of the target's immediate situation, Empathy helps the psychic eliminate possible courses of action and allows him to gain the target's confidence or manipulate him through his fears or worries:

Success	Perception/Range
A	Immediate feelings of an intimate
B	Immediate feelings of an acquaintance
C	Immediate feelings of one within 5'
D	Prevalent feelings of one within 100'
E	Prevalent feelings of one within 500'
F	Prevalent feelings of anyone and everyone within 500'
G	Deep-rooted secrets or fears of one within 500'
H	Darkest or most-hidden secret of one within 500'

Critical failure: The psychic is overwhelmed by surrounding sorrow and/or pain and is stunned for d10 minutes.

Critical success: The psychic will be trusted by the target(s) as long as no previous grievances exist.

Imagination Engine

Cost: 5 per detail
PreReq: Stresslessness (S2)
Time: 10 rounds (1500 Init) per detail
Duration: Permanent
Complexity: 8
Concentration: Meditative state

The power of constructive imagination is the greatest tool that people have. Accordingly, Imagination Engine allows the psychic to craft flawless pictures or ideas before they are needed, for use in either planting fictional images through Telepathy, creating believable illusions, or using Teleportation to travel to a similar place. (In a strange sort of way, these pictures could be considered psychic "clip art", able to be called up and used at a moment's notice.)

Each detail (some aspect that appeals to one of the five senses) of an image takes ten minutes for the psychic to imagine and structure, and many details can be put together to make an Imagination Engine. Imagination Engines can portray both static scenes/objects and moving three-dimensional scenes/objects; and once the image is complete, it becomes a working picture that no longer has to be manipulated. From here on, the psychic can plug the particular Engine into a mental vehicle of choice (Telepathy, Illusion, etc.) and it will enact as programmed, or the psychic can even store it for safekeeping and bring it back by using Recall. For ease of play, each Imagination Engine belonging to a character should be written down and kept with that character's sheet.

Remember that illusions and other similar trickeries are most easily disbelieved due to lack of detail, so the psychic should program as many details in an Engine as possible, including senses other than just sight. A player might have better luck programming items she has actually experienced. A character can program anything into an Engine, no matter how odd or out of her experience, but realize that professionals will recognize discrepancies in the tools of their trade. Imagination Engines can be improved and updated time after time by first using Recall and then using this power again. Exact results of using Imagination Engine are as per ROC success:

Success	Available sense/powers
A	Sight, of one item only
B	Sight
C	Sight, sound
D	Sight, sound, smell
E	Sight, sound, smell, touch
F	Sight, sound, smell, touch, taste
G	All five senses, plus Telepathy
H	All five senses, plus any metaphysical effect

In order to include Telepathy or any other metaphysics in an Engine, the psychic must first possess those powers and then must actually use them while the Engine is running. Many metaphysical powers (such as Telekinesis) can be duplicated in effect by using illusions in the Imagination Engine. Critical failures and successes do not apply to Imagination Engine.

✧ Divination

Recall

Cost: 120
PreReq: None
Time: 1 action or 50 Init
Duration: Special
Complexity: 6 for most; 10 for tragic/horrifying memories
Concentration: No other metaphysics, speech, or combat

Recall allows the psychic to remember past events with perfect detail—including all five senses, although sight is dominant. (If the psychic is blind, all other senses become equally dominant during Recall.) The power's difficulty can be lowered if the psychic is surrounded by stimuli similar to that of the desired memory; for each sense duplicated by the current setting, reduce complexity by 1. Results are as follows:

Success	Time before memory fades
A	10 rounds
B	1 hour
C	4 hours
D	12 hours
E	1 day
F	1 week
G	1 month
H	Will always remember, in perfect detail

Although the psychic cannot be involved with any other activity during Recall, the power requires no preparation. (Thus, a psychic could stay out of combat for one round to use Recall successfully.) Critical failures and successes do not apply to Recall.

Sense Invader

Cost: 60
PreReq: None
Time: Automatic
Duration: As per invader's LL
Complexity: 3
Concentration: No physical movement, magic, or metaphysics

In general, a psychic must patrol her own mind if she believes someone is discretely trying to scan her through Telepathy. Sense Invader, however, automatically warns the psychic when she is being scanned and also allows her to track down the intruder in her mind. In order to track an invader, a psychic must make a successful extended contested conflict roll for every one of the intruder's Life Levels, with a complexity modification of invader's LL - defender's LL.

Critical failure: The intruder easily evades the psychic and is free to do his dirty work.

Critical success: The psychic gains a free metaphysical attack on the intruder, to set up Thought Maze or something equally devastating.

Virtual Precognition

Cost: 120
PreReq: None
Time: 1/100 of time of happening
Duration: Until encountered
Complexity: 4
Concentration: No other mental activity

With Virtual Precognition, the psychic can focus on any one person, place, or thing and know unusual things that will happen in connection with the target within the next 24 hours. The more successful the roll, the more details that can be revealed:

Success	Details revealed
A	How the psychic is affected
B	How the psychic or comrades are affected
C	What happens
D	What happens and who's involved
E	What, who, where
F	What, who, where, when
G	What, who, where, when, why
H	Success G, plus any big repercussions

These clues can still be quite vague, however, and the future is not yet set in stone; a character's fate is what she makes of it. Still, Virtual Precognition is as close to true precognition as most psychics get.

The amount of time needed to use the power is 1/100 of the time until the event occurs. So if the event happens 150 rounds later, the psychic needs to concentrate for 1.5 rounds until the event comes into focus. If the upcoming event happens 22 hours (1320 minutes) later, the psychic would need to focus for 13.2 minutes before getting a mental picture.

Critical failure: The psychic sees her own death

Critical success: The psychic sees the result from the table and also the next person or thing to significantly help her.

✧ Defensive

Fear Barrier

Cost: Equal to Fear difficulty
PreReq: None
Time: 1 action or 50 Init
Duration: Special
Complexity: 5
Concentration: No Sphere 8+

Fear Barrier allows the psychic to resist negative effects due to fear. To defend against a horrific object, a gruesome act, or a fearful sight, the psychic can make a Fear roll and add 10 x LL as a bonus. If the fear is a spell or metaphysical effect specifically aimed by an opponent, then the roll is a contest conflict, with a modifier of 10 x (opponent's LL - psychic's LL). Important: Note that psychics are immune to fear caused by psychics of lower LLs.

Insanity Barrier

Cost: 80
PreReq: None
Time: 2 rounds or 300 Init
Duration: Until succeeded or failed
Complexity: See description
Concentration: Any

Because a psychic must always stay in tune with his thoughts and his essence flow, his worst enemy is insanity. Insanity not only breaks down this flow but can cause permanent loss of powers. If a psychic is about to fall prey to insanity, his brain will stop all metaphysical functions and concentrate solely on strengthening the weak neurons causing the breakdown.

Psychics with Insanity Barrier are not susceptible to any form of natural insanity. A psychic can also avoid insanity caused by another psychic or by magic/channeling, but he must first hunt down the source of the insanity by successfully using Sense Invader. After the trouble's origin is located, an extended contested conflict roll takes place. The difficulty when battling a psychic opponent is 5 x (opponent's LL - psychic's LL); the difficulty against a magic/channeling opponent is 10 x (caster's PL); against an item, 10 x the item's fear rate. To stop the insanity, the victim must make the equivalent of five successful rolls. based on the following ROC successes:

Success	Perception/Range
Failed	Add two more rolls to total needed
A	Cannot find the path; add one roll to total needed
B-D	Found the path; subtract one roll from total needed
E	Definitely within reach; subtract two rolls from total needed
F	Almost purged the madness; subtract three rolls from total
G	Stopped the insanity and recognized the cause
H	Stopped the insanity; learned identity and location of enemy

If the total number of rolls needed to be successful reaches 10, the insanity has taken hold and the psychic must be cured or have the insanity removed by another.

Remember that psychics cannot use other metaphysics while Insanity Barrier is in effect.

Critical failure: The psychic succumbs to the madness.

Critical success: A metaphysical madness is reflected back on the instigator, and a magical/channelling madness dissipates.

Thought Maze

Cost: 10 x the maximum Maze Level
PreReq: Sense Invader
Time: Instantaneous
Duration: Until scanners stop, or 1 day
Complexity: 2
Concentration: No Sphere 5+

Living among other psychics can be both a reward and a curse, as they are all always testing their powers in some manner. Thought Maze can be erected by a psychic whenever she senses another psychic mortal (not a god, dragon, demon, or angel) within Telepathy distance. To determine how many maze levels an intruder must go through to read her mind, the psychic rolls on the ROC with the suggested difficulty and checks her success level:

Success	# of levels	Success	# of levels
A	1	E	5
B	2	F	6

C	3	G	7
D	4	H	10

Thought Maze keeps other psychics from reading a psychic's surface thoughts and also sets up a maze of defense that bewilders intruders and makes them vulnerable to psychic attacks by the maze's owner.

Anyone attempting to go through another's barrier must make an extended contested conflict roll, with the difficulty starting at 10 at the first maze level and increasing by 10 with every new level (20 on the second level, 30 on the third level, etc.) until all levels have been passed. Failure forces the aggressor to start over but does *not* reset the difficulty back to 10; it stays wherever it is. (For example, if an attacker fails to pass the third level at 30, his new attempt at level1 will still be at 40, not at 10.) The attacking psychic can reset the difficulty to 10 at any time by actually *leaving* the Thought Maze, but then he must go though the full process of Reaching Out (S5) again.

While the Thought Maze does offer wonderful protection the owner, it also alerts all psychics currently using Reaching Out (Sphere 5) of where she is (albeit only in a relative direction and an inexact distance).

Critical failure: The Thought Maze is easily circumvented, and the owner ir open to any and all probes.

Critical success: The Thought Maze is so complex that no psychic can figure out how to break in for one day.

✧ Restorative

Stresslessness

Cost: 10
PreReq: Possibly Slow Toxins
Time: 15 minutes
Duration: See description
Complexity: See description
Concentration: No physical, mental, spiritual activity

Stresslessness allows a psychic to purge herself of all physically and mentally stressful influences. All side effects of fear, combat, and overexertion, and any impurities like toxins, drugs, or alcohol that can cause the body to tense up and malfunction are removed within fifteen minutes, as per the following chart:

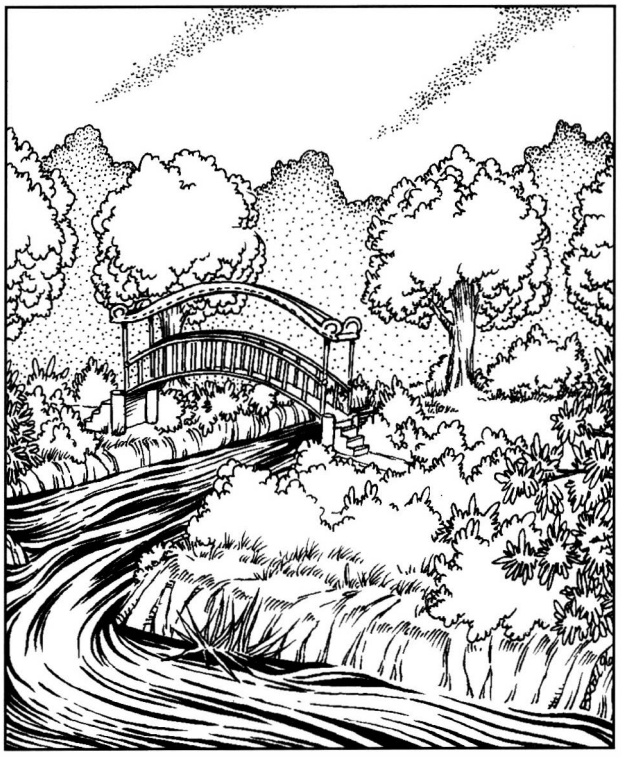
Success	Level of stresslessness*
A	Feel at peace with inner being
B	Feel fully rested
C	Can think clearly
D	All alcohol in body is destroyed
E	All drugs destroyed
F	All toxins destroyed
G	All WPs restored
H	All WPs restored, +5 WPs to WP max

**All effects are cumulative*

Stresslessness is used when trying to gain Mental advantages, to remove any negative modifiers due to stress, to regain WPs, and to center oneself in order to use Empathy or any form of Telepathy.

Before removing toxin impurities, a psychic must first successfully use Slow Toxins to identify and isolate the toxins. The effects of Stresslessness last only as long as the psychic stays away from fear, combat, and impurities. The difficulty of attaining a stress-free state is determined by the dominate stressor:

Overexertion: 15
Combat: 20
Fear: 25
Paranoia: 30
Alcohol or common drugs: 35



Exotic drugs: 40
Other toxins: 45
Near-death experience: 50

Critical failure: The stress is increased rather than removed, and the psychic goes into shock for d10 hours.

Critical success: The psychic completely purifies her body, gains back all her WPs, and sees a glimpse of her soul: the next level of Confidence or Avoidance she raises will only cost her half the normal EPs.

Touching MetaWorld

Cost: None
PreReq: Stresslessness (S2)
Time: 2 hours uninterrupted to reach, 5 rounds to regain.
Duration: The length of communication
Complexity: 2
Concentration: Must be at rest in a quiet, dimly lit shelter, or in a natural setting with ideal weather conditions.

Psychics usually use Touching MetaWorld in order to regain WPs. This power is also used when someone in MetaWorld is trying to Communicate with the psychic. To use the power, the psychic must first successfully use Stresslessness, to clear his mind and body of all limiting factors.

Touching MetaWorld only allows a psychic to feel an opening of raw undefined power or to orient himself to someone who can direct him from inside MetaWorld; it does not allow psychics to see into MetaWorld or feel the presence of discorporate entities. While Touching MetaWorld, a psychic is washed with power and has his senses confused, so all he can absorb is WPs, in addition to any messages or images directly sent by another. Note that WPs achieved beyond the psychic's WP max cannot be used or stored in any way:

Success	WPs regained	Success	WPs regained
A	3	E	80
B	10	F	120
C	20	G	180
D	40	H	250

Within an hour of Touching, the immediate area around the psychic becomes filled with an effervescent blue-gray light easily mistaken for fog. All psychics within Telepathy distance will be able to pinpoint the location of the person touching MetaWorld, as long as he continues to hold the rift open. However, while the psychic remains in the flow of power, all scrying powers and Divination metaphysics will not be able to sense details about him.

A character must wait 24 hours before reusing Touching MetaWorld. Critical failures and successes not apply to this power.

Sphere 3: The spiritual self

✧ Enhancement

Enhance Sense

Cost: 60
PreReq: Control Metabolism
Time: 3 rounds (450 Init)
Duration: 10 rounds
Complexity: 4
Concentration: No Sphere 8+

Through rigorous mental and physical training, the psychic begins to understand more about surpassing her own barriers for a short time by using her inner power. In order to raise any of the five senses, the psychic meditates on something triggering the sense she wishes to raise. The WP cost applies to each sense being raised.

See Table 63 for specific results of raising a particular sense, based on ROC success.

Critical failure: The psychic loses the modified sense for the duration.

Critical success: The psychic gains all abilities on the sense's table for the duration.

Empower the Physical

Cost: 100 per point raised
PreReq: Control Metabolism
Time: 1/10 of the successful duration
Duration: See description
Complexity: 4
Concentration: Minimal

By digesting metaphysical power directly into the body, psychics can momentarily increase Physical advantages, at a cost of 100 WPs per total points raised. (For example, with an E success, a psychic who wants to raise Strength by 1, Agility by 3, and Reflex by 2 will pay 600 WPs.) Advantages can go above normal racial limits but no higher than 8.

See Table 64 for specific results.

Table 63. Specific effects for Enhance Sense.

Success	Optical	Auditory	Olfactory
A	Observe miniscule details like fingerprints	Hear anything quieter than a pin drop	Smell 3-day-old odors
B	X2 magnification, +A	Hear through stone 5' thick, +A	Smell 10-day-old odors
C	x10 magnification, +A	Hear through steel 10' thick, +A	Can identify any strong odor, +B
D	Nightvision, +A,C	Hear sounds only animals can	+50 to tracking any living creature by smell, +C
E	Cannot be blinded, +A,C,D	Cannot be deafened, +A,C,D	Cannot be stunned/overloaded by smell, +D
F	See magical enchantments and auras, +A	Cannot be surprised, even by missile attack	Can identify even hidden odors in area, +E
G	X-ray vision, +A	Selectively hear all within 100'	Smell a single being's emotions
H	See all invisible things except immortals	Selectively hear anything upwind, up to 100 miles away, +E,F,G	Smell while inside a vacuum, +G

Success	Textural	Taste
A	Know the exact temperature	+20 to appropriate Domestic skills
B	Know hardness and composite, +A	+50 to appropriate Domestic skills and Brewing
C	Figure size and weight from a footprint, +B	Know exact regional source, +B
D	Feel any impurities/mixed compositions,+ C	Know age,+C
E	Can't be system-shocked/stunned	Auto-Avoid harmful products, +D
F	Sense any movement within 50'	Taste hidden toxins in foods/liquids, +E
G	Sense all movemenl within 100'	Taste magic in foods/liquids+ F
H	Feel the age of any person or thing, +D	Know preparation methods,+ G

Reference the success of the Enhance Sense roll with the desired sense to determine the effects of the power. Some powers include the effects from lesser success as well, as noted. Note that only one sense can be raised with each use of this power; to raise more than one sense, the WP/powerbase point cost must be spent once for each sense to be raised, and a separate roll must be made for each sense.

Critical failure: The psychic's body overcharges and she is stunned for d10 rounds.

Critical success: The psychic gains an automatic H success and has the option of paying only half the normal cost, doubling the increase, or doubling the duration.

Engage the Mental

Cost: 100 per point raised
PreReq: Stresslessness
Time: 1/10 of the successful duration, 5-hour max
Duration: See description
Complexity: 4
Concentration: Meditation state

Using Engage the Mental, the psychic can lock into the Collective Consciousness to increase Mental advantages. Using this power can have serious drawbacks for psychics without a fortress, as a fortress acts as a filter for all MetaWorld parties interested in trying to possess the psychic while she is engaged in the Collective Consciousness. (See "Sieging another's fortress" for more details on how a fortress protects the psychic.)

A psychic must pay 100 points per level to be raised. Mental advantages can be raised past normal

racial limits but not above 9. See Table 64 for specific results.

Critical failure: The psychic overcharges her mind and passes out for d10 days.

Critical Success: The psychic automatically achieves an H success and can choose to pay half the normal cost, double the increase, or double the duration.

Embellish the Social

Cost: 200
PreReq: None
Time: 1/10 of the successful duration, 12-hour maximum
Duration: See description
Complexity: 4
Concentration: Sleep

Using Embellish the Social, the psychic can supercharge her Social advantages by influencing others' perceptions. Embellishment is very potent but also selective, and unpredictable in duration. Only one advantage can be embellished for the duration; using Embellish the Social a second time, before the previous duration has ended, negates the first use.

Those witnessing the advent of this power will be affected drastically in their beliefs and actions. The chosen Social advantage will increase to 5 or improve by 2. Social advantages can surpass normal racial limits but cannot go above 9. See Table 64 for specific results.

Critical failure: The power misfires. All but the psychic's closest friends will scorn or avoid her for the day, possible even becoming hostile. If Avoidance was selected, every person the psychic has been hiding from will discover her within the day.

Critical success: The psychic gains an automatic H success, then (depending on the selected advantage) either attracts d10 followers of importance or becomes unnoticeable and easily forgotten for d10 days.

✧ Divination

Link

Cost: 50 powerbase points or 5 WPs per Link (permanent)
PreReq: None
Time: 1 hour
Duration: Life
Complexity: Special
Concentration: Meditation

The psychic uses this power to create a link between herself and other close individuals who he considers either trustworthy (Giver) or easily dominated (Taker). This link is formed upon the psychic's initiative, after either a very stressful moment where the person demonstrates his worth or after six months or more of continual (but uneventful) contact. Groups of people linked to a psychic are called a *Union* and are identified by the fortress of the psychic who has linked them. For example, when two psychics are talking, one could refer to another's individual union member as "Erissla, from the Union of the Fortress of Bloechl".

The link allows the psychic to know the general status of his group at any time without expending power; he will intuitively know if someone is hurt, sick, or afraid, but only in very general terms and only the most dominant condition. To discover more specific information, the psychic must expend 1 point per person per 100 feet of distance away; this cost is

Table 64. Number of advantages augmented and duration of effects.

Success	Enhance the Physical	Engage the Mental	Embellish the Social
A	1 for 1 round	1 for 1 hour	5 rounds
B	1 for 5 rounds	1 for 5 hours	30 minutes
C	2 for 5 rounds	2 for 5 hours	2 hours
D	2 for 10 rounds	2 for 10 hours	10 hours
E	3 for 10 rounds	3 for 10 hours	1 day
F	3 for 30 minutes	3 for 1 day	1 week
G	3 for 1 hour	3 for 3 days	1 month
H	3 for 1 day	3 for 1 week	1 year

completely negated is the psychic is within his fortress and reading people somewhere in MetaWorld. The cost to read Union members on different worlds is automatically 500 points per member.

The following facts about Union members can be learned while expending power:

- exact health level
- current train of thought or desire
- any feelings or specific fears
- exact location
- surroundings: hostile, friendly or neither
- their future for the next minute

All of this knowledge is automatic, with the Union member's permission. Unconscious members are defenseless to being read. Most of a Taker's Union will not want to reveal information, however, so the Taker will have to roll for success and achieve a D+ result, with a difficulty of (5 x target's Avoi) + (5 x target's LL). A critical failure means the target suddenly knows all the mentioned details about the psychic, while a critical success means that the psychic learns all of the mentioned details and also can see directly through the target's eyes for two rounds.

No limit exists as to how many Unions a person can be in, and often times these people become major political pawns between psychics. Psychics can become Union members of each other, but rarely does this ever happen. In general, psychics have to agree to be members of a Union, unless it is forced on them by a psychic of great power (such as a Grand Master). Sometimes two enemies will become linked if one or both is a psychic, simply because they both constantly seek to know and be aware of each other.

A link can be broken at any time, but it can never again be reestablished. The maximum number of people a psychic can have in a Union is equal to 2 x his Comp. Psychics with average Comprehension can link with only one other person, and psychics with a Comprehension disadvantage cannot create a Link. Note that the points spent to create each Link are permanently lost (as they are continually used to keep the Link open).

✧ Alteration

Projection

Cost: 100
PreReq: Resist Needs (S1), Stresslessness (S2)
Time: See description
Duration: See description
Complexity: See description
Concentration: Meditation

Projection is the first of the great psychic powers and probably the most important, allowing the psychic to escape the physical realm and travel astrally, in spirit form. Projection is most commonly used to travel to MetaWorld—the "second home" of all psychics—but can be applied to other things.

When a psychic first learns to escape her physical body, she can easily become entranced by strange circuits and tides of power visible only to spirit eyes and feel tempted to follow them. These "circuits" are the energies of other worlds that have broken through the veil of planar distinction and created a brilliantly colored aerial web around NeverWorld. Some seen best during the day and others at night, these circuits lead through pinhole rifts to the world from which they came; day or night, however, psychics will always be most attracted to the circuit of MetaWorld.

While every world possesses its own unique (and sometimes deadly) physical laws, a psychic using Astral Projection is only susceptible to magic and metaphysical power. Magic is hard to defend against when one possesses no physical form with which to control it; and because everything in MetaWorld is essentially made of metaphysical power, the psychic's astral form is as vulnerable in MetaWorld as her physical body is in NeverWorld.

Certain preparations must be made before the psychic attempts Projection. She should first find a safe environment from which to project, as her body will be vulnerable while she is spiritually absent. (Some psychics ask friends to watch over their bodies as they travel.) Next, if she plans to travel for a relatively long time (longer than two days), she should prepare her body with Resist Needs, in order to keep it from deteriorating while she is absent. Using Resist Needs allows the psychic to be gone as long as the value in the Thirst category before the body begins to suffer. Last, the psychic must use Stresslessness to lower the body's normally tight grip on the spirit/consciousness. No psychic can successfully project without using Stresslessness first, unless greater powers intervene.

Some psychics prefer to use Sense Time as well before they leave, so as to know how long they've been gone after they return. And those who are nervous or totally paranoid about leaving their bodies behind often like to use Virtual Precognition as well.

The complexity of Projection (both time and duration), as shown in Table 65, depends on the current location of the body; hostile environments make it more difficult to successfully astrally travel.

Surrounding conditions	Complexity
Safe, with a guard	5
Safe and hidden	6
Seems safe but not hidden	7
Dangerous area	8
Combat	9
Catastrophe	10
Many people/enemies nearby	11
UnderWorld	12
Any Elemental World	14
SpiritWorld	16

Critical failure: The psychic cannot use Projection for one week.

Critical success: The psychic can directly project into any world of choice.

While in NeverWorld, the astral form is essentially a spirit. Animals sense a strange and harmful energy flux; Beastish see a spirit; elves, dragons, and immortals recognize the form as a metaphysical traveler with a specific identity; and all other creatures/people cannot see or detect the form without using metaphysics, magic, or channelling. In MetaWorld, the astral form can vary depending on the whims of the psychic: it can appear as any sort of race, gender, size, and physical detail-real or surreal. Some MetaWorld groups insist that members take on a certain form (e.g., elven Bock Stonecasters resemble patches of colossal nothingness shrouded in black robes). The MetaWorld personae is not dependent on the real identity in any way (which means the psychic can keep her identity secret), but it usually does portray some aspects of the psychic's character. In any other world, the astral form resembles the psychic's NeverWorld physical body and is usually detectable by that world's inhabitants.

All metaphysical powers can be used during Projection, with only a few essential differences. For one, the psychic cannot affect her own physical form with metaphysics while outside her body, which negates self-aimed Telekinesis, Teleport Biologicals, Propel, Self-Surgery, and Control Metabolism. (Essentially, the body refuses to cooperate until the soul agrees to return. In addition, the metaphysical energies keeping the body alive during Projection bond it to the earth itself, directly contradicting the substance of the astral form and making it impossible to manipulate without power greater than that of the earth itself). Another difference is that powers requiring touch to operate must either be "felt" by Telepathy (if they affect an animal or person) or Telekinesis (if they affect an inanimate object). Any other powers work as per GM's choice.

The psychic's characteristics while projecting are as follows:

- The psychic travels by imagination, which is generally fast and efficient but not necessarily constant (because the journey is based on the psychic's memories, and memories can dull over time). Psychics will find it useful to build Imagination Engines that reflect their previous travels, so that they can plug the images into "autopilot" and ensure that they reach the desired destination, as well as being free to do other things while travelling. It takes three rounds to travel anywhere in NeverWorld, ten rounds to cross the Veil and enter another world, and one round to go anywhere in MetaWorld.
- The astral form cannot be touched by—nor touch anything of—the physical realm. However, remember that the astral form in MetaWorld is essentially the same as the physical form.
- The psychic cannot cast any form of magic, even while in MetaWorld.
- Any magic cast at the psychic will hit and affect her with total success, no saves allowed, which leaves a psychic beset by magic with only two options. One, she can let the spell flow through her and negate the effects by spending the same amount of WPs or powerbase points as the spell took to cast. Two, the psychic can try to flee the spell by reentering her physical body. Although magic can track a character endlessly while she is in spiritual form, it has range limits on the physical

Table 65. Projection limits based on success.

Success	Time needed to leave body	Time allowed out of body
A	1 hour	1 round
B	40 minutes	2 rounds
C	20 minutes	5 rounds
D	10 rounds	10 rounds
E	1 round	1 hour
F	Instantaneous	1 day
G	Instantaneous	1 week
H	Instantaneous	1 month

plane. Psychics who flee back to their bodies are considered to have ended their Projection, but if the spellcaster is now out of range, an enemy spell will dissipate and have no effect.

- The psychic is considered invisible to those on the physical plane but can still be sensed by certain people. Psychics can also spend 1 WP to reveal their presence to someone in the physical realm; the area must be dimly lit (overcast, a dark room, nighttime, etc.), and the revealed presence will be ghost-like in appearance.

✧ Defensive

Soul Asylum

Cost: 150 to mark item / 50 to activate
PreReq: none
Time: Instant of death
Duration: See below
Complexity: 6
Concentration: None

Everyone dies at some point, but some more unexpectedly than others. Using Soul Asylum, a psychic can gain extra time after his death to right such a tragic wrong. If the psychic's body dies at any time before it reaches old age (see the appropriate culture chart), his spirit will reside inside one of his personal items. This item is decided beforehand, and the GM should know which one it is. If this item is destroyed, lost, or sold before the power is used, the psychic can choose another at any time, before the moment of death. If no new item is chosen, the GM will decide which item will hold the soul.

Soul Asylum grants the psychic a certain amount of time to survive inside the chosen item, as per the success level:

Success	Duration	Success	Duration
A	1 day	E	5 days
B	2 days	F	6 days
C	3 days	G	10 days
D	4 days	H	1 month

While in the item, the psychic has complete use of his powers, with any obvious restrictions and with the harboring item being considered "the body" for all purposes. Note that this object will register all of the psychic's characteristics if observed or scanned by someone else. The only difference between existence in the item and in real life is that the psychic cannot regain WPs unless in his fortress (although his power-base still recharges normally). If the psychic has not found a way to survive (i.e., a new body) by the time the Soul Asylum ends, his soul will go to meet its maker. Critical failures and successes do not apply to Soul Asylum.

✧ Restorative

Self-Surgery

Cost: 25 per HP healed
PreReq: Control Metabolism (S1), Pain Barrier (S1)
Time: 1 action (50 Init) per 5 HPs healed
Duration: Permanent
Complexity: 10
Concentration: Meditation or sleep

A psychic using Self-Surgery can manipulate her body tissues from the inside to close nasty wounds, heal bruises and blood clots, set bones, and (best of all!) heal internal injuries and brain damage. More remarkably, Self-Surgery demands no physical knowledge of surgery because the psychic is intuitively aware of her body's needs. Self-Surgery can also be used to heal any natural ailment in the body and can also force out unnatural afflictions like cancer, foreign objects, and tumors. (Note that Stresslessness must be used to filter out other items, like toxins.)

Self-Surgery can only be used once per period of injury. If a psychic only manages to heal half her damage on a certain try, that is the only amount of damage she can heal in regard to those specific injuries; the remaining HPs must be restored through bedrest or affected by Rapid Recovery. The only exception to this one-time-per-wound rule is if the psychic is attempting to remove things like tumors, cancers, and chemical/genetic/organic insanity; the removal of these ailments can be attempted whenever and as often as the psychic wants. To make the attempt costs 100 WPs, takes one month, and has the same difficulty as normal Self-Surgery, and the psychic must score a D+ success.

The HPs restored depends on the ROC success:

Success	HPs restored	Success	HPS restored
A	4	E	20
B	6	F	10 x sl
C	10	G	20 x sl
D	15	H	30 x sl

Critical failure: The character goes too far into her body and enters a coma for d10 months

Critical success: The character can also fix a malady like poor eyesight or blindness, remove any permanent damage, or even regenerate a missing limb.

Sphere 4: Personal space

Now that the psychic has come to understand the three areas of herself, she can move outwards with her power to affect more than just thoughts and consciousness.

✧ Enhancement

Propel

Cost: 160
PreReq: None
Time: 1 round (150 Init)
Duration: 1 hour
Complexity: 8
Concentration: None

Propel allows the psychic to move his physical body around the physical world. Although Propel can only be used on oneself, many possible effects can be created with it: hovering, walking on waves, floating vertically or horizontally, or even flying, as per ROC success:

Success	Propulsion amount
A	Walk on water; fall like a feather
B	Hover vertically, up to 10'
C	Hover in any amount or direction, at 4 mph (100 yds/rnd)
D	Fly up to 10 mph (250 yds/rnd)
E	Fly up to 30 mph (850 yds/rnd)
F	Fly up to 100 mph (1.5 miles/rnd)
G	Fly up to 100 mph, can lift 4x norm
H	Fly up to 200 mph (3 miles/rnd), can lift 10x norm.

As with many other powers, Propel becomes easier to use the more powerful the psychic gets.

Although a body can normally travel up to 30 mph without protective eyegear, Propel just doesn't push the body through the air; it actually redistributes the atmosphere around the psychic, essentially creating a vacuum that pulls him in the desired direction. Simultaneously, a magnetic repulsion works in tandem with the vacuum, pushing the body forward. These forces are only truly noticeably when the psychic drastically accelerates, his loose clothing and other articles being pulled first into the vacuum.

During travel, the psychic will not lose items unless moving upside-down. Note that, based on its principles of motion, Propel only works in an atmosphere; being stuck in an artificial vacuum will trap the psychic, and outer space will negate the power. Also note that Propel does not lend any secondary properties, like water-breathing.

Traveling faster than 100 mph requires Alertness rolls every round to avoid smashing into tall or aerial objects. Above 15 mph, melee combat techniques are reduced to charging/lancing and do an additional 1 HP of damage for every 4 mph. Missile fire has an additional 10 difficulty per 5 mph of speed.

Accelerating to maximum speed faster than 50 mph per round require a Willpower roll, with a difficulty of 5 for every 5 mph of acceleration. Failure means that the character passes out from the shock and decelerates before regaining consciousness.

Critical failure: The psychic misapplies the force and is stuck, immobile, to his current position for d10 minutes.

Critical success: Duration doubles (to 2 hours).

✧ Divination

Sense Power

Cost: 180
PreReq: Stresslessness
Time: 1 round (150 Init)
Duration: 5 rounds per LL
Complexity: 6
Concentration: No high stress activity

Power comes in many forms—physical/natural, elemental, magical, metaphysical, and godly—and all five of these forms register within certain bands of energy, whether the power be that of an approaching storm, the pre-path of lightning, the trail from a released spell, the mental act of telekinesis, or the aura released by a ritual sacrifice. All of these evidences are normally invisible to most mortals, but the psychic with Sense Power can see these radiations as if they were bright ripples in a dark pond or glowing streaks on a shadowed mirror.

Using Sense Power, the psychic can determine the radius of the power, the direction it came from, what type of power it is, whether or not it is still in operation, and (possibly) some taint or mark that can be used to recognize the caster when he uses such power in the future. The psychic will also know whether the power is safe, dangerous, or downright deadly to her (although she cannot determine its effects on others).

Success	Observation level
A	Nature/Elements only within 20'
B	Magic within 20', +A
C	Any power within 20'
D	Any power within 100'
E	The caster's "taint", +D
F	Same as E, range of 500'
G	Same as E, range of 1 mile
H	Same as E, range of 20 miles

If no active power is within range of Sense Power, the psychic will see the power contained in others nearby, similar to being able to see fireflies glowing inside a dark bottle.

Critical failure: The psychic cannot see the bands of power but only the shadowy contrast causes by this power, which in essence places her in a visually formless and dark world for the duration of the power.

Critical success: The psychic's awareness is acute enough to let her dodge lighting and other linear powers that normally hit with no warning. Treat the attack as an OCF of 100 for the Dodge roll; the character must gain a D+ success to escape the power's effects.

Union Communique

Cost: 50
PreReq: Imagination Engine
Time: Message length or instantaneously (with I.E.)
Duration: Until triggered
Complexity: None / automatic
Concentration: None

The psychic can leave a mark or *communique* (ke-mu-ne-kay') for other members of his psychic Union (see Link, S3) to see, in any place that he travels to, from, or through. The communique is a temporary message that will reveal itself to any one Union member as soon as the member comes in contact with the area. The message can either be verbal in nature or can be an Imagination Engine image that appeals to all five senses, and it can be placed on plain ground, in a doorway, on a non-magical item, and on plantlife, animals, and even other people. (This last function makes the communique a viable method for exchange secret messages through the use of some unwitting third party.) The communique cannot be placed on non-corporeal items, places, or beings, such as ghosts, clouds, sunlight, or magical creations.

The communique can only be activated once, and only by a current Union member. As soon as the Union member touches the object, passes under it (in the case of a doorway), or comes within five feet of the living thing carrying it, the message plays and will be seen by Union members in contact with the object or within range of the creature. After the message has played, it dissipates; GMs should relay the message once and once only, and the players will have to rely on their memories to recall details about it. The only exception to this rule is when the communique is placed on a personal object that the psychic has owned for more than a year; in this case, the message is permanent, will signal members to come to its location, and will wait to play until authorized.

Any item can only hold one communique at a time, no matter what the item is. If a new communique is put on an item, the old communique is overwritten with the new, even if the creator of the new communique is a different psychic. Permanent messages can be changed in this fashion by the same psychic but cannot be wiped out by another. Critical failures and successes do not apply to Union Communique.

Psychometry

Cost: 150
PreReq: Stresslessness
Time: 1 round (150 Init)
Duration: 1 round
Complexity: 5
Concentration: None

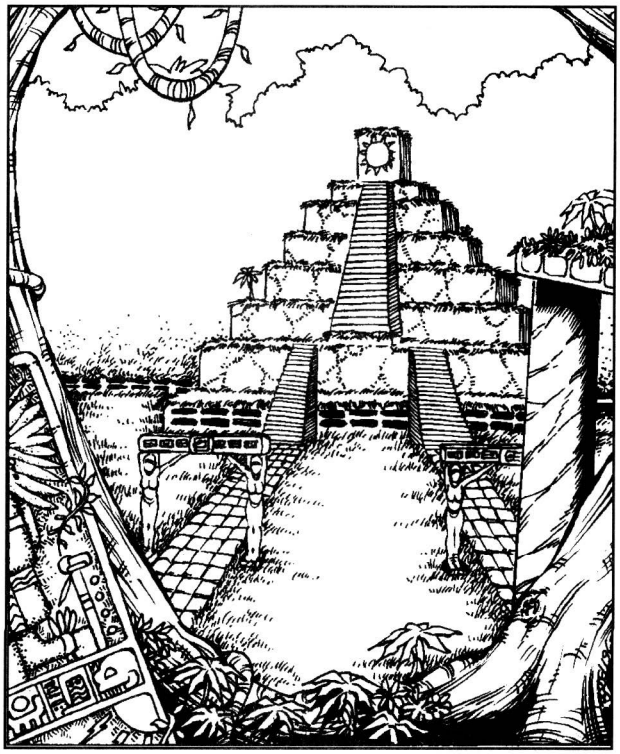
Characters should always hold on to their possessions when a psychometrist is on their trail. Psychometry is the penultimate thief-catcher, truth-speaker, person-locater and history-revealer: when a psychic using this power contacts anything physical and non-living—such as a table, a book, a dead body, a weapon, a bandage, or the floor—she will be able to read certain facts involving its existence, as per ROC success:

Success	Reading's details*
A	Age
B	Value in culture's currency

C	Function
D	The last person to touch it
E	Why that person was involved with the object
F	That person's current location
G	That person's current condition (see Link for details)
H	Specific manner of operation

* *Results are cumulative with those of lesser successes.*

There are always exceptions to any rule. Any intelligent being's corpse is hazardous to read, as the being's death will be the predominate event picked up any such psychic. Often, the psychic cannot or will not break away while "reliving" the being's death, and the act of being killed through the corpses's eyes is often enough to shock the psychic to death as well. If a psychic reads a corpse, she must make a Logic roll with a D+ success to avoid experiencing the body's death. If she fails the roll (or purposefully chooses to experience the death), she must make a Coma roll with a 50 difficulty. Failing the roll means that the psychic has suffered system shock, will fall into a coma, and die within 24 hours without some sort of powerful help.



Reading items of power or areas of power has a similar effect in that the psychic will be driven to trace the source of the power, with possibly detrimental effects. If the item or area is magical, a Logic roll with a D+ success must be made; if the item or area is god-fueled, a Confidence roll with a D+ success must be made. If the roll fails or the psychic chooses to search for the power's source, her consciousness will chase a loop of eternal energy with no apparent exit. To escape, the character must achieve a D+ success on a Shock roll with an 80 difficulty; if this roll fails, the psychic is essentially a zombie and will die if her physical needs are not constantly cared for.

Critical failure: The psychic leaves a pattern of her own energy on the object that other psychics can read to access her whereabouts.

Critical success: The psychic learns all prominent and relative secrets about the object (i.e., everything).

✧ Alteration

Transposition

Cost: 240
PreReq: none
Time: 0.2 seconds (10 Init) per movement.
Duration: 1 movement
Complexity: 6
Concentration: None

The next movement level past Propel, Transposition is used to move quickly, silently, and invisibly over short distances for a short period of time. In addition, using the power takes minimal effort and makes the character's movements quite unpredictable, as the theory is based on the principle of high-speed molecular transfer. In this case, the psychic retains most of her normal molecular shape while moving, so that she can continue to use the power, but looks as if she disappeared from one spot and appeared in another.

Transposition does possess some major (and potentially lethal) drawbacks, so it should be used carefully. Because the psychic still possesses a loose solid form, she cannot pass through other solid objects without instantly dying. In addition, holding onto something else that moves through another solid will rip the psychic's appendages off, killing her. Other metaphysical powers cannot be used during the duration of Transposition. Finally, all normal items transfer correctly with the psychic, but items of power generally lose their magical abilities even after Transposition ends, due to having their molecules disturbed.

Despite the dangerous disadvantages, the plusses are fantastic. The psychic can cross any type of terrain within range—such as firebeds, water, or chasms—because she is not using her own locomotion. Transposition also allows vertical travel in any direction, and can be used as an additional combat action, such as dodge.

Transposition is most often used to escape, sneak, and surprise others, although it's not very wieldy in continuous combat except as a tactical strategy. GMs should always be aware of the psychic's surroundings when she uses Transposition, in case she makes a foolish move.

Movement depends on ROC success:

Success	Maximum distance per movement	Success	Maximum distance per movement
A	3' (Short dodge)	E	100'
B	6' (Full dodge)	F	250'
C	20'	G	500'
D	50'	H	1000'

Critical failure: All items on and within five feet of the psychic (including people) travel the maximum distance in random directions.

Critical success: The psychic can bring a "passenger" as long as the extra person is holding onto her.

Personal Illusion

Cost: 50
PreReq: Imagination Engine (S2)
Time: 5 rounds (750 Init)
Duration: See description
Complexity: 5
Concentration: None

The psychic can change part or all of appearance through the power of illusion. Personal Illusion affects the senses of observers; it is effective against intelligent biological beings and ineffective against animals, elementals, immortals, and magical creations. Although the illusion can be virtually anything, the more unbelievable ones are harder to maintain. If an observer makes a Mental save with a success equal or higher to that rolled by the psychic in order to create the illusion, he can see through the illusion.

Imagination Engines (preprogrammed visions) are often used in conjunction with Personal Illusion. Duration depends on ROC success:

Success	Duration	Success	Duration
A	1 round	E	1 hour
B	3 rounds	F	1 day
C	10 rounds	G	1 week
D	30 minutes	H	1 month

Critical failure: For the next two days, the psychic inadvertently amplifies any characteristics that cause hostility in others.

Critical success: The psychic can continue the illusion at 1/2 the cost for the duration, and can even affect true disbelievers.

Telekinesis

Cost: 200
PreReq: none
Time: 1 round (150 Init)
Duration: 10 minutes
Complexity: 5
Concentration: Must be fully focused on object, no other activity

Some consider the ultimate power of a psychic to be the power that can control the physical world. Telekinesis does just that, using raw metaphysical energy to affect the speed, structure, strength, and order of any nearby object with physical mass. Essentially, the GM should consider Telekinesis to mimic any sort of physical force that can be created from anywhere, can go anywhere, and can do anything. This definition is fairly vague in terms but allows for a great deal of creativity. (For example,, an extremely powerful psychic could use Telekinesis to bend light.)

For the power's duration, the psychic will be capable of using a certain amount of force, depending on the success level rolled. This force can be determined in two different ways; GMs can use either of these or develop another if they so desire.

Option 1: The player states what she wishes to do and the GM decides what level of success is needed on Table 66. A lower success means that the power is ineffectual to accomplish the action, and the attempt fails; an equal or higher success means that things proceed according to plan.

Option 2: The GM can use the standard force equation of force = mass (lbs) x acceleration (mph). The number referenced on Table 66 indicates how many total points the psychic can spend to manipulate an object, allocating the points between the weight she wants to control (mass) and the speed she wants it to move (acceleration); a zero in either category makes

Table 66. Telekinesis, Options 1 & 2

Success	Descriptive	Scientific
A	Slowly move a marble on the floor	2
B	Move hand-held objects, bend a fork	5
C	Pick up a small child, launch an arrow	50
D	Manipulate armor as if someone were inside	100
E	Slowly lift an sl4 creature	200
F	Pick up a small giant, make a human fly at 200mph	400
G	Slowly move anything up to 10,000 lbs, smash open a heavy portcullis	1000
H	Move up to 10,000 lbs at supersonic speeds, crumple a fortress, give a Dragon a migraine	10,000

the power useless. To determine the total force generated, allot all points to mass and acceleration and then multiply.

Critical failure: The Telekinesis reverses, tearing at the psychic and causing d10 HPs of damage.

Critical success: The psychic's control is great enough to bend light and actually making herself invisible (although light must be allowed to hit the eyes-making them visible—if the caster wishes to see). Alternately, the character can part rivers and lakes, open mountain caps, seal volcanoes, and even hold a dragon in its tracks for a second or two before it fries her.

✧ Offensive

Open

Cost: 240
PreReq: none
Time: 1 action (50 Init)
Duration: 10 rounds
Complexity: 6
Concentration: None

All sealed or locked items have a certain amount of concentrated resistance that depends upon friction to work properly, and Open essentially removes this friction. Even magical seals, which work through magic and not friction, are susceptible to this power. Simply, Open is the ultimate thieve's tool or spy's weapon—able to unlock and open doors, unscrew lids, and even uncork wine bottles, depending on the success rolled:

Success	Maximum seal strength
A	Unlocked jewelry box
B	Locked jewelry box
C	Unlocked door
D	Locked/barred/bolted door
E	Bottles, jaws, etc.
F	Heavy locks
G	Intricate or huge locks
H	Magical seals

Critical failure: All items that character owns become impossible to open for 24 hours. This even affects removing clothes (i.e., it can't be done).

Critical success: The character pays no cost to use Open this time.

Mauling Hand

Cost: 5 per HP of damage; 1000 for critical success
PreReq: None
Time: 25 Init
Duration: Until healed by any means
Complexity: 6
Concentration: No other metaphysics

Can only be learned by Takers and will not work on Immortals.

A psychic with Mauling Hand can metaphysically reach into the tissues of others and disturb them in order to create bodily damage. To use Mauling Hand, the psychic need only touch open skin and then describe the type and location of damage. (Note that armor will not absorb damage, since contact was made with bare skin.)

Any effect can be simulated if the proper amount of damage is done. based on ROC success:

Success	Damage	Success	Damage
A	1 HP	E	10 HPs
B	3 HPs	F	20 HPs

C	5 HPs	G	40 HPs
D	7 HPs	H	100 HPs

A psychic can resist doing the full amount of possible damage but must make a Logic + Pers check, with a difficulty of 10 for Neutral Taker, 25 for Manipulative Taker, and 60 for Complete Taker, and must score an E+ success. If the check succeeds, the psychic can decide the exact amount of damage under the maximum rolled; if the check fails, the psychic automatically does full damage to the victim.

Critical failure: All digits of the hand that the psychic used to deal the damage fall off (15 HPs).

Critical success: The psychic gets total control. If the defender fails a Physical save, with a difficulty of the psychic's SL x however many WPs the psychic wants to spend, the psychic can choose to kill the target if desired. If the target saves, the WPs are still spent, and Mauling Hand is useless for the next 5 rounds or 750 Init (whichever comes first).

✧ Defensive

Control Temperature

Cost: 320
PreReq: Control Metabolism
Time: 1 round (150 Init)
Duration: Special
Complexity: 8
Concentration: No other metaphysics

The psychic can set up a protective field riding along the surface of her body's aura. The field is charged according to what it is supposed to reflect and, after initiated, will stabilize different temperatures with which the psychic comes into contact. The field will maintain its set temperature until the temperature returns to normal for that character (based on his "normal" environment) or until the points run out.

If the shield can resist extreme or magical types of temperature, any damage that the character would normal take is instead subtracted from her WPs or from her powerbase. If the psychic is attacked by a temperature-related spell (fireball, cold ray, etc.) or elemental energy and makes a successful Physical save, she can take all damage from her WPs and powerbase; if the save fails, only half the damage can be subtracted from WPs or powerbase and the other half must be deducted from HPs.

ROC success determines the power's strength:

Success	Temperature
A	+/- 10 ° F
B	+/- 30° F
C	+/- 70° F
D	+/- 150° F
E	Normal bonfires, subzero ocean water
F	Raging infernos, magical fire, outerspace cold
G	Volcano, liquid nitrogen, elemental planes
H	Dragon breath

Critical failure: The field works in reverse and the psychic takes either double damage or receives instant frostbite or burns.

Critical success: The psychic can expand the protective field to include an area of d10 x 10' radius.

Personal Shield

Cost: 800
PreReq: none
Time: 1 action (50 Init)
Duration: 30 minutes
Complexity: 20
Concentration: None

Much like Control Temperature, Personal Shield covers the psychic's body with a skin-tight shield that can prevent damage against personal attacks like slashes, chops, stabs, and light concussion. It can also absorb other varied attacks like lightning or acids, and can even filter out harmful gasses, all depending on ROC success:

Success	HPs damage absorbed per attack
A	1
B	3
C	5
D	10
E	15, filters gas
F	20, filters gas and absorbs acid damage

G	30, filters gas and absorbs acid & lightning damage
H	50, absorbs *any* energy source or toxin

The Personal Shield can be invisible or colored/lit according to the psychic's whims.

Personal Shield is weightless and does not hinder movement or dexterity, but the wearer cannot use any power requiring touch, nor can he drink or eat while using this power. Also note that the Personal Shield will not resist the effects of crushing blows, such as those from avalanches, 2000-pound boulders, collapsing buildings, or solid hits from any creature two size levels bigger than the psychic. (Because the shield is flexible enough to allow complete freedom of movement, it is also flexible enough to transfer the impact from these immense attacks to the psychic's body.)

Critical failure: The Personal Shield works, but it is solid black, slows movement to 1/100 of normal, and only absorbs 1 HP of damage per attack.

Critical success: The Personal Shield is texturized to give it rough edges and can even possess weapons such as claws, sword arms, spikes, etc. (These items can be added and removed for 50 Init each). Damage and skill of these weapons is equal to the character's skill. Tackling a psychic wearing this Personal Shield will automatically cause 10d10 HPs of damage to the tackler.

✧ Restorative

Diagnose Others

Cost: 240
PreReq: Stresslessness
Time: 1 round (not during combat)
Duration: Instant
Complexity: 6
Concentration: No other activity

Diagnose Others is similar to Diagnosis, but obviously has the extra advantage of being usable on others. Like with Diagnose, a D+ success allows the psychic to detect impurities, diseases, internal damage, and other maladies in other people, and also reveals what needs to be done to fix the patient, so that other medical skills or restorative Sphere powers can be used. Note that Diagnose Others only supplies information and does not allow actual repair. Critical failures and successes do not apply to Diagnose Others.

Healing Hand

Cost: 10 points per point healed
PreReq: Diagnose Others
Time: 1 action (50 Init)
Duration: 30 minutes
Complexity: 6
Concentration: None

Can only be learned by True Givers

Healing Hand is similar to Close Minor Wounds; however, it's more effective than that power and also only works on others. Damage able to be healed with Healing Hand includes major tissue damage, minor muscle/skeletal damage, and (if very successful) internal damage. This power does not regenerate missing limbs or brain tissue, nor will it restore lost blood, and it can only be used on the same person once every 24 hours. (If reused before a day has passed, all previous healing will be negated.) HPs healed depends on ROC success:

Success	HPs healed	Success	HPs healed
A	3	E	10
B	4	F	15
C	5	G	20
D	6	H	30

Critical failure: The patient is healed 3 HPs, but the psychic can never heal this person again.

Critical success: The patient is completely healed, including even permanent losses live negative modifiers to advantages. Although missing limbs are not regenerated, brain tissue will be.

Sphere 5: Touching others

✧ Enhancement

Community

Cost: 100 per member
PreReq: Stresslessness
Time: 1 hour
Duration: Until broken
Complexity: None/willpower roll
Concentration: Meditation

Psychics are able to join minds in order to enhance each others' powers or even focus their powers inside

one individual. When a psychic uses Community, all psychics within line-of-sight will sense his proposal to merge. If the proposer is a Giver, the recipients can choose whether or not to join; if the proposer is a Taker, the outcome is resolved by a battle of wills. In the latter case, if the attacking psychic makes a successful Willpower roll against the defender's Willpower, the defender must join the Community, and the attacker gains +5 on all Willpower rolls while the Community lasts. (Because the psychic receives +5 per each member in the Community, it becomes difficult to best a Taker once he gets enough people into his group.)

Once the Community is founded, all Willpower rolls made by anyone in the group can draw from the combined Willpower of the group. The main psychic has access to all the others' WPs of the others, although not to their powerbases. When making ROC rolls, the main psychic gets +5 for every member in the Community.

Community is also used to teach other psychics how to understand the greater powers of metaphysics: anyone in a Community who rolls for new powers gets a +5 bonus for every LL the master has above him. Still, psychics in a Community cannot defend against the leader; beware of Taker psychics, who don't really care about anyone else's best interests.

✧ Alteration

Teleport Nonbiologicals

Cost: 50 + 100 per complexity
PreReq: Reaching Out (S5)
Time: Instant
Duration: Instant
Complexity: See description
Concentration: Minimal

Instant travel is tempting to mortals and hard to understand, even for a psychic, but those who have reached the level of Master have by now begun to investigate the worlds around them and partially understand the concept of matter transference. Teleport Nonbiologicals allows the psychic to remove non-living, non-sentient objects from their current positions and place them in other spots, without having to move them through space. The weight moved and the distance teleported depends on the level of success.

The psychic should have a good idea where an object is going. If she knows the destination well, she should have no problems; however, if she is teleporting the object into the unknown, danger exists. The complexity based on the following criteria:

Table 67. Teleport limitations.

Success	Amount (lbs)	Distance
A	1	50′
B	10	100′
C	100	200′
D	500	1000′
E	1000	1 mile
F	5000	5 miles
G	10,000	20 miles
H	Less than a mountain	500 miles

Place in question	Complexity
Visited daily	0
Well-known	5
Occasionally frequented	15
Been there once	30
Seen excellent depiction	40
Seen poor diagrams or heard a description	50

Check Table 67 for ROC results. Imagination Engine can be used to improve the psychic's chances of success. If the character made the Engine while viewing the area, she can add +30 to her roll; if the Engine has been worked on but the psychic still hasn't seen the real thing, the bonus is only +10.

Another longer way to improve her chances is for the psychic to use Projection to travel to the spot. She can then produce an appropriate Imagination engine, memorize the spot well enough for Recall, or even just decrease her difficulty from "Been there once" to "Occasionally frequented", etc.

Critical failure: The object becomes molecularly fused with something at the landing point.

Critical success: Roll to learn Teleport All Matter for free

Memory Implant

Cost: 350
PreReq: Reaching Out (S5)
Time: 5 minutes
Duration: See description

Complexity: 7
Concentration: Meditation

By manipulating another person's brain (either spontaneously or planned in advance), the psychic can implant any desired memory. One rumor mentions an old psychic who created an Imagination Engine of his entire life and added it to his child's memory before he died, giving his child an extra lifetime of wisdom.

Non-psychics with LLs less than the psychic's cannot resist Memory Implant. All others can reject the implant by making a Mental save, with a difficulty of 5 x implanter's LL, and gaining an A+ success. Duration depends on ROC success:

Success	Duration	Success	Duration
A	1 day	E	1 month
B	3 days	F	6 months
C	1 week	G	1 year
D	2 weeks	H	Permanent

Critical failure: If the psychic is a Taker, the subject will develop a severe hatred for her and will attempt to kill her on sight. If the psychic is a Giver, the subject will develop a distrust of her so severe that it is almost phobic in nature.

Critical success: The psychic implants the memory so well that its fabrication cannot be recognized by either the subject or anyone else of mortal stature.

Single Illusion

Cost: 60
PreReq: None
Time: 5 rounds
Duration: See description
Complexity: 6
Concentration: None

Single Illusion operates much like Personal Illusion but is not confined to the psychic's person. Instead, the vision can entail one item, whether it be a pit trap, a flying beast, a silver urn, a fountain of water, or any other sort of thing. Again, illusions work best if planned through Imagination Engines. Duration depends on ROC success:

Success	Duration	Success	Duration
A	1 round	E	30 minutes
B	2 rounds	F	1 hour
C	3 rounds	G	6 hours
D	10 rounds	H	12 hours

All others conditions (including critical failures and successes) are identical to Personal Illusion.

✧ Divination

Reaching Out

Cost: None
PreReq: None
Time: 1 action (50 Init)
Duration: Until secondary power elapses
Complexity: 6
Concentration: Meditation

Reaching Out is a prime metaphysical power used to make connections with others. Similar to Stresslessness, Reaching Out differs in that the user can reach out beyond his own consciousness and delve into the existence of the universe and the beings that occupy it. Reaching Out is required any time a psychic wants to use a Sphere 5 or higher power that would affect another person; it is also a fundamental ability, so it requires no WP expenditure.

Reaching Out cannot affect the universe in any way (nor can it gather information) but simply allows the psychic to use other powers over long distances without actually travelling there. Also, the only powers that can be used over the distance are ones requiring the use of Reaching Out. Such endeavors usually involve Telepathy, Memory Implant, View Pathway, or any other power where the psychic must remain in contact with the subject for the duration in order to monitor the power's effects or receive information.

When a psychic uses Reaching Out, other nearby psychics using Projection will see a pulsating fiber of light linking the two minds—red for Takers and blue for Givers (although this color can be modified by the power Character Makeover). Critical failures and successes do not apply to Reaching Out. Distance depends on ROC success:

Success	Distance
A	Must be touching
B	Within 5′
C	Within 100′
D	Within line of sight
E	On the planet of NeverWorld
F	Within the atmosphere of NeverWorld
G	In the same universe

H	Any of the various "Worlds"

Reading

Cost: 50 x subject's LL
PreReq: Reaching Out (S5)
Time: 1 round (150 Init)
Duration: Length of contact
Complexity: Subject's LL
Concentration: None

Reading, the first form of Telepathy a psychic learns, lets her perceive the surface thoughts of others. Surface thoughts are defined as the person's current and conscious thought processes and do not include memory, hidden motivations, or deep desires (although sometimes the current surface thoughts will access these things). Many psychics employ a series of questions for the target to answer, in order to force these deeper secrets up into the area of surface thought, but success is usually limited. Reading is not affected by Thought Maze.

✧ Offensive

Anticipation

Cost: 400 + 10 per target affected
PreReq: Reaching Out (S5)
Time: 5 rounds (750 Init)
Duration: See description
Complexity: Average LL of crowd
Concentration: Minimal

Using Anticipation, a psychic will cause others nearby to feel anxious and emotionally uneasy. Only psychics and martial artists can defend against this power (by using Stresslessness). Psychics affected by Anticipation cannot use powers above Sphere 2 until they relax themselves. Duration depends on ROC success:

Success	Duration	Success	Duration
A	1 round	E	20 rounds
B	5 rounds	F	30 minutes
C	10 rounds	G	1 hour
D	1 5 rounds	H	1 day

Once the psychic has unbalanced everyone, he can lead them to an emotional State of his choice, if he is capable of generating the desired emotion. For example, Givers cannot generate hatred or fear when surrounded by friends, and Takers cannot generate love or trust when surrounded by enemies or the weak.

Oftentimes, the psychic will remain unseen by the crowd during the unbalancing, and will then enter when the new emotional state takes hold; when entering at this time, the psychic becomes the object of the emotion, whether it be love, fear, joy, hate, envy, etc. If he does not present himself in some way during the emotional change, then the effects on the group sharing the same emotion are randomly based on the chosen emotion, possibly ranging from mob-like aggression or lustful orgies to milling sheep or ardent followers searching for a leader.

Critical failure: The psychic is overwhelmed by anxiety and must roll for a phobia.

Critical success: The psychic can work with anyone of this crowd in the future at half the difficulty (rounded up).

Shove

Cost: 50
PreReq: None
Time: 5 - Refl x 5 Init (5 Init minimum)
Duration: Instant
Complexity: 6
Concentration: None

Shove is the first of the five powers derived from Telekinesis that are simpler to use and more specialized. Shove simply allows the psychic to give someone

Table 68. Effects of Shove.

Success	Effects	Damage (HPs)
A	Slide a beer mug across the floor	1
B	Push over a dog	2
C	Shove a goblin	4
D	Shove a man	6
E	Throw a cow	15
F	Slam an Ice giant	30
G	Punch holes through 2' of wood	50
H	Create crawlways through stone walls	100

or something a quick push, controlling the initial strength and direction of the push.

If Shove is used as an attack, a combat roll must be made, with a base OCF of 100. Targets cannot dodge or parry unless they can see invisible objects or Sense Power. In order to take damage, the shoved object must hit something else. The results on Table 68 show the maximum damage caused by the Shove; a psychic can choose to do less damage if desired.

Like all five of these powers, Shove can be duplicated with Telekinesis.

Criticals are per the success/failure chart for HTH Combat.

Smash

Cost: 100
PreReq: none
Time: 8 - Refl x 5 Init (5 Init minimum)
Duration: Instant
Complexity: 6
Concentration: None

Smashing a target is different from shoving in that the target does not have to hit something else while in motion to take damage; the wall of force that hits the target already packs quite a wallop. Conversely, Smash is not a good force to use to simply move an object—especially a fragile one—because the power will probably decimate the target (as the name suggests).

The psychic chooses from which direction the power will come from and where the target will be struck (including from below or above). Multiple targets in sight can be hit if the possible damage is divided between them. All Smash attacks are considered combat rolls, with a base OCF of 175. Targets cannot dodge or parry unless they can see invisible objects or have Sense Power. Damage depends on ROC success:

Success	Damage	Success	Damage
A	2 HP	E	20 HPs
B	4 HPs	F	30 HPs
C	6 HPs	G	40 HPs
D	10 HPs	H	50 HPs

Just like Shove, the effects of Smash can be duplicated by Telekinesis. Critical failures and successes are determined on the success/failure chart for HTH combat.

Puncture

Cost: 75
PreReq: none
Time: 5 - Refl x 5 Init (5 Init minimum)
Duration: Instant
Complexity: 7
Concentration: None

Puncture thrusts an arrow-thin line of force with vicious speed at the chosen target. The puncture has the potential for critical damage and should be treated like a rapier stab or arrow. The psychic can shape Puncture to simulate blades, arrowheads, spikes, etc., and must choose the direction of the attack. Puncture can hit multiple targets within sight if the total damage is divided among the targets. All Puncture attacks are rolled as combat, with a base OCF of 150. Targets cannot dodge or parry unless they can see invisible objects or Sense Power.

Success	Damage	Success	Damage
A	3 HPs	E	15 HPs
B	6 HPs	F	18HPs
C	9 HPs	G	25 HPs
D	12 HPs	H	30 HPs

Just like Shove, the effects of Puncture can be duplicated by Telekinesis. Critical failures and successes are determined on the success/failure chart for fired missile combat.

Slash & Chop

Cost: 100
PreReq: none
Time: 5 - Refl x 5 Init (5 Init minimum)
Duration: Instant
Complexity: 6
Concentration: None

Slash & Chop can mimic any sort of cut, including unrealistic ones that contour the body (such as a slice running the entire way around someone's neck). If its damage is divided, Slash & Chop can also affect different areas of the target, making many cuts instead of one, for uses like increasing bloodloss or (for a less bloody example) severing several ropes at once. All targets must be within sight. As mentioned, Slash & Chop can cut through things if it does enough damage, as per normal combat rules. Armor will absorb damage up to its maximum and then be destroyed. Damage done depends on ROC success:

Success	Damage	Success	Damage
A	1 HP	E	20 HPs
B	2 HPs	F	30 HPs
C	4 HPs	G	40 HPs
D	10 HPs	H	50 HPs

All Slash & Chop attacks are rolled as combat, with a base OCF of 150. Targets cannot dodge or parry unless they can see invisible objects or Sense Power. Just like Shove, the effects of Slash & Chop can be duplicated by Telekinesis. Critical failures and successes are determined on the success/failure chart for normal combat.

✧ Defensive

Union Shield

Cost: 90 per member
PreReq: 1 point / member for Union re-establishment
Time: 1 action (50 Init)
Duration: 10 rounds
Complexity: 7
Concentration: None

Similar to Personal Shield, the psychic can shield any member of her Union. The shield's quality and criticals are also identical to Personal Shield. The psychic must spend 1 point to establish exact location of the Union member(s), and all located members receive the shield simultaneously.

✧ Restorative

Restoration

Cost: 100 powerbase points (permanent) + 100 WPs (regainable)
PreReq: Diagnose Others
Time: See description
Duration: Permanent
Complexity: 10
Concentration: Meditation

Can only be learned by Confident and True Givers

Aside from Resurrection, Restoration is the ultimate metaphysical healing power. Anything physically or mentally wrong with a character—such as missing limbs, lost sight, all hit points, lost advantages, etc.—can be restored through its use. If Restoration is being used on a recent injury, the healing occurs immediately; otherwise, the time the psychic needs to meditate and remain in physical contact with the patients can be found below. Note that only one category can apply.

Injury's Age	Meditation time needed
1 day	1 hour
1 week	6 hours
1 month	1 day
1 year	3 days
And for every:	
25 years	1 week
100 years	1 month

Although the psychic cannot restore the dead, he can bring people out of comas.

The Restoration's success is guaranteed as long as the psychic spends enough time with the patient. Check the success table to see by how many points the powerbase point cost of the power is reduced. (The more the psychic has tapped into the true meta physical essence, the less permanent loss he will suffer from using Restoration.)

Success	Deduct from cost:	Success	Deduct from cost:
A	5	E	25
B	10	F	50
C	15	G	75
D	20	H	99

Sphere 6: Knowing others

✧ Alteration

Talking Walls

Cost: 320
PreReq: Reaching Out (S5)
Time: 1 round (150 Init
Duration: Special
Complexity: 7
Concentration: None

All things that people say or do makes permanent patterns that are stored in the memory of others and in the environment, although most people don't comprehend that these patterns exist. By using Talking Walls, the psychic can see and communicate with those patterns of the past to some degree. This power only works with inorganic or dead things and differs from Psychometry in that the target object will repeat actual heard conversations and describe past actions in detail. While this is all the item can do, being able to hear secret conversations or specific accounts of covert events is often more than enough.

While the objects never forget the exact details, they must specifically be asked the right questions by the psychic. Talking Walls lasts as long as it takes for the psychic to ask all the questions earned on the ROC roll:

Success	# questions	Success	# questions
A	1	E	8
B	2	F	12
C	3	G	16
D	5	H	20

GMs can spice things up by giving certain characteristics to specific items when they speak. For instance, they could roleplay a noble chandelier, a penniless ladle, a wise clock, a downtrodden rug, or a smart-aleck mirror.

Critical failure: The items begin to babble loudly, forcing the psychic to either leave the area for 15 minutes or go deaf.

Critical success: The psychic obtains both visual and audial answers.

Reflection

Cost: 350
PreReq: None
Time: Instant
Duration: See description
Complexity: 7
Concentration: None

When using Reflection, the psychic will be perceived as being exactly what the targets expect, need, want, or love—essentially making the psychic pleasing to them. During this time, all of the psychic's Social rolls can be made at + 50.

People who normally dislike the psychic will be confused and not take action. Affected animals will treat the psychic like a stone or tree or some other object natural to them. Immortals and monsters are immune to Reflection. Each person who views the Reflection can roll a Mental save to avoid the effects, with a difficulty of 5 x psychic's LL. Duration depends on ROC success:

Success	Duration (rounds)	Success	Duration (rounds)
A	1	E	5
B	2	F	6
C	3	G	7
D	4	H	10

Critical failure: The public views the psychic as its worst fear or most hated/wanted person and will seek to kill her.

Critical success: One person of the psychic's choice is charmed in this manner until someone else removes the obsession. Treat the obsession as an insanity, although the subject is not as extreme with his views.

✧ Divination

Truth

Cost: 500
PreReq: None
Time: 1 round (150 Init)
Duration: See description
Complexity: 7
Concentration: None

Truth allows the psychic to filter out deception and sense reality, whether he is communicating with another intelligent mortal or viewing something hidden or changed by illusion. Truth can also be used to discern between dreams (fiction) and precognitions (factual events of the future).

There is one small glitch, however. As one old saying goes, "A lie's not really a lie, if the teller believes it." Truth ascertains the truth of the situation according to the target's *perception*, so even if what the target believes to be true is actually false, this power would still reveal it to be true. Accordingly, rumors are hard to muddle through, unless the psychic scores a critical success.

The power's duration depends on the ROC success:

Success	Duration	Success	Duration
A	1 question	E	15 rounds
B	2 questions	F	20 rounds

C	5 rounds	G	30 minutes
D	10 rounds	H	1 hour

Critical failure: For one whole year, every answer given by the psychic to someone else will be a lie. While comrades might soon catch on and be understanding of the psychic's plight, there will no doubt be many strangers who will be much less understanding. This effect is removable by Healing Hand.

Critical success: The psychic learns the real truth of the situation, instead of the target's version of it.

View Pathway

Cost: 700
PreReq: Reaching Out (S5)
Time: Instant
Duration: 4 rounds (4 subjects)
Complexity: 7
Concentration: No magic or divining metaphysics

Every mortal and immortal possesses an aura—a field where the edges of the soul are touched by the powers of metaphysics. Small molecules of colored psychic energy are drawn to the soul like filings to a magnet, clinging to the soul's edges and turning it red for Takers and blue for Givers.

View Pathway allows the psychic to see the "color" of someone's soul and also determine the target's "power" by the brightness of the aura. (Power for the purposes of View Pathway is the average of the target's maximum LL and his current condition.) In addition, a mage's aura will bear a silvery residue, and a psychic will appear to be wearing a golden halo. Channeling power does not show up on View Pathway. See Table 69 for specific color/effect explanations. The ROC success determines how much can be seen:

Success	Degree of vision
A-C	Just plain red/blue (no variance)
D	Pathway color and intensity
E	LL brightness, +D
F	Magic, +E
G	Metaphysics, +F
H	Insanity and possession, +G

(Note that all effects are cumulative.)

Critical failure: The target can view the psychic's pathway as if he had scored an H success.

Critical success: The psychic knows the target's actual LL and which area(s) of advantages are his most prominent.

Telepathy

Cost: 420 to start, 20 every minute after
PreReq: Reaching Out (S5)
Time: 5 rounds
Duration: 1 minute
Complexity: 7
Concentration: Meditation for all 5 rounds

The second most-revered psychic power is Telepathy, for to know what others are thinking is an advantage that puts a person light years ahead of his peers. When used with discretion, Telepathy can be entertaining or helpful: when used for a job, it can be life-saving, while when used as a weapon, it can be devastating.

Telepathy primarily exists to enable communication that is inaudible, unrecordable, and undetectable by the five normal senses. Even other psychics have a hard time eavesdropping, as they must be invited in

Table 69. Color/Effect Key for the power View Pathway.

Color	Pathway	Brightness/Tints	Meanings
Dark Blue	True Giver	Bright as the sun	LL10 or higher
Blue	Confident Giver	Bright as the moon	LL4 to LL9
Light Blue	Assertive Giver	Bright as a candle	LL1 to LL3
Light Red	Neutral Taker	Silver	Magic caster
Red	Manipulative Taker	Yellow	Metaphysician
Dark Red	Complete Taker	Black splotches	Insanity
Note that colors and brightness/tints can be combined.		Any purple shade	Possessed

before they can access the thoughts. When two people wish to speak in this manner, only one needs to have the power of Telepathy.

Telepathy can simulate normal speech in almost any way, be it loud or soft, melodic or monotone, mumbled or enunciated. Telepathy can also be more selective. For example, it can be so incredibly fast that non-psychics would not possibly be able to understand it; two psychics with Telepathy are able to transfer 20 years of detailed information in a nanosecond, if they so desire. In addition, a psychic can direct his thoughts at one specific person, at select individuals, or even to the general nearby populace.

Also, although every mortal believes that she can guard her dark secrets as long as she doesn't speak of them, a psychic can use Telepathy to reach deep into her mind and pull them out as easily as looking through a file of notes. True, deeply hidden thoughts will take longer to find, but given enough time, the psychic can eventually uncover them. Non-psychics will not realize that their minds are being searched, nor will they be able to refuse such a search; psychics being probed will usually defend with a Thought Maze, if possible.

Finally, a psychic can use Telepathy to communicate with those he normally can't talk to, such as ghosts, other psychics projecting into the area, immortals from or in another planes, elementals, or even animals. If the receiver speaks the psychic's language, normal conversation can occur; if not, only general ideas can be translated back and forth.

The searching time depends on ROC success:

Success	Time needed to search (w/o hindrance)	Success	Time needed to search (w/o hindrance)
A	1 hour	E	10 minutes
B	45 minutes	F	5 rounds
C	30 minutes	G	3 rounds
D	15 minutes	H	1 action

The telepath's range is determined by the success of the Reaching Out roll.

Critical failure: The psychic slips and falls into the target's id, experiencing some horrifying thoughts. He must make a Mental save vs. insanity.

Critical success: The psychic is locked into the target's mind and gets a +50 bonus to all rolls when trying to pass through the Thought Maze.

Symbiotic Telepathy

Cost: 750 (350 with Union)
PreReq: Reaching Out (S5)
Time: 5 rounds (750 Init)
Duration: 1 hour, no extensions
Complexity: 40
Concentration: 5 rounds meditation

Symbiotic Telepathy is a finely tuned and upscaled version of Telepathy that allows any invited person to communicate with anyone else. Non-telepaths under the influence of Symbiotic Telepathy can talk to the psychic using the power, another person in the symbiosis, or any intelligent being outside the symbiosis.

People in the symbiosis cannot dig through people's minds, nor can they speak with anyone but intelligent mortals. They must also be within 500 physical feet in order to communicate.

The psychic who sets up the symbiosis can use all the normal functions of Telepathy, with the normal limitations. The maximum number of people the psychic can include in the symbiosis equals 3 x LL. When used with the psychic's Union, the cost is halved (plus the 1 point per person to re-establish the Link). Symbiotic Telepathy cannot be extended because of the strain it puts on the psychic to empower everyone.

Criticals are the same as Telepathy and affect everyone in the symbiosis.

✧ Offensive

Power Rape

Cost: 2500
PreReq: Reaching Out (S5)
Time: 5 minutes
Duration: Permanent
Complexity: See description
Concentration: Meditation

This power can only be learned by Takers

Power Rape, a cannabilistic form of metaphysics, was developed long before any of the present-day psychics were born and was used to annihilate an entire race of omniscient metaphysicians. Since then, the power has been banned in most metaphysical realms, and even some Takers do not approve of those who have it, as they fear its use on them.

A psychic can use Power Rape to rip through another psychic's mind and tear out some pertinent metaphysical power for his own use. After the assault, the victim enters a coma and, even if he comes out of

it, cannot ever regain the lost power without help from a Grandmaster of Sphere 10 capabilities.

The attacker must first navigate any defending Thought Mazes. Once he succeeds wending his way through the Maze, he rolls his Power Rape attack, with the following bonuses:

Neutral Taker: +10
Manipulative Taker: +15
Complete Taker: +20
Has a psychosis: +20
Doesn't know victim: +10
Victim is a pawn: +10
Victim is unconscious: +5
Victim is near death or in coma: +30

The power's complexity is the defender's LL + Power Vault level. (See Power Vault, next.) To successfully tear out and gain a power, the psychic must roll a G+ success.

If the attack succeeds, the GM should take the defender's ten lowest-level powers not yet possessed by the psychic and number them 1-10. Then roll a d10 to see what power the psychic gained.

Critical failure: The attacker instantly dies.

Critical success: Rape an additional power out of the defender (roll d10 again).

✧ Defensive

Power Vault

Cost: 400+
PreReq: Imagination Engine
Time: Instant
Duration: For duration of Power Rape
Complexity: N/A
Concentration: None

Since the reintroduction of Power Rape by evil psychics, various factions within the Hierarchy of Power have argued about the proper way to preserve the current balance. Previously, the strongest psychics always had authority over weaker ones, and the weak psychics could call upon stronger allies to help them in time of need. Unfortunately, the weak's position was always tenuous at best, as keeping faith with one's allies could weaken a psychic's own position or even force a full-scale MetaWorld war, if too many psychics took sides. Power Rape skewed the balance even further, by placing the weak in an extremely precarious position under any less-than-benevolent superiors. Power Vault was the solution that the strong psychics developed, to protect weaker psychics from the wolves in the fold and to put an individual's safety into his own hands, rather than forcing allies to help him at inopportune times.

By using Power Vault, the psychic has a fighting chance to resist a Power Rape. The Vault is a permanent haven inside the mind that encodes and protects all of its metaphysical workings. The Vault cannot be accessed by any form of Scrying or telepathy, but only attacked, and it carries a number of self-defense mechanisms to protect itself against such an occurrence.

The only drawback is that the Power Vault can only strengthen itself while it is being attacked. The Vault's initial level is the psychic's Pers + Conf, and every time the psychic is attacked, the Vault gains 1 point.

When being attacked by Power Rape, Power Vault will automatically employ Mind Maze and Sense Invader without the psychic needing to direct them, and the cost for those powers is included in the initial cost of Power Vault. If the defending psychic rolls a G+ success to employ Power Vault, he can also attach an Imagination Engine that can automatically employ any number of powers to defend against the rape. These powers must be paid for as normal but do not need to be monitored by the psychic. If the psychic does not have enough power to activate her full Imagination Engine plan, none of the extras will operate either.

Association

Cost: See description
PreReq: Stresslessness
Time: See description
Duration: Permanent
Complexity: N/A
Concentration: Meditation

By using Association, the psychic can make items take on spiritual forms and travel with her during Projec-

Table 70. Association specifications.

Item	Cost (WPs)	Time
Cloth	200	1 hour
Wood	300	2 hours
Rock or glass	500	4 hours
Metal	800	6 hours
Liquid	1000	12 hours
Gas	2000	1 day

tion, usable by all physical definition. Items of magic cannot be translated into spiritual form, although items of channeled power (such as holy artifacts) can be. Every object affected by Association costs a certain amount of WPs, with the cost being half if the psychic owned the item for longer than a year.

Any item affected by Association can also have its location sensed by spending 1 WP (just like the Link power). When using metaphysical powers on items under Association, the psychic gains a bonus of 5 x LL to use those powers.

See Table 70 for ROC results.

✧ Restorative

Restore Link

Cost: 2000
PreReq: Link
Time: 1 hour
Duration: Lifetime
Complexity: n/a
Concentration: Meditation

Having close ties severed is a dramatic loss for any psychic, and restoring such ties is difficult. If the psychic wants to Restore the Link of someone whom he once cut off from his Link, he must have a good reason and the GM must give permission.

After Restore Link is used, the Link will be back in place and operate as usual, but the Union member may never quite trust the psychic as much as he once did. Rejection or betrayal causes a large gap to form between two individuals and is hard to overcome, which explains the large cost to restore such a connection.

Sphere 7: Controlling others

✧ Enhancement

Enhance Fears

Cost: 750
PreReq: Reaching Out (S5)
Time: 1 action (50 Init) per person
Duration: 10 rounds per caster's LL
Complexity: 8
Concentration: Meditation

Cannot be learned by True Givers

Using Enhance Fears, the psychic can enter the target mind and simulate stimuli that trigger the target's basic and/or acute fears, driving him to paranoia, hopelessness, or terror, even to the point where he loses control over his bodily functions. All targets will act according to their experienced fears, although onlookers will see no visible reason for the behavior.

GMs may handle this power in one of two ways. The defender can either make a Fear roll as described back in Chapter 2 (usually for PC targets), or the attacker's success level can determine the success (usually for NPC targets):

Success	Effects
A	Nervous
B	Alarmed
C	Paranoid
D	Panic-stricken
E	Scared and hostile
F	Scared and reclusive
G	Terrified and fleeing at top speed
H	Petrified, shocked, and despondent

The psychic can only affect one mind at a time but can move from mind to mind, instilling fears, until the duration expires. All those affected suffer the ill effects until the power's duration expires.

Critical failure: Everyone in the psychic's Union, including himself, is affected by the power.

Critical success: The fear is so strong that the target must roll a Mental save vs insanity.

Relay

Cost: 1000
PreReq: See description
Time: 1 round (150 Init)
Duration: See description
Complexity: 8
Concentration: Minimal

A member of the psychic's Union can conduct and receive his power if the psychic spends the additional standard 1 WP to Link with the member. As the psychic never totally leaves his body, there is no hindrance on what power can be sent through the linked member.

Relay is actually a type of possession that does not override the thoughts and consciousness of the other person. In fact, this sometimes makes Relay even more

difficult because the other person has total free will to interfere with the use of any power sent through him. If the psychic wants to prohibit the Union member from interfering with any of her relayed powers, he will have to use Possession instead of Relay.

During Relay, the psychic experiences a limited form of duality where he switches rapidly back and forth between her body and the target's. This means that the psychic can only Relay with one person at a time. Contacting a different member means completely starting over and repaying the initial cost.

Duration depends on ROC success:

Success	Duration
A	Secondary power's duration
B	12 hours or A*
C	1 day or A*
D	2 days or A*
E	3 days or A*
F	4 days or A*
G	5 days or A*
H	1 week

**Whichever is higher*

Critical failure: The psychic loses his switching rhythm and actually switches places with the Union member via Teleport All Matter, even if he does not possess this power. This accidental teleportation does not cost points.

Critical success: The Relay with this member becomes permanent and does not have to be reestablished by the 1 WP Link.

✧ Alteration

Teleport All Matter

Cost: 3000
PreReq: Stresslessness (S2), Reaching Out (S5)
Time: 1 Init Point
Duration: Instant & permanent
Complexity: 10
Concentration: Minimal

Teleport All Matter is teleportation at its peak: the psychic can now teleport anything, anywhere, anytime.

Teleport All Matter operates much like Teleport Nonbiologicals and uses the same success table (Table 67), with a few upgrades. If the psychic is teleporting only herself and her belongings, then critical failures are ignored and the maximum distance possible is uninhibited.



If travelling with others and trying to teleport beyond the distance of the rolled success, the power will still work but will cost extra points. For every success level the psychic is short for the desired distance, the psychic must pay an extra 10 WPs. Extra weight cannot be compensated for; if the psychic does not generate the needed success level for the weight she wants to teleport, only she (and her gear) will be teleported to the destination.

A failed roll means that all travelers end up in MetaWorld instead of at the desired destination (which is like a world of ghosts to the non-psychic).

The psychic can also teleport any objects under Association into her hands or presence. She can also teleport in a Union member or his objects; if she does not have the member's conscious permission to do this, her added difficulty is 5 x member's LL, plus any WPs the member spends.

Critical failures: Use normal failure results. (Only applies to group 'ports.)

Critical success: The teleport only cost half.

Erase Memory

Cost: 1500
PreReq: Reaching Out (S5), Telepathy (S6)
Time: 30 minutes
Duration: See description
Complexity: 9
Concentration: Meditation

After Reaching Out and using Telepathy, the psychic can alter the memories of another person's mind, with minimal to drastic effects depending on the psychic's intent. For example, removing memories can be therapeutic if getting rid of images that cause stress or mental trauma. However, for the most part, removing memories is as dangerous and as devastating as performing brain surgery with a chainsaw.

Depending on the success rolled, the psychic can extract almost any memory, ranging from a name or facial image to a sentence, single memory, or a complex series of memories with multiple crossreferences to the entire mind. The more intense the wipe is, the shorter the wipe lasts; the subject will slowly regain her memory within an hour after the duration expires.

Any skills erased by Erase Mind will not be able to be performed by the target in any fashion or to any degree while erased, and the psychic can even wipe out the target's memories of having that skill. The only exception to this rule is the power of Religion; because such power comes from godly interest rather than from the person himself, someone who has forgotten he can channel divine power can still manifest such power if his deity so decrees. Metaphysical powers cannot be wiped without the attack first passing through the Thought Maze and (if in place) the Power Vault.

Table 71. Erase Memory limitations.

Success	Maximum erasure	Duration
A	Name	Permanent
B	Facial or small picture	20 years
C	Conversation or brief instance	1 year
D	Minor event in which the subject had no interest	1 month
E	Major event in which the subject was interested	2 weeks
F	A mental or social skill	10 days
G	A physical skill	7 days
H	Vegetable-ized 'em	1 day

See Table 71 for ROC results.

Critical failure: The psychic either loses the power for d10 weeks or vegetablizes a random person within sight-GM's choice.

Critical success: The psychic can renew the memory loss at half the expense and instantaneously every time the duration is about to expire, if she is in telepathic contact with the target at the time.

Character Makeover

Cost: 3200
PreReq: Stresslessness (S2)
Time: 1 round (150 Init)
Duration: See description
Complexity: 8
Concentration: Meditation

When necessary, the psychic can use Character Makeover to adjust his personal aura and any prominent emanations. Character Makeover only transforms the aura of the character, not his physical appearance (those sort of changes must be accomplished through Personal Illusion). Any information normally represented in the aura—pathway, Life Level, age, and powers—can be molded and tinted into a specified color, and only those using Truth (S6) can discern the psychic's actual preferences. The makeover also affects those who can sense evil or can use magical scrying techniques.

Any item touched will carry the emanations of the false identity, so psychometrists will also have to use Truth if they wish to pierce through the false veil. Animals and intelligent items of magic that knew the psychic before the makeover will now treat him as a stranger unless he can prove to them who he really is and what he has done to effect the change.

Duration depends on ROC success:

Success	Duration	Success	Duration
A	5 rounds	E	6 hours
B	10 rounds	F	12 hours
C	20 rounds	G	1 day
D	1 hour	H	1 week

Critical failure: The psychic overcompensates the alteration and assumes the very nature of the false identity. If he fails a Mental save, with a difficulty of 5 x LL, he becomes the new person for d10 weeks.

Critical success: This particular false identity can be called back at any point in the future for half the normal cost.

✧ Offensive

Incapacitate

Cost: 3500
PreReq: Reaching Out (S5)
Time: 1 action (50 Init)
Duration: 1 hour per psychic's LL
Complexity: 10
Concentration: Minimal

By locking into the conscious network, motor control centers, and sensory areas of the target's brain, the psychic can shut them all down and effectively Incapacitate the victim. This power's maximum range is determined when the psychic first uses Reaching Out. Psychics touching their victims skin-to-skin do not need to use Reaching Out and do not subtract any difficultv from the roll for effects:

Success	Effects
A	Massive headache, stunned d10 rounds
B	Loss of balance, slurred speech
C	Loss of sight and hearing
D	Completely paralyzed
E-G	System shock
H	Unconsciousness

Effects are cumulative with lesser successes.

Critical failure: The psychic loses control of her own body. Her lungs constrict until she passes out from oxygen shortage, and she awakens 10 minutes later with a terrible headache.

Critical success: Add +50 to Possession attempts on the target being possessed.

Persuasion

Cost: 4500
PreReq: Reaching Out (S5)
Time: 1 round (150 Init) per detail
Duration: Special
Complexity: 9
Concentration: Steady eye contact

This cannot be learned by True Givers

The ability to control people can be a tool or a weapon, depending on the psychic. Persuasion directs the power of the psychic's mind to insert commands into the minds of others. Such commands can demand instant obedience or be delayed until a specific condition is met; they can also be temporary or permanent in nature, a one-time affair or a behavior to occur whenever the proper situation takes place.

To avoid being controlled, non-psychics must make a Mental save, with a difficulty of the psychic's roll. Psychic targets can make a contest roll, also with a difficulty of the attacker's roll, plus a bonus of (5 x LL) + (5 x Willpower). Anyone being persuaded to do something directly against his pathway or personal health receives an additional +30 bonus.

Persuasion cannot make people perform tasks that they normally cannot do (such as fly, turn invisible, forget a memory, etc.), although some targets (mages, other psychics, chanellers) will be able to do these things. Some actions within range of almost all targets include sleeping, eating, stopping breathing, defecating, and feeling specific emotions (among others).

Imagination Engines cannot be used with Persuasion unless the target is a psychic with Imagination Engine.

Systems Manipulation

Cost: 500 per point added, 100 per point subtracted
PreReq: Reaching Out (S5)
Time: 1 round (150 Init) per point
Duration: 1 hour per psychic's LL
Complexity: 10
Concentration: Meditation

Systems Manipulation is used on others and has effects similar to the combined powers of Empower, Engage, and Embellish; using it, the psychic can raise or lower the advantages of other people. Non-psychics can make a save in the appropriate area (Physical, Mental, or Social) if they wish to avoid the effects. Other psychics can make a contested roll, with a bonus of (5 x LL) + (5 x Willpower).

The ROC success determines how many total points the psychic can add to or subtract from another person's advantages. When making such manipulations, the psychic can only add or subtract—not do both or transfer points from one attribute to another.

Success	Points to be manipulated	Success	Points to be manipulated
A	1	E	7
B	2	F	10
C	3	G	15
D	5	H	30

Critical failure: The target receives 10 points in the opposite direction of the psychic's intentions.

Critical success: If subtracting points from the target, the psychic will receive those points in the same advantages for the power's duration.

Possession

Cost: 10,000
PreReq: Projection (S3), Reaching Out (S5)
Time: 1 action
Duration: See description
Complexity: 40
Concentration: Meditation

Possession is dangerous to use for many reasons. A possessing psychic is never sure if he can extricate himself from the target afterwards, and possession can easily damage the target's mind. Worse, the psychic's body remains completely unprotected during the course of the possession. Still, some psychics are willing to make the attempt anyway-most of them either Takers who do not care about the victim or psychics who are trying to avoid death and have no other body to flee to.

All Mental and Social functions transfer with the possessor—including metaphysics, magical skills, Mental and Social advantages, memories, and non-physical skills. Things inherent to the original body do not transfer, nor do Physical skills or advantages.

Non-psychics can resist the possession by making a Mental save, with a bonus of 5 x LL if the aggressor is a Taker (due to the fact that Takers usually try to kill the psyche of those they possess). Psychic targets can make a contest roll with a bonus of (5 x LL) + (5 x Willpower), plus any Power Vault (S6) bonuses they have.

A psychic who successfully possesses another can deal with the victim's psyche in two ways: suppress it for the power's duration, or kill it. If the psyche is suppressed, the duration of the possession depends on how long the psychic can assert his will over the victim's. Each person makes a Willpower roll; to stay in the body for any length of time, the psychic's roll must be higher, and high enough to score a success:

Success	Suppression duration	Success	Suppression duration
A	1 hour	E	1 week
B	6 hours	F	1 month
C	12 hours	G	1 year
D	1 day	H	Permanent

While possessed, the victim is not aware of anything that happens to her body. She is essentially suspended in time and will usually be very confused when the psychic leaves, as (at the very least) the scenery around her will probably have changed.

If the psyche is killed, the psychic can stay as long as desired, and the body will immediately die after the possessor leaves. In any case, no trace of the original owner's thoughts or personality remains after he is killed in this manner, so the possessor cannot access any information about the target and could easily be discovered by those who knew the victim well. Even then, most people (unless highly religious or generally paranoid) will rarely think a person to be the victim of a possession. Note that Givers will never kill the host psyche (and those that do will not remain Givers for very long.)

Critical failure: The GM can decide between two possibilities. The first is that the victim remains conscious and by some unconscious defense mechanism traps the psychic in her body. The psychic cannot return to his body without outside help and, until that time, will essentially become part of a multiple personality in the target. The second option is that the psychic and the target permanently switch bodies.

Critical success: The psychic attains perfect duality and can operate his own body simultaneously with no pauses.

Destruction

Cost: 300 x complexity for living tissue
100 x complexity for non-living
PreReq: None
Time: Instant
Duration: Permanent
Complexity: See description
Concentration: None

Can only be learned by Complete Takers

Destruction causes the death, displacement, and/or disintegration of any body tissues. After touching the area he wishes to destroy, the psychic can suck out all the energy and fluids of that area, invigorating himself and leaving behind only dead and withered tissue that can easily be crushed or disintegrated as part of the same procedure. When making a successful attack, a player can decide whether or not he wants to disintegrate the remains.

It is easier to use Destruction on part of a body rather than a whole body. The following chart dictates the difficulty, along with the amount of energy trans-

ferred into the psychic that becomes WPs. Note that WP max cannot be surpassed.

Note that other matter besides animal tissues can be ruined by Destruction. Although this procedure is costly and does not restore WPs, it might sometimes be necessary. The actual dimensions of the target can be changed, as long as the total volume is under the maximum. See Table 72 for ROC results vs both living and unliving materials.

Critical failure: The psychic suffers the risk of death by implosion if he fails a Physical save, with a difficulty of 5 per Awareness point.

Critical success: The power's cost is halved.

✧ Restorative

Reconstruction

Cost: 4800
PreReq: Stresslessness (S2)
Time: 5 minutes
Duration: Permanent
Complexity: 12
Concentration: Meditation

Table 73. Reconstruction specifics.

Success	Material restored	HPs or structure pts restored
A	A marble	1
B	Small, non-mechanical item	3
C	Large non-mechanical item	5
D	Small mechanical item	2 x sl
E	Large intricate items	3 x sl
F	Highly fragile or intricate items	5 x sl
G	Huge items	10 x sl
H	Smaller than a Dragon	20 x sl

Reconstruction is the process of manipulating things back to their original state, such as broken pottery, a battered shield, a nearly cindered book, a person's hand, or some other item that does not need a spirit.

Table 72. Calculating rolls for and determining effects of Destruction.

Living object	Complexity	WPs restored
Finger/toe/eye	4	5
Hand/foot	5	10
Arm/leg	6	30
Lower half of body	7	50
Head	10	70
Upper half of body	13	90
Entire body	15	150

Non-Living object	Complexity	Additional cost
Wood	35	50
Stone	70	100
Glass	90	150
Metal	110	300

Success	Living material destroyed	Non-living material destroyed
A	One step down on "Living object" chart	1 cubic inch
B		27 cubic inches (3x3)
C		1 cubic foot
D	As projected	3 cubic feet (3x1x1)
E		27 cubic feet (3x3x3)
F		125 cubic feet (5x5x5)
G	One step up on "Living object" chart, if so desired	1000 cubic feet (10x10x10)
H		125,000 cubic feet (50x50x50)

Use of this table depends on whether Destruction is used on a living or non-living target. First determine complexities and additional costs based on target material. Then check roll on ROC above, referencing column appropriate to target. Note that lesser successes against living targets reduce the effect, while G-H successes increase the effect if desired.

Note that the psychic cannot tie or restore the spirit to the body; although a mangled corpse can be restored to perfect shape, it will not be alive or resurrected. (As Reconstruction does regenerate missing limbs or tissue back to normal, this power is still useful for identifying skeletal remains, if not for restoring the dead to life.)

Reconstruction can restore magic items to pristine form, but if the magic was lost when the object was broken, the object will be non-magical unless restored through some other magical procedure.

See Table 73 for ROC results.

Critical failure: The psychic disintegrates all his personal non-magical items.

Critical success: The psychic inadvertently increases the value, strength, and ability of the item by 50%. (GMs should interpret this outcome depending on the situation.)

Sphere 8: Immediate Consciousness

When reaching this level, the character becomes a Grand Master. By this time, the players and GM should have developed a wide understanding of not only metaphysics but of the entire NeverWorld system. Because the powers of a Grand Master are so extensive, even able to make changes to the game itself, players and GM should understand that the side effects of such power can cause much chaos if the psychic is not careful. Players should also understand that, even if they have the power to change reality, the GM still receives final say on what a character can and cannot do.

Many of the powers are left undefined in many areas, so as not to hinder what "grand" actions the players might attempt. At the same time, the occasions on which these powers will be used demand careful consideration from the GM. The GM should use her experience with the previous metaphysical levels as a guideline and trust her instincts as far as what actions should be allowed.

Immediate Consciousness is defined as everything of which the character is consciously aware. A character can only adjust things he personally knows. To understand Immediate Consciousness better, one should read the paragraphs under Collective Consciousness and Unconditional Cognizance. To a psychic, when dealing with area of effect, physical distance is irrelevant; the area is everything (people, places, and things) of which the psychic is consciously aware.

✧ Enhancement

Ordered Reality

Cost: 25,000
PreReq: Stresslessness (S2), Reaching Out (S5)
Time: ???
Duration: ???
Complexity: 10-16
Concentration: ???

Like all the powers of the Grand Master, Ordered Reality is complex, undefined, and quite endless if enough power can be expended. Within a chosen distance, the psychic can remove all unusual effects and force the area to become totally mundane—in effect, dispelling illusions, negating spells, stripping priests of their immortal connections, and temporarily draining artifacts and places of great power.

Creatures of a magical nature will not die but will fall into a deep sleep instead. Places or things of permanent power will return to their normal state within 24 hours after the power ends. Non-permanent things (like potions, scrolls, magic points, and power-base points) will be drained and useless until restored, even after the power ends. Although priests cannot communicate with their gods (and thus cannot channel powers), a god can override the Grand Master if desired.

Ordered Reality can also be used to return a setting to normal after the psychic has played with it using Adjust Personal Reality (S9) or Adjust Total Reality (S10). If being used in this manner, none of the mentioned draining effects occur.

If the Grand Master tries to use Ordered Reality on another psychic's Ordered Reality, a contest roll occurs between the two, with a bonus of 5 x LL for each roll. The psychics can also adjust their rolls by +1 for every 10 WPs spent on the contest.

Critical failure: The psychic causes a chaotic break in the time-space continuum, with duration and area effects depending on the GM's decision.

Critical success: The Ordered Reality becomes permanent if so desired.

✧ Alteration

Molecular Alteration

Cost: 30,000
PreReq: Stresslessness, then Reaching Out or Diagnosis
Time: ???
Duration: ???
Complexity: 9-16
Concentration: ???

The psychic can alter the molecules of anything he comes in contact with, as long as he has the proper knowledge to do so. This can result in a transformation within normal properties (such as changing a lead statue into gold) or a complete physical displacement to another state of matter (such as changing the gold statue into an actual body of flesh). Inorganic material is always easier to manipulate than organic material; things that were once living and are now dead (such as bones, wood, and leather) are considered inorganic by this power. Transferring inorganic materials to organic materials or vice versa is the hardest aspect of all.

Details such as area of effect, duration, etc., should be discussed between the player and the GM. In general, the difficulty should be lessened if the psychic is touching the item to be altered and increased if the target is actually himself. To alter other things, the psychic should use Reaching Out first; to adjust himself, he should use Diagnosis.

The alteration's stability should be considered as much as the mental trauma that could occur with organic targets. The final properties of any alteration can be figured from the statistics of similar items or people given in this rulebook. When altering others, all rules of Transformation (S8). Many effects of this power can duplicate healing, but spirits cannot be reunited with dead bodies without the power to resurrect.

Critical failure: The psychic creates a molecular-level nuclear chain reaction that needs to be immediately brought under wrap. The devastation range is determined by the initial size of the alteration.

Critical success: The Molecular Alteration is permanent, if so desired.

Transformation

Cost: 5000 x Complexity
PreReq: Control Metabolism (S1), Stresslessness (S2)
Time: 10 minutes to 1 hour
Duration: ???
Complexity: 9-16
Concentration: Absolute Meditation

Transformation allows the psychic to become any desired object or creature, as long as his weight remains the same. The transformation does not have to be complete but could be partial (such as changing a limb). For the most part, psychics will assume the identities of things they already know. Transforming into an inorganic object still leaves identifying traces of organic thought patterns that are recognizable by scans; these patterns cannot be transformed without killing the psychic's psyche and making the physical transformation permanent.

Psychics do not suffer mental trauma from Transformation but might feel new desires that keep them from returning to their original form. The ability to constantly change form can be quite addicting.

Transformation time depends on the size and type of change desired. Appendages or independent systems take (20 - working Sphere level) in minutes. To change the entire body takes (60 - working Sphere level in minutes. Transforming to something that the psychic has never seen before doubles the time needed, while changing into an inorganic material triples it.

The psychic can add body weight (potentially turning into giants or other large creatures) by first using Molecular Alteration to change other materials into his own organic code and then using Transformation with the new material. If the psychic more than doubles his weight by this process, he risks losing his identity and must make a Mental save with a difficulty of 1 for every 10% above 200% of his normal body weight. If the save fails, the psychic forgets his prior identity and continues to live as (or be) his current personae.

Example: If Lord Driskel turns into a young dragon, he must go from 220 to 7500 lbs, representing a (7500/220) x 100 = 3400% gain in weight—well above his doubled-weight limit of 440 lbs. Now the exact percentage increase must be determined; Driskel's weight is 7500 - 440 = 7060 lbs above his allowed doubled-weight limit, and (7060/220) x 100 = 3200% increase. This means that Driskel's Mental save roll will have a difficulty of 3200/10, or 320 (!). In other words, it looks like Driskel is going to be a young dragon for a very long time.

While changed, the psychic can produce all the listed normal effects, abilities, and powers (although not magical abilities) of the creature he is duplicating.

Critical failure: Unknown to the Grand Master, an outside being has been waiting for this opportunity to

mold him into the perfect tool, for good or evil purposes. The psychic becomes whatever this creature desires.

Critical success: The change is permanent, if so desired.

Panoramic Illusion

Cost: 3000 x complexity
PreReq: Reaching Out (S5), I.E. (s)
Time: ???
Duration: ???
Complexity: 9-16
Concentration: ???

Panoramic Illusion allows the psychic to make illusionary changes on a gigantic scale and is often used when the psychic needs to force a change but doesn't want to tamper with actual reality. Panoramic Illusion can be combined with Telepathy, Imagination Engines, and other powers, and is a great way to send messages through dreams to a large number of people. Panoramic Illusions follow all normal illusion rules, according to Personal Illusion (S4).

Critical failure: All Union members (including the psychic) live out a fantasy experience based on their greatest desires, which makes them unresponsive to others and normal reality until the effects are removed.

Critical success: The illusion can be permanent, if so desired, and even true disbelievers are affected.

✧ Divination

Communication

Cost: 8000
PreReq: Reaching Out (S5)
Time: ???
Duration: ???
Complexity: 9-16
Concentration: ???

Using Communication, the psychic can engage a universal translator that allows him to speak with anything except inanimate and vegetable matter, surpassing all "normal" languages such as spoken, foreign, sign, and written, and even transcending completely alien languages such as that of elementals, demons, gods, dragons, faeries, rabbits, wolves, fish, and whales (among others).

Communication allows two-way translation: the psychic can understand the language, and other creatures will hear the psychic speaking in their language. For every person who is given the power of Communication, the cost should increase by some factor. Note that Communication is not like Telepathy; all conversing people must be within normal communication distance.

Critical failures and successes do not apply to Communication.

Temporary Mind Fusion

Cost: 2000 x complexity
PreReq: Stresslessness (S2), Reaching Out (S5)
Time: 1 round
Duration: Until the end
Complexity: 10, + 10 difficulty per 100 years target is older
Concentration: Absolute meditation

By making skin contact (usually forehead to forehead), the psychic can delve into another person's mind to learn the truths of her existence, beliefs, abilities, skills, wisdom, and knowledge, and can immediately apply such knowledge. Any Mental or Social skill or ability can be learned this way, with a free roll to pick up any of these things at minimal level. Beings of greater mental ability (Mental saves of 12+) or those greatly experienced in life (at least 100 years older than the psychic) will cost more to fuse with.

As the psychic continues to use this power, she will begin to understand others—even strangers—with uncanny accuracy due to her varied and extensive knowledge. For every person the psychic fuses with, she gains a +1 on all Social rolls.

Takers can use Temporary Mind Fusion on non-psychics to enforce their evil will and create armies of devout followers, while Givers who use this power on any Taker except a Complete Taker can cause him to change pathways after the mind fusion.

Temporary Mind Fusion is much more encompassing than just absorbing another's knowledge or skills: it opens every door in the target's mind and reveals all secrets to both the psychic and the target. A trained metaphysician can use Mind Fusion to force patients to confront their own secrets, and to permanently remove insanities and other trauma-induced effects.

GMs should allow exploration of this power's varied uses. Another possibility could be for a psychic to hold onto other people's complete mental patterns using Recall.

Critical failure: A Giver psychic permanently switches bodies with the target, while a Taker psychic simply erases the target's entire mental pattern, causing the body to die within 72 hours.

Critical success: A Giver psychic allows both participants to add d10 of the other's skills at their current rating. A Taker psychic can choose four skills from the target at their current rating, without giving back any skills in return.

Switchboard

Cost: None
PreReq: None
Time: 5 rounds (750 Init)
Duration: Until over
Complexity: 11
Concentration: Absolute meditation

Switchboard serves solely to allow Grand Masters to tap into the Collective Consciousness and its abilities (Sphere 9), propelling the psychic's mind into the chaos of omniscience with enough guidance to get there. Switchboard also reproduces all the effects of Control Metabolism, Body Precognition, Stresslessness, and Reaching Out instantly and at no cost. Critical failures and successes do not apply to Switchboard.

Sphere 9: Collective Consciousness

Collective Consciousness describes everything that both the character and everyone else in the universe is consciously aware of, and is essentially a collection of every thought or creation spanning the entire time-space continuum. In other worlds, to determine the powers of Spheres 8 and 9, the limits can be expanded to anything that has already existed in thought, word, being, or deed.

At this point, players and GMs must work together to determine what is acceptable and be open to accept almost any possibility. The only real limitation on Sphere 9 is that the character cannot yet access things that do not exist (although this doesn't mean the character can't create it). GMs should listen to their players' ideas, no matter how bizarre they sound, and players should give the GM ultimate authority when it comes to balancing the game and making it enjoyable.

✧ Enhancement

Enhance All Senses

Cost: 10,000 +/- ???
PreReq: Switchboard (S8)
Time: Average of 1 round
Duration: Average of 1 day
Complexity: Minimum of 10
Concentration: Absolute meditation

The psychic can improve all senses of anything—one creature at a time or in multiples at a much higher cost. Enhance All Senses has no effect on immortals or inanimate objects unless the psychic uses Adjust Personal/Total Reality.

By definition, any sense used to receive external stimuli can be upgraded to the psychic's desired level, in his own body or in another being, animal, or plant (or a combination of these things, if the psychic expends enough power). Senses include the five senses (sight, hearing, taste, touch, and smell), plus divination metaphysics and any other supernatural senses that creatures could have. The psychic must provide the GM with the following information: which senses are being raised and by how much, who/what is being affected, and how long the effects will last. Permanent enhancement is impossible unless the psychic uses Adjust Total Reality to alter the genetic makeup and evolutionary paths of those affected.

As a rule of thumb, the psychic should only need one round to raise all senses of one mortal thing to its maximum potential for one day. If the psychic is doing less than this, then some other aspect of the power can be bettered accordingly (such as duration, cost, or time needed) to balance this out. Upgrading past mortal limits, more than one person, or more quickly than one round should reduce other areas accordingly.

Critical failure: The psychic permanently loses one sense.

Critical success: The power's cost is halved.

✧ Alteration

Adjust Personal Reality

Cost: 75,000 +/- ???
PreReq: Switchboard (S8)
Time: ???
Duration: Permanent
Complexity: Minimum of 55
Concentration: Absolute meditation

The psychic can change the laws of reality (i.e., the GM's laws) in regards to himself, for some totally outrageous cost (usually the permanent loss of WPs from the character or fortress). The effect are permanent, but the psychic can only adjust his own personal reality, as defined by the GM. (For the sake of other players, please try to keep any debate time to a bare minimum. Besides, a GM's laws of reality tend to get more rigid the more annoyed he becomes.)

This power is most commonly used to adjust a character's limits, giving him the ability to use his skills, advantages, and powers to accomplish superhuman feats in times of great need.

Critical failure: The GM should come up with a scenario that represents the player's worst fear—something truly nasty.

Critical success: None. (Face it: What could *possibly* be better than altering the laws of reality?)

✧ Divination

Summon Otherworld Entities

Cost: Average of 5000
PreReq: Switchboard (S8)
Time: Average of 1 round
Duration: Until entity leaves (if possible)
Complexity: Minimum of 50
Concentration: Absolute meditation

Players can bring a being from another plane to NeverWorld. This being can be from any place in the Collective Consciousness: mortal or immortal, godly or demonic. What happens the being arrives and how long he stays in NeverWorld is another matter entirely, as this power does only transports him and offers no sort of control over him. (As a rule of thumb, most powerful beings transported against their wills tend to be a mite bit cranky.)

Average costs are based on summoning someone of the same relative power or Life Level as the summoner. If the summoning is not instantaneous, the player may cancel the summons at any time before the being arrives; however, this will probably have adverse effects on the en route traveler (worse than that of losing one's luggage), and will tend to make him even more cranky than before.

Critical failure: The psychic and the being switch places.

Critical success: The being must obey the psychic's commands for a duration determined by the GM (approximately one second, if an upper-level deity).

✧ Offensive

Mass Persuasion

Cost: 4500 + 150 for every additional target
PreReq: Switchboard (S8)
Time: 1 round per detail
Duration: Special
Complexity: 8, +1 to difficulty for every additional target
Concentration: Absolute meditation

This cannot be learned by True Givers

Mass Persuasion is similar to Persuasion (S7), except that the psychic can affect any number of people at once with the same command. When using this on Union members, consult Link (S3) rules.

Critical failure: The psychic becomes hopelessly dominated by all of his targets, but all targets still alive must be present and face-to-face with the psychic for the domination to work. As soon as one person leaves or turns away, the domination is removed.

Critical success: The psychic can make additional suggestions at 1/10 the original cost.

✧ Defensive

Non-Existence

Cost: 10,000 powerbase points (permanent)
PreReq: Switchboard (S8)
Time: Instant
Duration: Permanent
Complexity: 10
Concentration: Absolute meditation

A form of focused Adjust Personal Reality, Non-Existence removes all traces of the psychic from the Collective Consciousness. In effect, everyone who knew the character no longer remembers her because, in essence, she never existed. In fact, no proof of any sort (memory, scribble, jot, or tiddle) remains of the character throughout the entire space-time continuum. Even any major contributions or effects the character had on the world have either been reversed or accredited to another.

Many great psychics use Non-Existence once they reach Sphere 10, partly to achieve solitude and also to gain some extra bonuses. For one, no creature can sense the psychic through any means (normal or magical) nor have an effect (beneficial or harmful) on the psychic without using Sphere 10 powers. In addition, the psychic will not age further and cannot die. The negative points of Non-Existence is that no act performed anywhere or on anything by the character will have any effect unless she uses Adjust Personal/Total Reality to perform the action.

Characters who use this power usually end up playing politics with other great psychics or lesser deities for the rest of eternity. As this power cannot be reversed, it usually ends the day-to-day adventuring of the psychic unless she wants to spend ungodly amounts of power all the time.

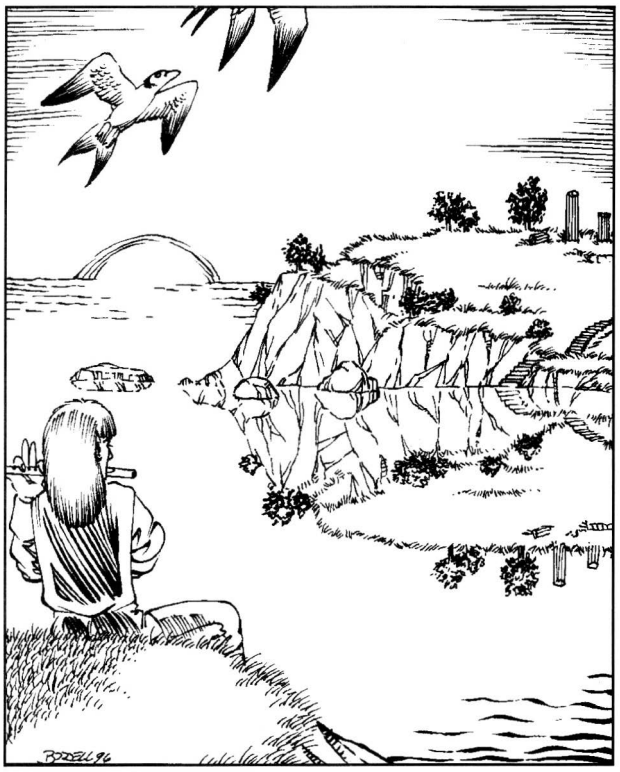
Critical failure: The psychic is not only wiped out of the Collective Consciousness, she's completely wiped out. Give her character sheet to the GM.

Critical success: Congratulations, the psychic is superbly non-existent! Give her character sheet to the GM.

Sphere 10: Unconditional Cognizance

If a psychic already knows of and can affect everything in creation, what could possibly remain to achieve? Well, anything that hasn't yet been created. When a character reaches Sphere 10, the GM should offer any knowledge the character asks for. (To keep the game challenging, however, the psychic is advised to be wise and only ask for the minimum amount of information needed.)

When a psychic uses her powers to affect things that don't yet exist, she is in essence turning her personal dreams into reality. Every one of the Sphere 10 powers is lengthy in process and has strange and grand effects, and none should be used on haphazardly. In fact, the player should use them in between gaming sessions so that he and the GM will have enough time to work out any details or problems before play restarts.



✧ Enhancement

Ascension

Cost: Special
PreReq: Switchboard (S8)
Time: Special
Duration: Special
Complexity: Special
Concentration: Absolute meditation

Although Ascension is listed first, it must be learned last, as it allows the psychic who knows all the other powers in every Sphere to ascend to a higher form, usually some sort of immortal being. The GM and player should work out the details together. Once the character has Ascended, the GM must decide whether or not the character still belongs to the player.

Critical failure: The psychic is dead.

Critical success: The psychic can double her power-base in the fortress.

✧ Alteration

Adjust Total Reality

Cost: Average of 50,000 for something small
PreReq: Switchboard (S8)
Time: ???
Duration: Usually permanent
Complexity: ???
Concentration: Absolute meditation

Using Adjust Total Reality, the psychic can change anything at all in the game, although GMs should preclude rules that totally imbalance things—for example,

- extreme changes to the system rules, like "Psionics don't cost anything to use anymore".
- extremes of any sort that make it impossible to play the game fairly or force the GM to remove the character from the adventure.

GMs and players need to work closely together to bring about the desired changes, or to find suitable alternatives.

Aside from these sorts of changes, anything and everything goes. For a suggestive look at altering reality, refer to Adjust Personal Reality. Psychics should remember that, even if they have the power to change reality to their likings, other powerful beings do exist who can change it back, and spent powerbase points cannot be refunded.

✧ Divination

Precognition

Cost: 100,000
PreReq: Switchboard (S8)
Time: ???
Duration: ???
Complexity: 11-20
Concentration: Absolute meditation

Unlike Virtual Precognition, Precognition is the real thing, able to tell the psychic exactly what the end results of an action will be. Still, it might not always reveal the intricacies of all plots between points A and Z, and it might not always work, especially if it involves the death of the character. The psychic will see whatever is to happen but still not might understand the when or the how of the entire situation.

GMs must incorporate the results of the Precognition into gameplay and make sure the foreseen events occur. If players ask to see something that involves questionable outcomes, then that event is not yet part of fate and cannot be seen. Be careful in revealing hopeless situations: there's no worse feeling for players than thinking they cannot do anything about their fate. Use this facet of the power selectively.

Critical failure: The character is caught in a continuum loop, where every action over a specific period of time is repeated exactly by everyone but the psychic. How she escapes the loop is a mystery and adventure in itself.

Critical success: The player can learn more intricate details.

The Unforeseen

Cost: 50,000 + loss
PreReq: None
Time: Instant
Duration: Permanent
Complexity: 11
Concentration: None

To use The Unforeseen, the character must be willing to suffer a permanent loss. The Unforeseen allows the character to completely avoid unfortunate occurrences like death, destruction, an enemy's success, traumatic loss, etc. After these events occur, the character can spend WPs to avoid the whole situation from the start. In effect, the psychic is returned to the moment where he had control over the situation, with knowledge of what occurred the first time.

The psychic spends his points to return to the focal point of the event he wants to avoid. Upon arrival, the first person or object seen is at risk of assuming the psychic's original role in the old timeline. If the psychic manages to avoid his fate and stays in the new timeline, the seen person or object takes the psychic's place and suffers his original fate.

Criticals do not apply to The Unforeseen.

✧ Offensive

Extinction

Cost: 1,000,000
PreReq: Switchboard (S8)
Time: Under 3 months
Duration: Permanent
Complexity: 20
Concentration: Absolute meditation

By searching the universe and using Extinction, the psychic can find the beginnings of life for a certain breed of any being or creature and eradicate it—in effect making the specifies extinct. The effects apply only to specific types of creature: for example, an attempt to wipe out all toads would not work, but wiping out the Green Horned Toad would. The effects of Extinction can be reversed by using Alter Total Reality or Incarnation. How the selected race actually becomes extinct is up to the GM, but it should happen within a couple months of using the power.

Critical failure: The psychic and all Union members suffer automatic Non-Existence (S9).

Critical success: Extinction is used at half the cost.

✧ Defensive

Evolution

Cost: 1,000,000
PreReq: Switchboard (S8)
Time: 1 generation per change
Duration: Permanent
Complexity: 10 + 1 per change
Concentration: Absolute meditation

Able to modify one specific, selected species, this power does take time but not as much as normal evolution. Every generation of creature raised will exhibit a new feature until the desired stage is reached. The psychic first determines the entire plan for the Evolution and then sets it in motion.

The details of the Evolution must gel with the current environment or an environment yet to happen. In other words, silver elves could be made resistant to extreme heat if they were living on a volcano that was about to explode, Sabrihn could gain wings to leave their imprisoned island, humans could gain infravision if they started living underground. Essentially, all proposed changes must have an explanation based on the environment of the selected species.

Suggested changes do not have to be mundane but can even extend to things having natural metallic body armor, breathing fire, or even seeing the invisible. Often Takers will use this power to strengthen their particular breeds of followers/worshipers.

Critical failure: The Evolution causes a destructive mutation that inhibits the species somehow.

Critical success: The change takes only half the number of generations to implement (with a minimum of 1 generation).

✧ Restorative

Incarnation

Cost: 1,000,000
PreReq: Switchboard (S8)
Time: ???
Duration: Permanent
Complexity: See description
Concentration: Absolute meditation

Takers cannot learn this power.

Incarnation is used to reverse the effects of Extinction and to change other things into the image of the caster. (For example, it is said that Lagrimon used this power to create humanoids and the Beastish). When reversing the effects of Extinction, the roll has a difficulty of 60 if the species went naturally extinct or of (5 x opposer's LL) + (5 x opposer's Willpower), where the opposer is the psychic who made the species extinct. Immortal extinctions cannot be reversed by mortals, and a psychic can only bring back 100 x LL creatures of that species.

When turning elements into a new species, the psychic must decide what elements to use, how much the species will resemble her, what environment the species will begin in, and how many creatures in the species she will create (maximum of 100). Also, for intelligent beings, she must describe all natural abilities, advantages, and limits of the species, start the species' technology level at a low point, and choose minimal skills. (Animals and plants only need a simple description).

As an example, Lagrimon supposedly created humans from earth (a very cooperative substance) to look somewhat like elves, and created the Beastish from actual animals to look somewhat humanoid. Using inorganic materials has a difficulty base of 50; using organic materials has a difficulty base of 70 + 15 if the species is intelligent, + 15 more if they are an exact copy of the psychic's race.

Critical failure: The psychic has created an uncontrollable, hideously disgusting chaotic race—in other words, a new monster for the books.

Critical success: The cost or time to use Evolution is halved (player's choice).


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Chapter Five
The tricks of the trade

If you've been lucky enough to be chosen as GM and have never game-mastered an RPG before in your life, then this first section is written specifically for you. Those of you with previous GM experience can jump ahead to page 194, "Setting up your first Interactive Story".

Setting up the first session

Your first act as GM should be to get a good feel for NeverWorld. First of all, brush up on your knowledge of the world: NeverWorld is full of extensive myths and legends, with specific details scattered throughout the descriptions of the various cultures. While you peruse the book, if you stumble across a term you don't recognize, look it up in the glossary (called "The Tome") in the back of this rulebook. (And if you ever need an explanation of how something works, look it up in the book's index.)

Realize that, while you do all the sweaty grunt work preparing the game, what your players really want to do is have fun—usually by doing something or being someone they aren't in real life. Your personal code to live by as GM should be to create your own personal flavor of a living world, with all of its myriad plots and details, and then to weave the players' actions into this world.

The Interactive Story

"Have no fear, this is only a test of the emergency GM system. If this were an actual game, we would instruct you on how to provide the best entertainment known to man: The Interactive Story..."

Shucks, let's do it anyway. To set up your Interactive Story, do the following:

1. As GM, you tell the story. You create the foundation and the beginning of the narrative, your players jump into the middle of the story, and together you determine how it all ends. While the story is unfolding, you have the responsibility to answer any questions, make any decisions, and create any corresponding details. The best advice? Start simply, and always remember to make your game make sense.
2. Before helping players create their own characters, familiarize yourself with the in's and out's of the process by creating some of your own. (See "Setting up your first Interactive Story" in this chapter for short character-creation rules.) No doubt, while making up your own NPCs, you'll stumble across the same choices your players will, and learning the process ahead of time will enable you to help your players create the best possible characters for their particular tastes.
3. Read up on the culture in which you're most interested in running a campaign. (For this boxed set, you'll be studying the Hourani culture book.) Get to know the culture inside and out, or at least as much as you can handle. Write down any details that spark your interest, for use when creating a scenario.
4. Now put all those details in a large mental bottle, and then shake that bottle hard, to mix them all up! What would happen if the stuff you just read was turned on its head? For example, we all know that village life is normally predictable, but what would happen if a pack of wild animals suddendly overran a small village, and a group of characters decided to defend it? Now, what if the beasts weren't natural at all, but actually werewolves? And what if those who save the town discover that the werewolves' rampage was no accident, and that more information could be garnered by investigating a forgotten castle up in the hills? Would these defenders search out the castle—especially if it's rumored that the castle holds lost treasure or magic weapons? And if the defenders decide not to go, would the werewolves attack a second time, kidnapping the mayor and taking him to the castle? Now, if this happened, who would save the Mayor? Note how learning the details of a culture offers a framework from which a plot can keep going and going...

5. Unfortunately, just like a boring college professor, plots can keep going on way too long. The real trick is to keep your plots as simple and sensible as possible. Leave your players as many options as you can afford to, because defining too much of the situation limits their options and also means that more of your hard planning will go to waste when they don't follow up on it. Remember that plots can be as simple as one situation (based on a theme, like horror, intrigue, fatalism, disaster, combat, revenge, or a test of faith), or they could involve an entire storyline full of little unexpected twists and turns. After you write down the possible sequence of events, flesh it out with the NPCs you've made up. Make some NPCs good, and make a few selfish or bad. In any case, as said before, keep things simple!
6. At this point, you've finished the setting for your Interactive Story, and your friends can come on over and make up their characters. For the first adventure, it would probably be easier for everyone to play as characters from the same culture, until you all learn the system together.

Why should you keep the adventure simple? Essentially, by keeping all of your options open, that special spark of imagination that invariably happens when a GM and her players interact will be able to lead you all in some new, suitable direction. Real storytelling magic needs room to grow and develop.

Once set up, the Interactive Story is run as follows:

1. When each player is finished creating his character, you can then describe the opening hook of your adventure. Similar to the barbed piece of metal used to catch a fish, a plotline *hook* is essentially the unique spin or angle the GM presents on some scene or plot that immediately grabs everyone's attention.

   Example: "No sooner do you open your eyes to the morning light, but the rain moves from a drizzle to a deluge. Clouds swirl by, close overhead—so close, in fact, that light is rapidly diminishing. You suddenly realize that the road sign you are sleeping under is written in Cryptic Elven, and it bears the word "land" and "destination". A flash of inspiration hits you in the face: you realize that this spot is the landing site for a floating Tristleti cloud-city! Which means that the entire party is about to be squashed flatter than a sheet of paper.

   If the party bites at this "hook" right away, great. If they don't snap at the hook, then make something happen that will make the bait even more tantalizing. (For example, based on the last scenario, "You watch as a deer standing near the middle of the site is crushed by the city. You have only a few seconds left to act!") It shouldn't be that hard: most gamers play these game in order to actually *do* something, not just to observe. (And those who never want to do anything with their characters should probably be doing accounting in their spare time instead!)
2. When players want to do something, decide if the actions requires a roll to be successful, or if you can just decide and describe what happens.
3. Lastly, don't be afraid to halt the story and read a rule or interpret a question. If an answer cannot be found by using the index or the glossary, then you're stuck with the best solution: your own. The solution you come up with is called the *GM's Creation* and is a ruling or interpretation in your world that will be consistent for all players.

After the adventure, when the first part of the story is over, decide how many EPs each person has earned and for what actions, and explain the details to them. After you grant the EPs, help each player allocate it to his character. (See Chapter 1 for how to spend EPs.)

Between the end of the current game and the beginning of the next, consider what the players have done, what NPCs have learned of the deed, why the players did what they did, when something else interesting will happen, who will be involved next time, how the players hear about the new event (maybe they just want to choose a course of action on their own this time), and where these things will take place. Then, just shove all these ingredients back into the mental bottle and "shake, shake, shake 'n' bake"!

Setting up your first Interactive Story

If you have played other RPGs and decided to give NeverWorld a try, here are some of the game's strong points:

- Every culture is unique in person, place, and thing. Mounds of detail await your scrutiny, covering anything from combat, magic, and religion to terrains, government, military, legends and myths, history, philosophy, and social habits.
- Although aware that, at one point, all peoples of the world interacted, all NeverWorld cultures are currently segregated from each other and are completely self-sufficient. Their histories do mention the other races, but each culture perseveres in its own particular values. This means that anything non-indigenous to the culture is alien and must be found through adventuring.

- Because the world's cultures are all isolated at the beginning of the campaign, the GM has total control over how they will all begin to interact again. Contact is inevitable: people will break their fears and travel, and with travel comes trade, and trade brings knowledge, and knowledge leads to desire—whether desire to learn of others or desire to conquer and take from them. Tools and suggestions for how to bring the cultures into contact are available in Chapter 6.
- The game mechanics operate off one or two ten-sided dice, and most game modifiers are easy to calculate (usually in increments of 1, 5 or 10). Normal skill ranges run from 1 to 100. Along the same lines, unnecessary numbers have been eliminated: character's attributes run from -10 to 10 (with positives being called *advantages* and negatives being called *disadvantages*).
- Chapter 1 is written in the same order as the Quick-Rules character Generator.
- NeverWorld provides both a basic and an advanced combat system, depending on how realistic you'd like your battles to be. The systems are similar enough that details can be added from the advanced system as you see fit, although the rules work best if either one system or the other is chosen.
- Every action relates to a skill, which relates to the mechanical system that utilizes that skill. Each action also relates to which characters are best suited to perform it, based on their careers, masteries, and emphases.
- Unlike characters in other RPGs, NeverWorld people have completely unlimited potential and can choose to have whatever skills they wish (within genetic limits). Also, building characters in this game is done from the bottom up, rather than from the top down; a character's skills and powers determine his overall "level," rather than his "level" determining his skills and powers.
- Characters can accomplish deeds outside of their normal limits by rolling the Neverending 100 or by spending Willpower Points.

How to learn this system quickly

The best and quickest way to get a feel for the mechanics of NeverWorld is by playing the introduction adventure. (Hey, that's what it's there for!) Afterwards, build a few characters of your own before introducing other players to the game. Once you understand how standard character generation works, you can use "Yonrock's Guide to Fast-Cooking NPCs" later in this chapter to generate more masses to populate your world. By using the quick rules and learning the definitions in Chapter 1 for the different aspects of character creation, you'll become a NeverWorld sage in no time!

When actually setting up your world, you'll first need to decide where your campaign will begin. Because of the size and detail of each culture, the details for cities and locations in this book are left to a single reference map; each additional culture supplement will greatly detail the areas for each particular culture. Right now, you have the advantage of deciding your campaign based on culture rather than land location. If you have additional culture books besides the original one (Hourani), it makes the most sense to choose one culture to begin with, and have everyone play a character from that culture. Simply decide which culture you're most interested in running, then talk it over with the players before making your final decision.

After choosing your starting culture, you should read, read, read! There's no way you can add to a culture unless you first know its foundation. Once you know basic information, you can tailor the culture to suit your group's likes and dislikes.



All information needed by players is included either in Chapters 1-4 of the Tome or in the specific culture book. All other information is for the GM's eyes only.

Let the players decide why their characters are adventuring together. Their reasons can be as detailed as they wish, as long as the explanations validly explain why the characters act together as a group. It might help, at first, if the characters are told the thrust of their first adventure, so they can use that as motivation as well.

Character generation hints

Aliens

Players choosing characters from cultures other than the ones they start in (see "Cross-cultural characters" on page 6) will need to explain why their characters ended up in the different culture. Most such characters are slaves, servants, outcasts, or impostors. *Slaves* are stolen at a young age and barely remember their old culture; they may take only one or two cultural skills from their original culture and will choose their other skills from their current culture. *Servants* stay in their current culture to gain some sort of freedom, but have not gained any real recognition or stature within their community. All but two of their skills should be from their original culture, with two being learned from their current one. *Outcasts* live outside of their current society, with the aid of a few good friends; they have the most freedom and the least stature, and can choose their skills from either culture (although they should at least be required to learn the language of their current culture). *Imposters* can be exiled by law or hunted as an enemy, either one because of prejudice; all of their skills belong to their original culture, because they've only recently arrived in their new land.

The rest of the gang

Everyone else should generate their characters within the descriptions of the culture. Remember that everyone can have a blast playing their characters' backgrounds off against each other, especially when aliens are involved. The banter between such diverse characters is usually quite memorable.

Character careers

Characters do not need to begin with a career but instead should choose one when the time is right. All those who do start with a career will have the advantage of earning money during down time.

Self-employment

Notice that some careers are marked (SE), which stands for "self-employed." Self-employed characters have no job restrictions and were not hired by another to perform their current duties; however, they do need a teacher who has mastered the necessary skills in order for them to gain the PL bonuses of their self-employed career.

Starting Life Levels

Some characters can start with up to a LL of 3 right away (and a few could possibly attain LL 6), but in general it's better to start without any LL at all. The reason? Characters don't gain the standard LL bonuses for any LLs they start with. Starting a character with a LL of 6 means that the character will miss out on gaining six free advantage levels or 30 free power tolerance points!

Why play by these rules?

If you've played other RPGs before but haven't really done any role-playing—if all your gaming has just involved rolling dice, hacking at monsters, and gathering hoards of treasure—then this is the game you want to learn. After awhile, most gamers simply get tired of chasing monsters and amassing gold; eventually, the basic fun of becoming rich and powerful fades away due to boredom and lack of any sort of game balance. GMs must take steps to provide intrigue, mystery, anticipation, and surprise in order for a game to remain interesting, and often this depends on characterization rather than dice. Without depth and and a fascinating plot, everyone becomes automated bean-counting dice rollers. As the GM, you need to learn how to surprise your players. Better yet, you should just shock the heck out of them every once in a while!

Where possible, you can depend on one of the systems (combat, magic, religion, etc.) to roll dice. However, when a system just doesn't apply well to the situation, apply yourself instead. You've got an imagi-

nation, and you understand how to tell a story; handle the situation as you best see fit. Most players would rather have their fates determined by an intelligent and creative GM rather than a pair of lifeless and calloused dice anyway.

The five keys to every adventure

Note that every good adventure will contain one problem, one barrier, one key, one reward, and one secret. For example, the *problem* could be that the town of Greensborough is suffering from a terrible flu epidemic. The *barrier* could be that everyone is wasting away and that no one with medical skills lives in the area. The *key* could be that a wise old hermit living out in the wilderness has the antidote for the epidemic, but that nobody dares to search for him because of the dangerous forest they must travel through to get to him. The *reward* could be free room and board for a month, plus some money, plus a map to the treasures of the notorious pirate Rithi Vik. The *secret* could be that the hermit originally cast the spell that began the epidemic because the villagers would not give him Vik's treasure map when he asked for it.

These five items give you a framework on which to hang your details before the gaming session. There's nothing worse than trying to have your character do something, and then waiting while the GM silently sits there for ten minutes, deciding if such a thing fits into what he wants to have happen, while everyone else in the meantime feels obliged to either flip on the TV or get out a Monopoly board to whittle away the time. The five-item framework helps you as GM to prepare some cold hard facts and a viable goal for the party before the gaming session.

Essentially, you have a situation to resolve, a force that keeps the situation from resolving itself, a goal for the players to strive towards, another force that will hinder the players, and finally some neat twist to the story that the players will uncover clues about during their quest and that could lead to more adventures later on. Using only one of every item keeps the adventure simple and yet makes sure that the story contains enough diverse components to keep people interested. Eventually, once you feel confident enough, you might be able to interweave a few different storylines at once, or add more complex factors like subplots, false problems ("red herrings"), reversed barriers, and intangible rewards. Essentially, as long as you know the ultimate goal of the players' mission—where to nudge them back to when they wander astray—you're on the right track.

Non-player characters

Your next step, after creating the basic plot of the scenario, is to create the "people in your neighborhood." The NPCs of your world should have some flavor, although you should try to avoid fleshing out NPCS as much as each PC unless they are crucial and recurring characters to your story. Essentially, for each NPC, you only need to know the following things:

- name
- culture
- pathway
- attitude
- career
- highest advantage
- best skills
- items they carry or own
- their knowledge of the PCs' situation
- their biggest hang-up or disadvantage

You can add other things as well, but remember that you'll have so many NPCs in your world that you really only want to place a great deal of effort into a handful. In addition, you can usually make up details (such as general appearance, etc.) during actual role-playing. Despite keeping it simple, do remember to treat each NPC like a real person (as if they were your own character); don't just use them as signposts or "info-dumps". Each NPC has a personality and certain goals to accomplish in her life, even if it's as simple as expanding a tavern business or learning how to write Elven.

"Yonrock's Guide to Quick-Cooking NPCs"

When you need an NPC on the spur of the moment and will probably need him again in the future, just follow these quick and easy steps. Extra details can be determined later when you have the time.

1. Determine the NPC's career.
2. Fill in required mastery and emphasis levels of that career on your NPC sheet.
3. Fill in required advantages for that career.

4. Fill in any cultural advantages/disadvantages that aren't already listed in Step #3.
5. Fill in native skills.
6. Fill in all the skill points that will make up the NPC's recorded emphases.
7. Give 10 additional skills with a 40 in each of those skills. If the character is an "adventurer" class, put 3 more points in whatever advantage(s) you like.
8. Calculate Professional Level.
9. Fill in any spells or endowments, 1 per Professional Level. Levels should correspond with emphasis level or, in the case of Endowments, mastery of Religion level.
10. Make OCF and DCF of weapons equal to the skill; don't bother calculating all the extras. Dodge equals HTH skill (if the NPC has one).
11. List current equipment on character and/or available.
12. Write a brief First Impression.

Obviously the mechanics of this system do not fit the character generation system; if you want to generate a true NPC, you'll have to modify some steps. Still, listen to Yonrock's wisdom when he says that "NPCs are expendable until they've lived through at least three sessions." Nothing is more infuriating than having a minor NPC you've spent a few hours creating (and one or two sessions playing) getting blown to smithereens by a random act of magical or physical violence. (All that work, down the tubes!) You can avoid this unfortunate by only determining each NPC's essential aspects unless he's become more than a little fish in your big, deep pond.

Running the system smoothly & quickly

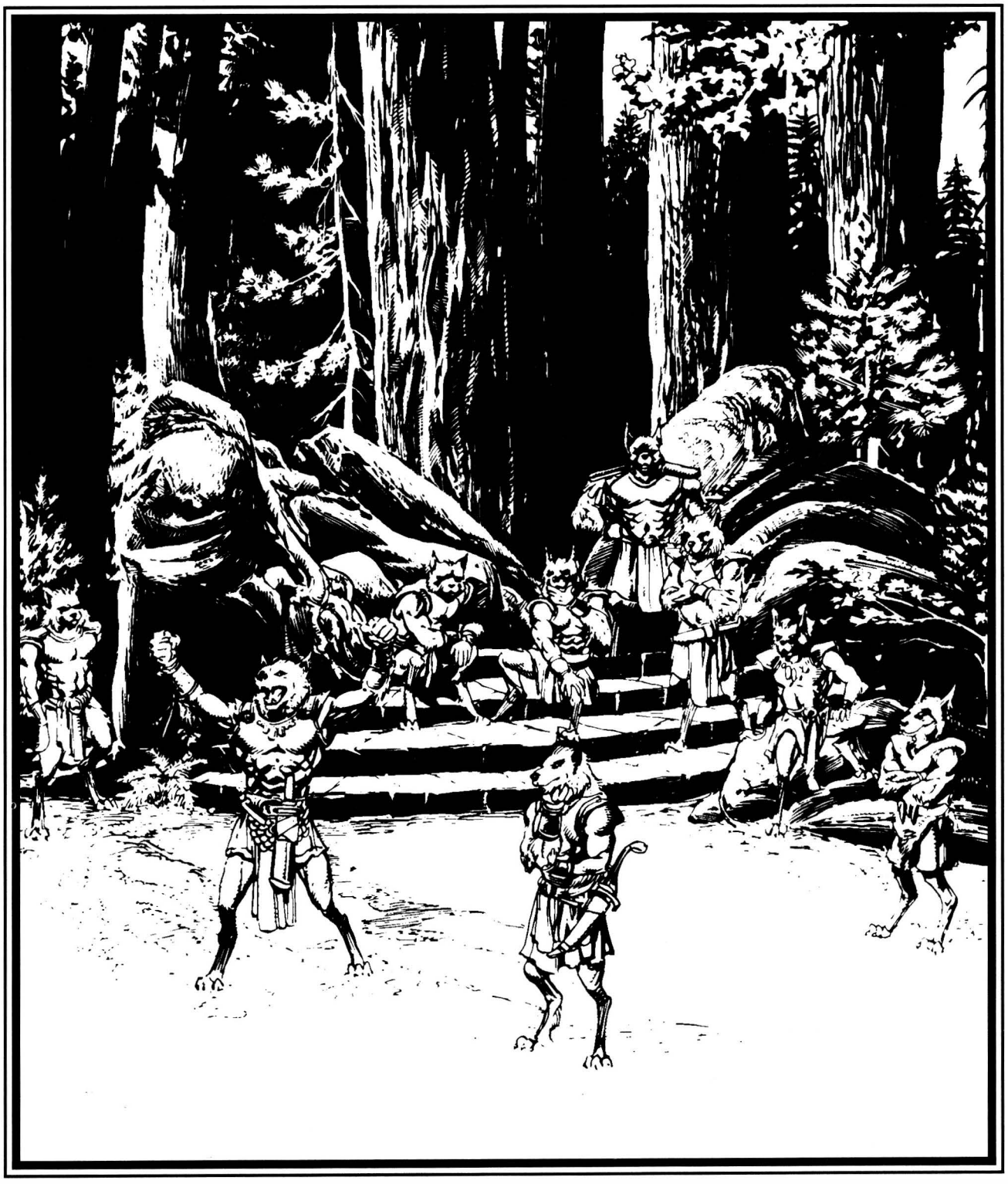
Until you play NeverWorld for a while, expect everything to take just a little more time to learn than most other systems. (In essence, the higher dose of realism demands a little more rule definition.) Actually running a session or two will ingrain the rules in your mind. In the meanwhile, the Tome and the index will be your two best research assistants.

NeverWorld runs according to the mix of players, GM, dice, book details, and the particular adventure—each with their own system of checks and balances. Look for these checks and balances, and try to understand why things are the way they are. For instance, the ROC system allows a 70% chance (A-H success) to let *anything* happen with *some* degree of success, no matter how limited; however, an average success (D-H success) is only rolled about 40% of the time, and people with even a 50 base can still fail about 9% of the time. This represents the fact that people are generally able to reach a tiny degree of success in almost anything they try, but have more trouble being consistently successful. This philosophy should affect how you run your NeverWorld scenarios: characters are able to try many things and achieve small successes, but to be consistently capable takes devotion and hard work.

By trying to understand why things work as they do, you'll be able to interpret situations faster and handle problems easier. In any case, try to remain fair and consistent, even if you're not sure your solution is entirely correct; it's your prerogative as GM to interpret the NeverWorld rules however you see fit, but you should just make sure that you stick to the same rules for everyone. (Rules of your device—called the *GM's Creation*—are valid as long as they stay consistent.)

In addition, remember the next following bits of random advice:

- Buy a calculator (unless you're one of those "Rain Man" fellows who can drop a box of toothpicks on the floor and count them all in two-and-a-half seconds).
- To save a great deal of time, always bring paper and pencils for all players. (You want to spend your game session searching through NeverWorld, not searching through drawers and closets for scratch paper.)
- Roll dice in the open, to earn trust from the players and to give them a feel for how the system truly works. Major problems (such as imminent death) can be solved by letting your players spend extra chances rather than by having you fudge numerous dice rolls. (Fudging rolls is a bad habit to get into, and shows that something—whether it be a player's actions or the difficulty of the adventure—is not correctly balanced). Note that Takers only get one extra chance, as a rule; this means they'll have to be more cautious than Givers, so as not to waste it. Giving players unwarranted extra chances ruins the balance between Giving and Taking.
- Listen to your players. They thrive on everything you say because they want to be a part of your world, so let them have a valid part in creating that world.



- Don't inhibit players, but still firmly direct them. In other words, let them go wherever and do whatever they want, but reward them more for staying on track.
- Remember to write down the names of any NPCs you make up during the session (as it's *so* embarrassing for an NPC to forget her own name). Choose names from the appropriate culture book, and grab a baby-name or phone book if you need a wider selection.
- Build a strong base plot for direction, and fill in the details as you play, in order to GM with a purpose but still seem spontaneous.
- Keep a sheet on which to total your player's earned EPs. Use hash-marks for every 100 points.
- If the player cannot see, hear, smell, touch, taste, or psychically sense something, *do not* reveal the information! You will ruin surprises if you do, and you will also degrade the importance of characters who have spent hard time and EPs to earn those special sensing skills. Information must be sensed by a character before she has earned the right to know it.
- When in combat, consider what actions do and do not make sense. You can even get up and physically move through the actions if you're not sure (although don't waste time playing around with weapons or hard props in your living room).
- Do not discuss your underlying reasons with the players or feel you have to justify your storylines; make them earn the information through the game. Also, don't tell them which things you've had planned for eons and which things you're just running off the seat of your pants; simply keep the world running smoothly around them.
- Give each player the designated EPs for their actions, whether or not you feel like it. If characters seem to become more powerful than you desire, study and plan more of the game, so as to monitor where they will receive EPs.
- Keep the setting in one culture as long as possible, and try to explore all the possibilities within that culture before moving on. This way, your players will get the best grasp on the culture as possible.
- Sometimes choose your instincts over a dice roll. (It's good to exercise your storytelling capabilities.) Along the same lines, when things get exciting, go with the flow; don't bother with the rules except where necessary.
- Do your best to avoid do-or-die scenarios, unless it's the culmination of some great epic conflict; in other words, make your bad guys mortal and believable! If they are beaten, let them flee the scene or beg for mercy; if they win, sometimes let them disgrace, humiliate, or dishonor the PCs rather than just kill them.
- Every NPC should have opinions, fears, and desires.
- Keep beginning ideas simple and sensible.
- If you need to reference the rule book for a player's action, have the player look it up.
- The person best suited for a Job is usually the one with the highest emphasis level, while the best leader of trained professionals is usually the one with the highest mastery level.
- Keep track of any changes you make to the system, so that you can stay consistent.

Yes, some of these tidbits might seem contradictory at times (such as accepting the results of the dice—no matter how awful—versus using your instincts rather than dice to decide some situations). In general, decide *before* rolling whether it makes sense to just make up the results of an action yourself or to actually roll out the situation. In general, the main point here is that rules exist to enable gamers to have fun without getting bogged down in laborious thought; where the rules actually become a hindrance rather than a help to having fun, use your creativity to determine a situation's outcome.

Matching up opponents

If you have not already assigned a skill level to an NPC challenged by a player, make it 10 x the player's emphasis level in that skill area. This statistical solution is very easy, very quick, and still leaves things to chance: the player might have an 8 in Blades or a 6 in Athletics, which could give him a higher emphasis level, but he might not have an average score in the skill in which he's challenged the NPC. In any case, do not use this rule if leaning towards certain odds in the contest.

Leading players by their desire

Players must feel that destiny or fate has brought them together, but they must still think that events in their world happen (generally) by coincidence. This *suspen-*

sion of disbelief is crucial to a good game, and sometimes hard to achieve with experienced players.

However, you can still get a good edge by figuring out what your players truly want. If you listen to your players and learn their desires, you can provide clues and circumstances during a game that will finally come together and whomp them in the head with what they've been striving towards. This is what is referred to as *leading players by their desires*. The players feel as if they are in control, making their own decisions, but in the meantime you're actually stacking the deck towards some outcome based on what they truly want.

The classic way to motivate characters into action is to threaten something they own or are caretakers of. Young gamers can often be made to do anything if their characters' securities (or those of their loved ones) are threatened; they usually jump into any situation, no matter how dangerous, with two feet forward and no safety line attached. However, other motivations exist besides threats, and you can discern them by subtly prompting your players for information.

First, introduce an NPC they can trust; when you want to learn something about the PCs, just ask the questions through this friendly NPC. Then, in order to preserve the illusion of "coincidence", use the information you've learned *later on* in the plot, in other situations unconnected with the original NPC, so that the PCs won't purposefully think you've been pumping them for information.

You should also use non-ending situations. Threats work adequately, but they end quickly as well. On the other hand, if someone wants to become rich, let her discover some riches and then tempt her with things to spend them on until she's broke again (starting the cycle anew). If someone wants to be the best mage in the world, continue to introduce him to other mages who always know just "one more spell." If someone wants to become a king, provide opportunities by having people support the character as he becomes more heroic, and by having enemies continuously trying to degrade and destroy him as he rises to power. What a player wants for his character can often lead to adventure upon adventure, and all you have to do is tune in to it.

So let your players tell you what they like, and listen to them when they have something they feel is important to say. This not only provides you with the secrets necessary to create the best adventures, but it will forge the group into an unbreakable team.

Becoming a great GM

Keeping secrets

Like it or not, players expect to be mystified; they want to come out of a game thinking "Now just how the *heck* did so-and-so get away with *that*?" Being a GM is the same thing as being a magician; and, as a magician, your first rule should be to never reveal your secrets.

Every GM out there knows how tempting it is to tell everyone how you managed to pull off a whole campaign off the cuff—just *once* to astonish them by saying, "You know those last six exciting hours of play? Well I never had any of it planned. I made it all up as we went along!" Well, once you do something like that, your personal ID, merit badge, and PhD in Game Mastering are probably confiscated by the authorities. A few people might be amazed at your ability to improvise, but all the awe created by how much thought and hard work you seemingly put into the sessions will be thrown out the window.

Here are a few tips on how to keep things a secret:

- Don't leave your notes sitting around; from personal experience, we all know that players can't resist the temptation to look at them. Along the same lines, keep their roving hands away from your computer as well. (Some of you might have heard, "Well, I was just looking through your RPG directory for a character sheet template and accidentally called up this *other* file...")
- Use the details of the book as a base reference. We all know that players like to "read up" on things behind their GM's back. Center your first couple of games around a culture's mystical aspects, and then start to veer away so that you can pop in things you know the players haven't seen—because you've added them yourself.
- Only talk about the game during the actual gaming session, no matter how badly you'd like to discuss it during the rest of the week. Face it, it's just too hard to keep secrets from your friends. Feel free to resolve large disputes or answer necessary questions during the week if necessary, but try not to discuss the actual campaign at length, or you'll probably blurt out something you've got planned in the future, ruining everything.
- If you work really hard on a surprise for the players, and then they somehow manage to avoid the situation altogether, don't get upset and just spill your guts; instead, uproot the surprise and put it elsewhere in your story. Your ideas are too

valuable to be thrown away due to mere happenstance. Don't let anything you create every go to waste.

- Make sure that an adventure's secrets are never known until the very end (and sometimes not even afterwards!). Have the party find the problem, meet the barrier, get the key, earn their rewards, and *then* nail 'em with a mind-boggling cliffhanger by popping the big secret!
- Always end an adventure with a cliffhanger, unless you're wrapping up a major series. This keeps them coming back for more.

Trust & respect

Keeping your decisions secret doesn't mean that you should be unfair or spitefully manipulative; the GM and players should have a mutual respect for each other. The following rules will only work properly if everyone mutually respects everyone else:

Rule #1: The GM has the final ruling of the game.
Rule #2: See Rule #1.

If you understand what mutual respect is, these rules make NeverWorld that much better. You are the game master and have earned your position with hard work, preparing adventures for your friends. Your views of the world are the views used in the game you are running, and you deserve the respect of having your creations and interpretations left under your own control.

However, GMs who don't understand these two rules wear them like a badge of invincibility. Remember that the GM's ultimate authority should not be used to make oneself an oppressor of the players. Your friends have mutually agreed to listen to your story, and they want to be entertained and rewarded for their efforts. Because they are giving their time to you, they deserve your respect as well, and need you to keep an open ear to their thoughts and opinions. Mutual respect, with the GM being the final arbitrator of the session, will make NeverWorld a happier place to be.

The warning flag

Whenever you feel that the players are not earning the right to be successful at what they do, you need to take a breather and modify your thinking and/or playing style. Remember that NeverWorld is just a game, and that your players want to have fun by having a little challenge. GMs who start to constantly judge their players quickly lose face.

No doubt, there will be countless debates on what realities the scenario works under and how the rules are interpreted. However, an open, honest, and respectful GM is obeyed more often than one who simply demands that players give into him because "it's his game". Remember that you must first give respect to gain respect.

Understanding

Because you control all aspects of the scenario, understand that players might not always see things like you do. You can see the big picture of how things will turn out, which means you know what the PCs can accurately handle during a session. However, players left in the dark, faced with improbable odds or apparent failure, can often feel trapped or hopeless and need some reassurance every once in a while that things aren't as bad as they appear.

The best way to handle player anxiety is to give players some measure of control over their situation. For example, when they're completely lost, give them the chance to notice a crucial clue—one that is easy to understand. If someone feels frustrated or down on her luck, have her roll an Alertness or skill check, and give her some information if the roll succeeds. If these methods don't seem to help, consider explaining select clues to players, so that they can follow your train of thought, until they catch on and start looking in the right directions for the answers to your puzzles. Remember, you're all in this game together; a GM cannot be happy unless his players are.

Being a Giver

Like it or not, human beings do not always understand each other. Sometimes stress gets too high to handle, and a person needs a breather to sit back and work through her personal distress. The GM can center on his own needs from the end of one gaming session until the beginning of the next one, but during the actual session, he should focus on being a Giver.

To do this, first read all three dimensions of Givers in Chapter 1. Next, decide what your absolute limit of giving is to your players, and then try to surpass it. The easiest way to be a Giver is to look for an opportunity to give (such as reaching one's "giving limit" and than giving more than you feel you can). Although this might hurt at times (such as when you're annoyed with a player's attitude or frustrated that no one seems to understand your storyline), remember that the greatest leaders and storytellers have always

been those who have continually given of themselves, whether by being completely open and honest to their charges or by going out of their way to do things for others. Remember that the ability and desire to give increases as giving is practiced. By going out on a limb to help your players, you'll make yourself a better person and leader, and earn their trust as well.

Truth & forgiveness

Eventually, even after giving your utmost and working hard to be sensitive, you'll still have problems during a session. Sometimes things get a little too personal. As we've said before, it's human nature to defend your own pride and to keep your own head above water, and some people even lie or twist the truth to defend their own interests. As a GM, however, remember that you are a leader to your players.

When you do have problems, be the first one to admit your own faults. Don't bother pointing out mistakes in others; the majority of people always know when they've done something wrong, it's just that some people have trouble admitting it. Although some players can sometimes be extreme pains in the butt, arguing and fingerpointing with them will get you nowhere fast. After awhile, when your players sense that you care about them enough to admit your own mistakes, they'll be willing to own up to their own faults as well. Even more amazingly, they'll begin to respect you.

The bottom line? Be a good example for your players by being forgiving, truthful, and understanding, even if everything else around you tells you not to. Be assured that it will all pay off in the end, with better gaming and deeper friendships.

Going beyond dreams

In this part of the chapter, you'll discover some supplementary ideas and/or information that can give you ideas to ponder. Once you have the basics of NeverWorld down and you feel the need to do something different, experiment with them.

The weird, far-out, & fun

Believe it or not, movies and television (and even books and novels, for some) are "chewing gum" for the mind. The minds of dedicated gamers or GMs are triggered into action by items absorbed from these media.

You know what we mean. Sometimes when you try to go to sleep at night, the idea keeps bouncing around in your mind, and you find yourself asking such questions like "How would this affect the game?" or "Why did that happen in the movie/book, and how would it happen according to the rules of NeverWorld?" Sometimes the thought is more of a statement than a question: "Wow, I'd love to run a character who could do that!" So you sit or lay there, chewing away at this idea for awhile, until you extract a new flavor that is cool, invigorating, devastating, even breath-taking, and then you walk into the next gaming session and blow the biggest bubble you possibly can. At this point (hopefully), everyone says "Wow!", and you can continue to explore the new details until the taste finally goes bland. In any case, though, by the next game session, you've begun work on a new piece of gum.

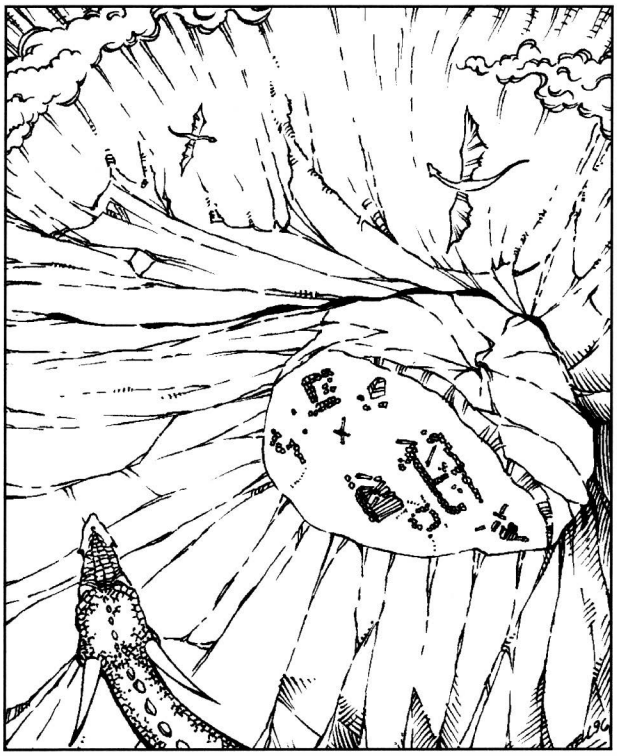
Don't ask why the gum analogy works, it just does. (Well, at least for the *motivated* mind; for the rest of the world, TV is generally just potting soil for mutant couch potatoes). In any case, the ideas that will motivate you will come from everything you see between gaming sessions. In order to give you a few more sticks of gum to chew on, what follows is the background mythology for how NeverWorld came into existence. Based on this information, a GM can decide whether or not (and how) such things as universal time warps, futuristic visitors, guns, and alternate worlds (among other things) fit into play.

The NeverWorld mythos

The NeverWorld was "born" sometime in the year 4 million BC. (BC stands for Before Creation—the creation of the Three Races). This was the beginning of a universal dimensional shift, in which a single globular spud was tossed out of the core of a star at a rate beyond the speed of light. As it eventually wound its way through multiple galaxies, collecting cosmic dusts and various genetic soups, it cooled off and fell into orbit around a star where the planet would make one orbit every 365.25 days, and with one day equalling 24 hours. (Creative GMs can change these figures to make years and days last as long as they wish.)

The planet's path had taken it through some very unstable places in the universe, one of which was a multi-dimensional quadrant known as The Crux. The Crux contained all the life energy codes, each in a spiritually crystalline format and each one held by a specific Guardian. (Very little is known of the Guardians, except they seem to have lived forever, and that they each have charge over one specific life-code crystal.) As the planet passed through The Crux, one

Chapter Five



Guardian was enamored by the beauty of its travel and accidentally released his crystal, which was caught on the planet and carried with it out of The Crux.

When NeverWorld finally slowed down and settled into place in the universe (around 3 million BC), and life began to spontaneously erupt into thousands of different forms (around 2 million BC), eventually three of the forms took precedence: the True Elves, the Cyclops, and the Dragons. When these three species finally because self-aware, they decided to name themselves and designate a point from which to establish distance and time. This significant event was considered to be the first year of NeverWorld and was called Year 1 in the Age of Creation (1 AC).

At this point, all three races were equally intelligent, equally powerful, and equally knowledgeable, and each member of these three races lived without fear of old age or death, performing their racial duties. For each race had a particular duty to call its own: the Elves (true name being the Amorantheans) were known as the Protectors, the Cyclops (known as Cyclopunomen) were called the Creators, and the Dragons were deemed the Providers. The Protectors nurtured the planet and all the other creatures, ensuring peace between the three races by empowering the planet to create energy and life as well as darkness and death, and supporting people as they used its powers to continue the cycle. The Creators invented science and logic, and they also educated the others so that they could grow and become more powerful. The acts of the Creators marked the beginnings of magic and also all the other new races like beastish, human, lesser elves (i.e., the current elves), dwarves, and giants. Finally, the Providers brought resources and tools, and they also killed prey for the sake of the communities so that they could remain innocent and still eat. This co-dependence was the basis of the Age of Creation, and life would have remained perfect—except for the crystal lost by one Guardian so many millions of years in the past.

The lifeform patterned by the crystal was actually that of the Dragons—and more specifically, those with a selfish, egotistical bent. It was no accident that the Dragon was one of the Three forms in charge of NeverWorld, nor that Dragons had volunteered to kill for the "sake" of the others. Their true name was the Drexaeternum, and they were under direct control of the crystal that had spawned them, as it attempted to conquer the life currently on NeverWorld.

Eventually, the Drexaeternum began to assault the various races, spilling much blood and leaving bodies burning in their wake. Realizing the peril, the Cyclopunomens armed the people with knowledge, magic, and science, and the Amorantheans wove webs of draining and forgetfulness around the Crystal so that it would forever after only be semi-conscious and that its energy would drain into the soils of the world. As the fighting approached its climax, the Cyclopunomens led their armies against the Drexaeternum, wielding spells of power feeding off the Crystal's drained energies. At the battle's end, although many lay dead, only seven Drexaeternum remained left alive and the Crystal remained mostly drained.

Still, the battle had not been without cost. In trying to channel the Crystal's energies, the Amorantheans lost their physical forms and could no longer remain with the planet. Freed from the power of the exhausted Crystal, however, the Dragons were able to beg forgiveness before they died, and the Amorantheans took their spirits with them as they left NeverWorld. Some spirits were places in a large sphere torn from where the Brown Sea now rests, lighting the night sky. Three others remained to watch over the planet, sun, and moon, while the rest travelled onwards to the final destination of the Amorantheans, wherever that happened to be.

The Cyclopunomens suffered not physically but morally: they felt as if they had betrayed the original trust given them by teaching the innocent lesser races how to fight and kill. They realized that, from that point onwards, whether their efforts had been for good or ill purposes, the inhabitants of NeverWorld would

now have a desire to dominate others and would have to fight their dark longings. To memorialize the redeemed Drexaeternum, and to keep the desires of the younger races in check, the Cyclopunomens created Dragons as they are known today. They then taught the last of their knowledge to the lesser races, and departed to the farthest reaches of the planet and have rarely been seen since. This battle and resolution between the Three Races is commonly referred to as The Age That Killed Innocence and took place approximately around 40,000 AC.

When The Age That Killed Innocence ended, the Age of Myth began. The lesser races were young and powerful, rebellious and nomadic, not possessing the wisdom of the Cyclopunomens or the instinct of the Amorantheans. The young Dragons kept careful watch as Wolfihn, Bearmihn, Birdmihn, Sabrihn, Ogres, Bock, Driseti, Frolidi, Tristleti, Muesis, Neounians, Mulgrayne, Mountain Dwarves, Duarlichs, Hill Giants, Ice Giants, and Minotaurs flourished in their own lands. These races lived in chaos for the first five hundred years until the humans began to learn more about war, the dwarves learned about science, and the elves learned about magic. Many other things happened in the short time of the Age of Myth. The planet's powers attracted other powerful beings hailing from places where the True Elves had travelled, and their arrival marked the ascension of "gods". The Primordial spirits resting in the Sun, Moon, and Earth also expressed their powers, earning the servitude of some cultures on NeverWorld. Civilizations grew, the secrets of the planet were slowly learned... and the Crystal was coming back to life.

The Crystal fueled its rebirth from other energies, absorbing the black powers of the UnderWorld—a realm of demons and devils. It also controlled the minds of MetaWorld (the metaphysical plane of superminds), and it brought itself back by the carriages of the SpiritWorld, where souls from NeverWorld go after death. The Crystal tapped the minds of the new Dragons again, but these Dragons were different than the others. A united band of Dragons from Mt. Kabi blocked out the Cystal's powers, united with the lesser races, and captured the Magic Sash of Durandon, the Cyclops King, eventually bringing it into the hands of Lagrimon—a reincarnated Amoranthean. With everyone's aid, Lagrimon laid the crystal to rest once and for all. Its energy was completely released, and by the powers cast long ago by the Amorantheans it was all gathered into NeverWorld's energy cycle and guided into the cores of the earth.

When this happened, the planet become a living battery of magical energy. The hardened continental plates became magical generators of sorts, allowing magic to be tapped as readily as other elements. The revolution of the planet around the sun dispersed these magical fields and also locked the continents into place, equidistant from each other.

At this point, the races were beginning to emerge from chaos. The Dragons formed a new alliance, and new races developed from mysterious places that the Cyclops were rumored to call home. These races—Felihns, Bullmihn, Imps, Goblins, Orcs, Kobolds, Haflings, Mulru'k, Gnomes, Hourani, and even a new generation of Cyclops—although created as workers to help other races, were suddenly free to follow their own paths. These years of peace, festivity, and new enlightenment relaxed the cultures—too much.

Demons and devils of the UnderWorld finally came to reclaim the power that the Crystal had stolen from them so many years in the past. The battle was so fierce that all the magical force from the planet was absorbed, and the planet again became unbalanced, spelling the end of the Age of Myth. Although the demons and devils were repulsed, the people were left in dark times, with no magical devices to save them, and the newer, less-experienced races took advantage of this fact. Most of them attacked the other cultures and ravaged the land, and people were too weak and frightened to aid each other. The year the Unholy Ages began was 2443 AM (Age of Myth), and the remnants of the numerous battles left both corpses and undead behind.

Finally, the planet's power rejuvenated itself and the Unholy Ages came to an end. The cultures are now new and relatively innocent, and those races referred to as grobber are divided among the continents of the world. The current date is 1000 AD, the Age of Discovery, and the world has been born anew.

Rumors still spread of watchers who survived the Age of Myth and the Unholy Ages and now guard NeverWorld, to watch their descendants grow and to protect them from misusing the powers of the planet. These watchers warn others to use any available powers in balance and to grow as the planet grows and vice versa. In other words, current NeverWorld inhabitants should no longer be lazy or abusive of their potential power. They are part of a regular cycle, manipulating magical force to both forge their own fates and also to siphon off extraneous energy caused by the planet's movement.

As all these things become history, so shall adventures become the stuff of the future, and the world is gradually changed through the will of those willing to make it a better place. Make this NeverWorld a place to remember, and make it yours forever.

Chapter Five

Changing the system

Two GMs

Is having two GMs a crazy idea? Not really. One of the best ways to run a non-solo adventure as quickly as possible is to actually have two Game Masters—one of them controlling the story (the Story Master) and the other running the system mechanics (the System Master). Note that these two GMs should be able to understand one another; people who have known each other for a while (and still respect each other) often make great prospects for this kind of system.

In the order of play, the Story Master describes the setting for all characters. She leads the players to the point where they want to take action. During this time, the System Master listens closely, almost like a player, so that he can get the gist of the story and see where the Story Master is taking it. (It's also helpful if the two GMs collaborate before the game, but one unique part of being a System Master is that you get to see the whole story weave together before your eyes.) When the game gets to the point where it is time to answer questions, interpret rules or event sequences, or work with one of the ROC systems, that's when the two GMs split up to do their duties.

Once the Story Master has gotten players to the point where they can make decisions, she describes details to each character individually, moving from one player to the next. When she moves on to a new player, the System Master moves in and listens to the old player's actions, watching the dice rolls, determining difficulties, and interpreting effects.

In this manner, the two GMs go around from one person to the next, in whatever sequence was decided. When the Story Master gets back to the first player, the player explains what the System Master said happened, and the Story Master then moves through the loop again, until everything is finally resolved.

Drawbacks are as follows. If one player does something to interrupt another player, the Story Master might not catch it in time. To settle this, make it the responsibility of the player performing the action to signal the Story Master as to what he will be doing. This also applies to any scenery or plot changes coming from the players. For example, if the first player decides to turn a drawbridge invisible, and the Story Master is already talking to the second player who wants to walk across the drawbridge, the first player should notify the Story Master. If the first player fails to do so in time, a new sense of realism is often added to the game. In this case, because the second player believes the drawbridge to be there, either based on the GM's description or on the fact that he took his action quickly, he might not discover that the bridge has become invisible until he's already on it (and trying to keep from flipping out!)

Of course, there's also some great advantages to having two GMs. Each player waits less time for his turn, and often times added realism (like the drawbridge story just mention) occurs spontaneously. Also, the System Master will always provide details and effects that the Story Master didn't think of, thus increasing the detail and spice of the game.

Another version of the two-GM system allows for PCs to act against other PCs. One GM heads the first team, while the other heads the second team. Every part of the game is spent going in the sequence of player order, and when each GM has talked with each player of their own team, the two GMs get together to notify each other of what is happening. If any conflict has occurred, the GMs decide the outcome together. Each one should have a copy of the other team's character sheets, so that they can carry the actions through without having to constantly talk to the other GM (although actions should always come from players' choices). Better yet, suspense will build because neither party will know which characters are PCs and NPCs, nor which players are running which characters.

The game must be played by sequence of first player to last so that the GMs have an interval to get together and go over what happened. All activity should be described by the GMs, not overheard from the opposing players. To really keep things separate, have each group in a different room, run the parties at two separate houses and communicate via phone or modem, or get headsets for each GM. In this situation, the more extraneous information you can hide, the better.

Mastering a culture

As you perform as GM, over time you'll no doubt develop a strong pride in a particular culture. That's only natural; we'll all have our own specific favorites among character types and cultures. It's perfectly fine (and actually encouraged) to devote massive amounts of detail to your personal or favorite cultures (a process called *mastering a culture*). Feel free to develop all the cities, places, and history of that particular people.

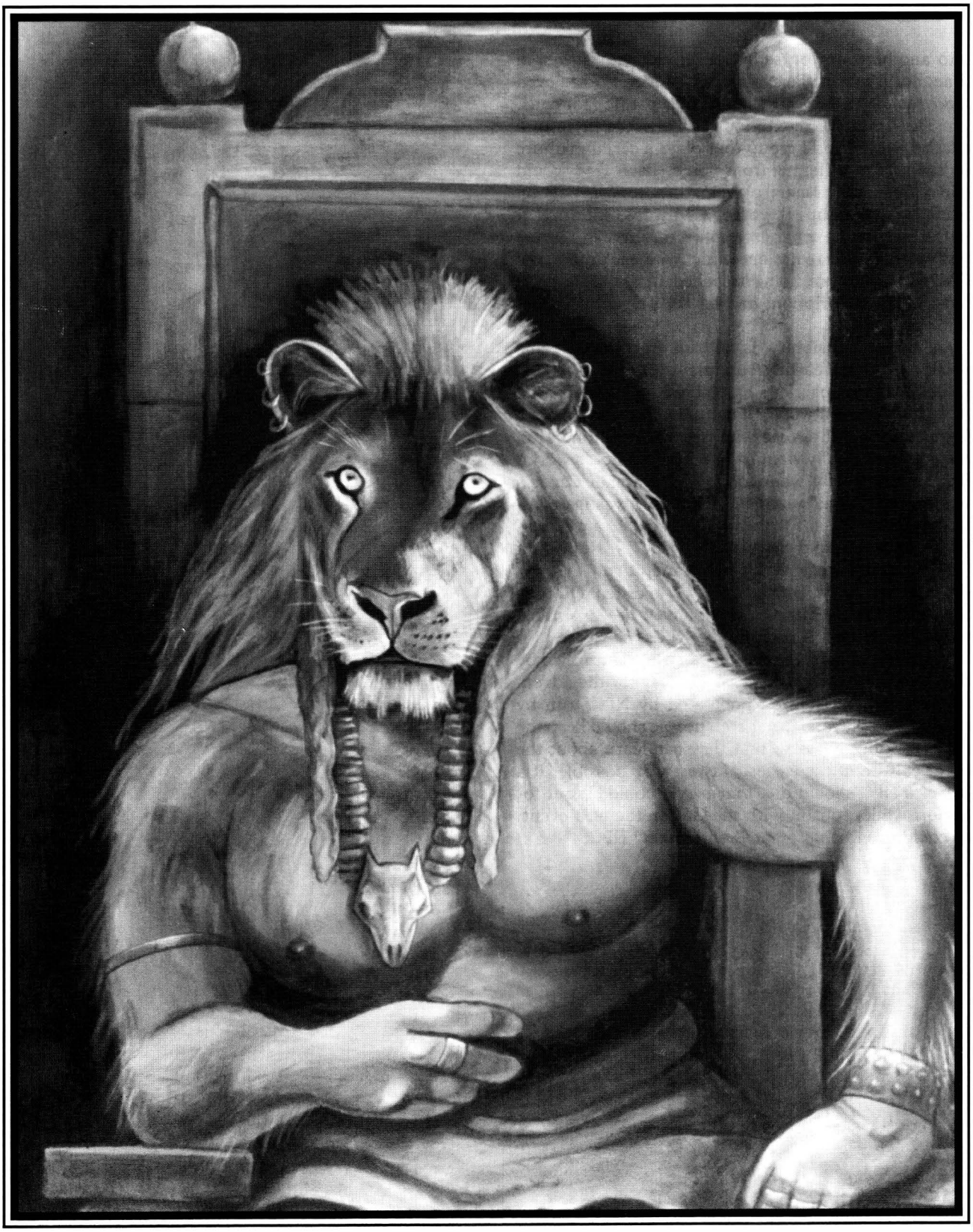
After NeverWorld is played regularly across the US and Europe, think of what a benefit it'll be to deal with a GM who has mastered a culture different from yours! Your group of regular players could go adventuring with their characters in a completely new culture, without you needing to put more painstaking detail

into another one yourself. Not only does it save you time, but it makes the exploration of NeverWorld even more real, as each culture has been separated for eons.

The best implementation of this would be to find another NeverWorld group that plays a certain culture or subculture different from yours. Each GM would still represent their usual players; then, for every action made by one group, the other GM would interpret it in the eyes of the other group's culture. When players just wander and are not in conflict with each other, the GM of the culture being travelled in should handle most of the description, and let the players interpret it for themselves.

Another possibility is to run a triad of game sessions, where each group plays in two different games. For example, let's assume we have three GMs: Alfred who runs a wood elf culture, Bob who runs the Ogre culture, and Carrie who plays a human culture. Alfred's elves really want to adventure in Bob's world, Bob's Ogres really want to trample through Carrie's world, and Carrie's humans want to investigate Alfred's world. When Alfred and Bob play, Team A uses their characters and Team B plays all the NPCs that Team A would meet. When Bob's and Carrie's groups get together, Team B use their PCs and Team C uses the NPCs. Finally, Team C would adventure in Alfred's world, with Team A running the NPCs.

In this manner, you have a story line controlled by the GMs, interpreted in a realistic way for the adventuring groups, and even populated by NPCs run by experienced players. In general, people should keep the same PCs and NPCs so that they can learn about the other culture in the easiest, fastest way possible. If a player's NPC should die, that player could sit out for a short while, consult with the GM on the next event, or could even be designated with a new NPC.



Chapter Six
Building your world



wise note to GMs everywhere: As you construct your world, savor the details as your little secrets. The more hard facts you give to the players, the more mystery your world will lose; and when the mystery is gone, so is the magic.

NeverWorld has a ripe base of detail for everyone to discover. When your players finally decide to go off in search of the myths and monsters, you'll need to keep track of where they went, whom they met, what they said and did, and what effect it had on your world. Don't worry, this is much easier than it sounds; the habit of note-taking only needs a little practice to develop.

Which building blocks to use

As a GM, your part in the game is to create a storyline that will take the character's through a rollercoaster ride better than any adventure movie. Chapter 5 will help you to do that. Once you've figured out the beginning of your story, you'll need to flesh out the people, places, and things in every new scene, which is what this chapter will show you how to do.

People

As mentioned briefly in Chapter 5, you only need ten things to create an NPC: culture (and gender), name, pathway, attitude, career, best advantage, best skills, carried/owned items, important knowledge, and biggest hang-up/disadvantage. This is the brief and easy way to come up with people spontaneously. Now do these things:

- *Ask yourself why this character is here, and what her desire is.* NPCs can first be created to just deal with current situation but should be examined later for motivation, so as to be role-played better.
- *Record as you play, and keep cultural characters together.* Keep a binder full of the NPCs you create, with those from the same culture filed together. Highlight any you want to weave into the plot.
- *Generate typical people of specific career and PL.* Developing average people of a culture (such as the average Wolfihn Warrior of Uoo, the average Neuonian Knight, or the average dwarven Weaponsmith) will help you if the party does something unexpected and you need an NPC fast. You can also use a "generic" NPC as a basis to build a more unique character (which definitely seems more lifelike than a spontaneous character referred to as "Goblin Nosepicker #1", for example).
- *Flesh out the deserving.* Flesh out personal bodyguard or special enemy NPCs, and try to balance their needs with the PCs, so they have a reason to interact with each other.
- *Don't be afraid to let the NPCs fulfill some parts of the game.* True, sometimes NPCs can become a crutch, but sometimes players simply need some help. If PCs start delegating some duties to their NPCs, fine; just give them some more problems to keep them busy.

Monsters

Of all the details that fill your realm, monsters are probably the most important, as they represent fear. Although this allows the term "monster" to apply to some normal societies (such as the Driseti) or even unjustified actions (such as money influencing the decisions of law), monsters are usually the dark, nightmarish, indestructible beasts that have plagued the darkest corners of the world since time began

Monsters are no weaker than our worst fears and scare players because they have the potential to wipe them out of the game. Playing the role of a monster *well* is a story-telling method that must be mastered by a good GM. Here are the main principles for introducing and playing monsters:

1. *Introduce the monster by having NPCs relate its legend.* Legends or stories introduce new ideas and



are also vehicles for fear. And because legends cannot be proved or disproved gives them a unique power over the mind: no one is certain of their truth until the actual moment of confrontation.

2. *Give some sort of proof that the monster really does exist.* Whether you mean to actually present the beast or just want to scare the players unfoundedly, give them some sign of the creature's wicked ability or desires. Don't let them spot it or get a real description; just keep dropping hints. Let their fear grow. Feed their fear. Get them really tense.
3. *Allow the characters a chance to completely walk away from the situation.* If they take you up on the offer, just save the creature for another time, as a "cute surprise". And if they do decide to go after the monster, then slam them with some event that will make them think, "Aw man, what in the world was I thinking?!" Then, after they're unsure of themselves, remind them somehow that they had a chance to get out, but they blew it.
4. *Follow up the "too-late-now" impression with sheer terror as the monster stalks one or many of the party members.* At this point, someone should lose something very dear to him (perhaps a weapon, a loved one, an arm or a leg, etc). Such a loss makes characters feel like they are backed into a hopeless situation, yet triggers that burning competitive edge that shouts, "That's it, we're going to destroy this thing or die trying!!"
5. *When the group organizes, make sure you've retained enough firepower on the monster's side to make the combat interesting.* However, leave any permanent crippling back at Step #4; the passions of the characters must shine through for this combat.
6. *Play out the monster and its minions with the same amount of care and protectiveness you'd use with your own characters.* These creatures aren't cannon fodder; they're living, breathing people with personality and the desire to survive. Each one of them should reach for every last option before they finally go down (and those that can regenerate will let themselves fully heal before stepping back into the fray). Some monsters even have egos and a strong sense of confidence, figuring they've killed bigger and adventurers than your puny little players. If the group does happen to be way too powerful for the monster, then it should seek to escape; only insane monsters tend to be suicidal.
7. *Finally, offer the reward.* Because NeverWorld combines Social, Professional, and Fiscal Levels to determine the ultimate Life Level of a character, each one of these things is a reward in itself. Also, experience for defeating the monster, any treasure that might be plundered, and the hero's welcome are all rewards to the character. Balance each reward on an individual basis for each character, recompensing those who have lost more with more reward if they've earned it. Remember that players with little reward become unhappy, and those rewarded beyond what they deserve will become spoiled and bored.

Groam's Lexicon of Fear & Darkness

For these descriptions, all advantages have been abbreviated, and only non-average advantages are listed. Two attack forms separated by a plus sign (such as "Claw+Bite") should be read as "Claw and Bite"; the two attacks are normally used in combination. Two attack forms separated by a slash (such as "Kick/Trample") should be read as "Kick or Trample"; the attacks are used separately but just happen to have the same Init cost or damage values. Attack is abbreviated as "Att" and Parry is abbreviated as "Par". Damage is listed as per ROC success results. Ranges for missile/thrown weapons are listed for short, medium, and long distances (such as "S30 M60 L100"). Armor values are listed in the form "absorption/maximum"; natural armor (such as tough hide or skin) only has one Value listed—absorption—which acts just like the absorption value for normal worn armor. All treasure values are listed in Neuonian gold and silver coins unless otherwise stated.

Ainu

Size level: 6
HPs: 150
WPs: 300
Soak: 12
Movement rate: 15
Height: 8' at shoulders
Weight: 3000 lbs
Advantages: None
Damage bonus: None
Initiative base: +60



Initiative cost:
Bite+Claw (WC12): Att 60, Par 24 (claws only)
Weapon damage: Bite+Claw: A10 B15 C20 D25 E30 F35 G45 H50
OCF: Bite 110, Claw 50
DCF: None
Dodge: +60
Armor: None
Magic/Metaphysics: None
Special/Skills: Clairaudience and Clairvoyance with a mentally bonded Driseti. (See Driseti cultural skill: Wolfbond)
Number appearing: Usually in packs of 2-6; 35% chance of seeing just 1 with Driseti rider.
Location: Black Forest
Diet: Fresh meat
Treasure: None

These unusually large, gray-and-white furred wolves are loners and do not hunt in packs (a blessing, due to their viciousness). In general, ainu are only seen in groups after bonded with the Driseti and roaming freely about the elven community.

Benetoth

Size level: 4
HPs: 48
WPs: 90
Soak: 6
Movement rate: 8
Height: 5.5'
Weight: 125 lbs
Advantages:
Stam 2, Stre 2, Refl 3, Agil 4, Awar 3, Avoi 3
Damage bonus: +2
Initiative base: +30
Initiative cost: Melee (varies)
Thrown/Fired (varies)
Weapon damage: Melee (varies)
Thrown/Fired (varies)
OCF: Melee 100, thrown/fired 90
DCF: Melee 50
Dodge: +65
Armor: Hide (3); 20% chance of wearing Bock armor
Magic/Metaphysics: None
Skills: Prowl, Ambush, Pass Without Trace, Tumbling, Running, Repair, Dowsing, Travel: Desert, Desert Invisibility
Special: Can leap 30' by expending 2 WPs.
Number appearing: 2-4
Location: Burning Lands of Jor
Diet: Any meat available
Treasure: 2 silver

These lizardmen of the Wastelands of Jor walk upright on two powerful hind legs. Their webbed feet negate any movement modifiers for walking in the sand dunes and also help them leap astonishing distances. Similar to the lizards they resemble, their heads continually bob as they search hard for caravans or desert animals to attack for food. Being scavengers, the benetoth use a variety of weapons—whatever happens to be available. The GM can equip them with any weapon, and there is a 10% chance of a particular benetoth possessing a Moon Crystal weapon.

Blood Amoeba

Size level: 2-4
HPs: 50
WPs: 30
Soak: See special
Movement rate: 4
Height: Varies
Weight: Varies
Advantages: None
Damage bonus: Special

Initiative base: None
Initiative cost: Strike (WC8): Att 40, no parry
Weapon damage: See description
OCF: Strike 60
DCF: None
Dodge: None
Armor: None
Magic/Metaphysics: None
Special: A blood amoeba can have d10 separate arms to attack with, and initiative should be rolled separately for each arm. Also, because of the amoeba's structural make-up, it can absorb all blunt damage, and any slicing or piercing damage is halved and can be regenerated at 5 HPs per round. The only way to truly destroy the amoeba is with fire. (See "Hazards" in Chapter 2 for fire damage.)
Number appearing: 1
Location: Any underground cavern
Diet: Blood
Treasure: None

The blood amoeba should not be dealt with lightly, as it resembles a jelly-like mass that can form several arms with which to attack. When the creature rolls a successful strike, the attacking arm will stick to the target and begin its search for the target's unprotected flesh (with a 30% chance each round of finding it). Note that every attack to the same target gains +5 to OCF for each arm currently sticking to it. Once an arm makes skin contact with the target, that arm attaches to the host and begins to suck blood from that body part at a rate of 10 WPs per round. (The GM should keep careful note of which arms have attached to the skin, as each attached arm will suck 10 WPs per round.) The blood amoeba begins as size level 2 and will grow to a maximum of sl4 as it sucks blood from a target. If damaged, however, the amoeba will start to drain; at 1 HP, it will be only sl1.

Demons

OCF: 100
DCF: 100 - (10 x sl)
Damage: Teeth/Claws: A1 B2 C4 D7 E13 F19 G30 H50. (Multiply all damage by size level before adding damage bonus.)
Soak: Immune to fire and mundane weapons

Demons are natives of UnderWorld and exist by something altogether different than Willpower. Their parallel trait is called *Essence*, and it can only be acquired in one way: by eating WPs expended during the emoting of mortal beings. The type of emotion the demon feeds off of and the amount of emotion needed determines its total rank and power (some demons can live off one small host, while others crave the Willpower from entire populations). Demons whose Essences are reduced to zero are destroyed. Demons in NeverWorld can be physically killed as well, but destruction of their physical form only severs their weave and sends their Essence back to the UnderWorld.

Demons usually have black, red, or white skin, and can appear as humanoid, wyrm-like, animal-like, insect-like, or anything in between. Worse, some have wings, some have multiple arms, and some have no body at all—simply a mouth. Still, all demons have fiery red eyes and usually possess sharp claws and teeth that can slice through any mundane item like it was butter. Also, each demon will have a unique composition, twisted by the nature of their empathic sustenance and appetite. A demon's size is proportional to its appetite.

A demon's name is its calling card as well as its leash. Every demonic name is the actual true name of its Essence, and calling out or reading this name causes the demon to lose a point of Essence each time. In other words, the fastest way to attract a demon's attention is to "poke it" by speaking its true name. (A summoning circle also performs this exact function, repeatedly, until the demon shows up.) To randomly determine a demon's true name, roll three times on Table 74, first for column one, then for column two, and then for column three; then combine the syllables to determine the name.

The number of people needed by a demon in order to feed for Essence is labelled as its *appetite*. The appetite value also denotes the demon's rank in the UnderWorld. Any demon can take Essence from a lower-ranked demon while in the presence of a demon from a higher rank.

The demon can only draw Essence from victims of its empathy, which causes the victim to feel and emote the exact emotion from which the demon feeds. This process is referred to as "cooking" the victim. Emotions (or "recipes") from which a demon can feed include hate or anger, greed, lust, jealousy, vengefulness, despair, grief, pride, remorse, shame, and sorrow. The name of the emotion is often combined with the demon's appetite in order for mortals to effectively label it, in lieu of its true name (such as a "hungry demon of jealousy" or a "voracious demon of hate").

The amount of Essence gained per round is the number of people being empathically affected, divided by the demon's appetite. So if a voracious demon is "cooking" 10,000 people, it will gain approximately 1.5 points of Essence per round. Essentially, each victim is losing 1 WP per round as the demon cooks their emotion into Essence.

Those "cooked" successfully three or more times by a particular demon become part of its Unholy Communion. The victim is unaware of the connection with the demon, other than the black-out periods caused by the demon's draining of her emotions. Those ensnared in the Unholy Communion have no defense against the assaulting demon and are usually kept at minimum Willpower by it.

The various types of demons (based on appetite), along with more specific stats, are listed at the end of this section.

Each demon also has innate basic powers—called *Dark Forces*—available to it based on rank. The number listed after each power's name is the amount of Essence necessary to activate the power. Except for Permanent Mark and Blistering Kiss, each power once activated is in effect until the sun rises.

Hopelessness (10): Strips away the confidence of any victim who misses a Mental save, with a difficulty of whatever Essence the demon adds to the roll. Anyone affected by Hopelessness will refuse to fight the demon and will simply wait to die.

Dark Angel's Prowl (50): Allows the demon to take ethereal form. No type of vision or detection spells will indicate the demon's presence, nor will any danger senses be activated. Only priestly endowments that reveal an evil presence will detect the demon using this power.

Immunity to Channeled Power (Auto): Negates the effects of all channeling powers levied against the demon, except for endowments specifically tailored against the demonic.

Permanent Mark (Auto): Brands the victim so that no other demons will infringe on the demon's "property" and feed off him. Marked victims can be instilled with Hopelessness, and the demon can find those permanently marked no matter where they go in order to hide.

Morph (Auto): Allows the demon to duplicate any person, creature, or thing perfectly, leaving the demon detectable only because of its inherent appetite and greed.

Blistering Kiss (Auto): Immediately blows into fiery ashes any person of less than Life Level 10 who looks upon the demon. Those who have a Life Level 0 and a Social Level of -7 or worse is immune to this effect as long as they vow to serve the demon's will. Anyone choosing to serve the demon will be given a Permanent Mark.

Demons come to NeverWorld by one of only three ways: weaving, possession, or Necromancy.

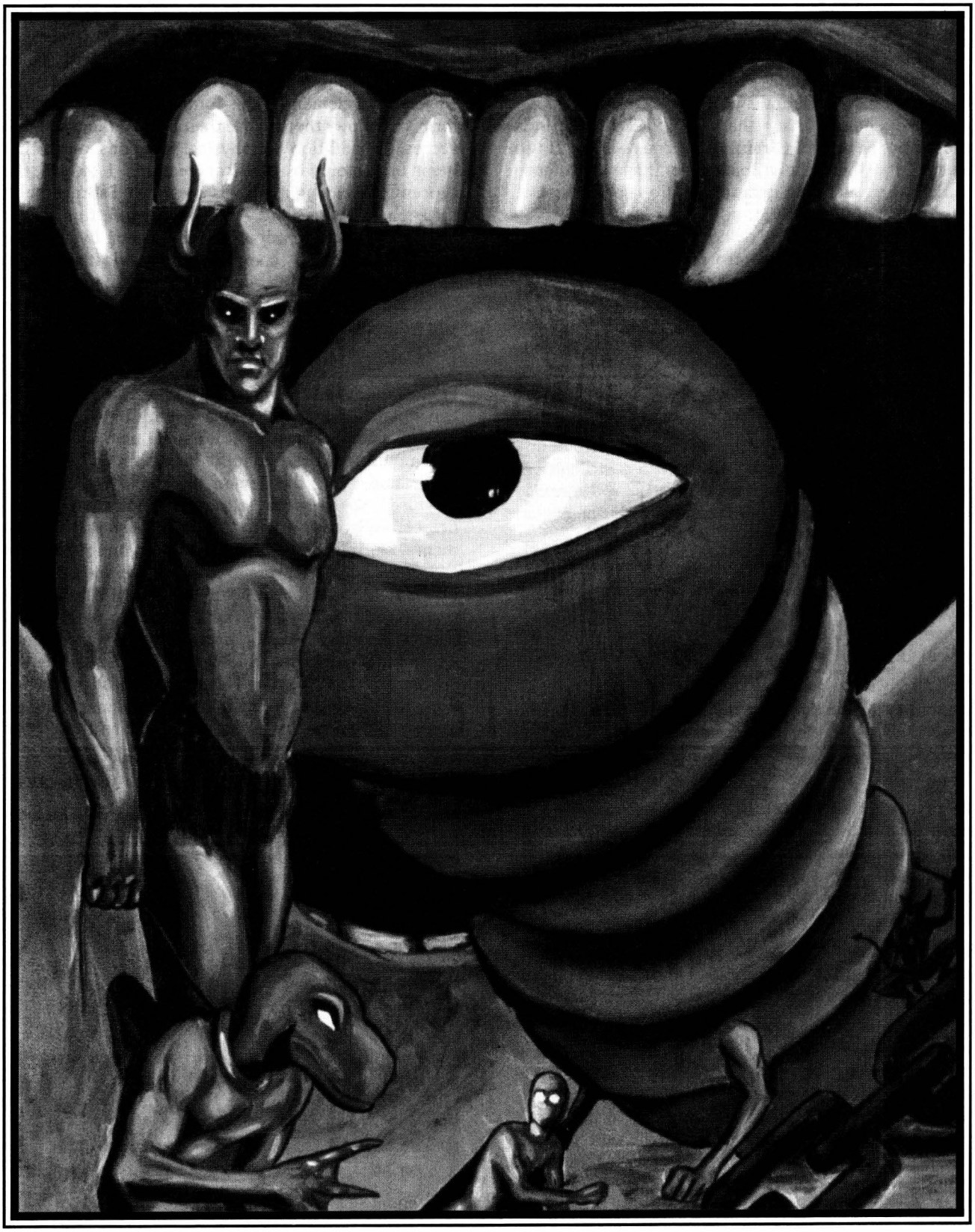
Demons who *weave* themselves over use their own Essence to manufacture a physical body made from NeverWorld elements. This form reflects their natural form and allows them to use their normal range of Dark Forces, in addition to physical weapons and other items usable only by physical creatures. However, the process of weaving a body is costly—1 Essence point for each Appetite point—and, in general, this cost is high enough to severely drain any demon by the time the physical form is complete. (After all, it's difficult to collect Essence from one solitary emotion, especially when more powerful demons keep taking Essence from you.) Because of the difficulty involved, then, weaving is rare.

Demons who do not have enough Essence to weave or who choose not to weave for the mentioned reasons can opt instead to possess a willing or weak-willed victim—usually someone at life's end who is willing to give anything in order to fulfill his dreams or fantasies. Possession offers the demon the benefit of being "in disguise," so to speak, although its Essence is still detectable by those with the right magic or endowments. During possession, the demon cannot manifest any Dark Forces powers except Hopelessness and/or Permanent Mark, but it is able to collect Essence and thus eventually achieve enough power to weave itself over. Demons possessing hosts usually start Unholy Communions in order to feed themselves sufficiently.

Any demon called by Necromancy has its weaving done for it, without it having to expend Essence to do so—an extremely dangerous situation, as the demon

Table 74. Random selection of demon names.

Roll	First	Second	Third
01-08	Ang	Aq	Ax
09-17	Az	Bli	Chi
18-26	Dor	Du	Ga
27-35	Ib	Ish	Ism
36-44	Ix	Ka	N
45-53	Nan	Og	Pi
54-62	Pu	Qxia	Ri
63-71	Rol	Rue	Si
72-80	Syn	Tho	X
81-89	Xa	Xu	Yi
90-98	Yu	Yog	Zil
99-100	Zy	Zog	Zax



now has a physical form, can use all of its Dark Forces powers, and has not expended any Essence. Luckily, the creature cannot totally assume the form until it has agreed to the contract specified by the necromancer. However, due to the weakness in the barrier between NeverWorld and UnderWorld caused by the summoning, the summoners sometimes fall prey to various Dark Forces before the contract is complete and the portal closed.

Hungry demon

Appetite: 1
Size level: 1-3
Appearance: Faeries or imps
Dark Forces: Hopelessness
HPs: 6d10
Essence: 40
Damage bonus: 0
Movement rate: 30

Famished demon

Appetite: 6
Size level: 4
Appearance: Human-sized humanoids or animals
Dark Forces: Hopelessness and Dark Angel's Prowl
HPs: 10 x 6d10
Essence: 40 + (d10 x 10)
Damage bonus: +10
Movement rate: 20

Starving demon

Appetite: 66
Size level: 5
Appearance: Humanoids
Dark Forces: Hopelessness, Dark Angel's Prowl, and Immunity to Channeled Power
HPs: 300 + (d10 x 100)
Essence: 50 + (d10 x 10)
Damage bonus: + 25
Movement rate: 17

Ravenous demon

Appetite: 666
Size level: 6
Appearance: Giant humanoids, worms, or serpents
Dark Forces: Dark Angel's Prowl, Immunity to Channeled Power, and Permanent Mark
HPs: 500 + (d10 x 100)
Essence: 300 + (d10 x 100)
Damage bonus: +50
Movement rate: 10

Voracious demon

Appetite: 6666
Size level: 7 or 8
Appearance: Giant humanoids, minotaurs, and worms
Dark Forces: Immunity to Channeled Power, Permanent Mark, and Morph
HPs: 2000 + (d10 x 100)
Essence: 3000 + (d10 x 500)
Damage bonus: +250
Movement rate: 8

Ungodly demon

Appetite: 66,666 +
Size level: 9 or 10
Appearance: Giant humanoids, worms, or totally alien in appearance.
Dark Forces: Immunity to Channeled Power, Permanent Mark, Morph, and Blistering Kiss
HPs: 10,000 + (d10 x 1000)
Essence: 40,000 + (d10 x 3000)
Damage bonus: +3000
Movement rate: 5

Devils (Gods of the UnderWorld)

Devils are the overlords of the UnderWorld—the dark gods responsible for all the ritualistic murder caused by the death cults of the grobber and some beastish. Some are known by more classical names, such as Satan, Beelzebub, Nicodemis, Baal-Rog, Succubus, Incubus, and Fire Wyrm, while others have more unique callings like Archimedesis, Spawn, Cretanis, Caccodaemonis, Paannn, Jixxism, Purl, Yllynix, and Wyrxcun (just to name a few). Devils are immortal and godly and as such will be covered in detail in a future supplement describing the foundations of deities and their realms, wherever such realms might be.

Dragons

As mentioned elsewhere in this book, Dragons in NeverWorld are not hunted; at best, they're sieged in a cold, long war. Most are capable of crushing towns, villages, and even small countries without fearing any physical harm, and their intellectual ability to manipulate people and situations to best benefit themselves makes them almost invulnerable to even the best-laid

plans. Those who have seen Dragons and escaped unscathed should be considered lucky, and to actually have survived speaking with one—with no apparent ill effects—should be deemed miraculous (and almost unbelievable) at the very least.

Age ranges are not given for the various categories, simply due to the fact that no one has managed to extract the information from a Dragon.

Infant Dragons

Size level: 4
HPs: 500
WPs: 2000
Power tolerance: 200
Soak: 11
Movement rate: 20 (air), 10 (ground), 8 (water)
Length: 8' from nose to tail (very thin)
Wingspan: 16'
Weight: 160 lbs
Advantages: Stre 3, Comp 2, Agil 5, Awar 6, Char -2, Dext 1, Etiq -4, Stam 7, Pers 4, Refl 7, Avoi 10
Damage bonus: +5
Initiative base: +65
Initiative cost: Claw (WC14): Att 50, Par 28
Bite (WC14): Att 75
Weapon damage:
Claw: A2 B5 C9 D14 E22 F30 G45 H60
Bite: A3 B6 C12 D20 E40 F60 G100 H150
OCF: Claw or Bite 60
DCF: None
Dodge: 60
Armor: Natural hide (20)
Magic/Metaphysics: Metaphysics (S1-3)
Special: Immune to magic, still has not developed a breath weapon
Number appearing: d10 / 2 in the nest. Only 1 will be encountered in the wild—probably lost or held in captivity by vicious Trols or Giants.
Location: Any of the taller mountains, especially Mt. Kabi and Ariela.
Diet: Fresh red meat only. An infant needs 200 lbs of meat a day and can take down cattle and horses within two weeks of hatching.
Treasure: No personal treasure, except that of its parents.

Dragons are divided into their own unique classifications, referred to by some by their colors, others by their natural weapons, or even others by their nature or habitat. In any case, most people agree that the secrets of Dragons are to be left alone; in general, there is no need to determine the reasons for Dragons, only a need to just be content that they exist.

Infant Dragons tend to be pale and spotty when born but soon shed these marks like a baby's curls. Although it takes them two weeks after hatching to become deadly, they are capable of complete communication from the moment they first open their eyes. Infants do not learn how to fly for the first year, spending all their time developing their metaphysical powers (as Dragons must essentially become one with their universe). Infants straying from their parents' guidance are prime targets of nearby towns and villages, who desire revenge for stolen herd animals and for being unfairly oppressed during the Unholy Ages, where malicious Dragons ruled the lands with their grobber armies.

Child Dragons

Size level: 5-7
HPs: 1000 per size level
WPs: 15,000
Power tolerance: 500
Soak: 13-15
Movement rate: 44 (air), 12 (ground), 6 (water)
Length: 12-60' long
Weight: 400-10,000 lbs.
Advantages: Stre 5, Comp 3, Appe 1, Agil 4, Awar 8, Char 2, Dext 2, Logic 1, Stam 8, Pers 5, Style 1, Refl 7, Conf 3, Avoi 9
Damage bonus: sl5 +25, sl6 +50, sl7 +175
Initiative base: +75
Initiative cost: Claw (WC14): Att 50, Par 28
Bite (WC14): Att 75
Weapon damage:
Claw: A1 B3 C5 D10 E15 F20 G35 H75
Bite: A1 B4 C9 D15 E30 F45 G75 H110
(Multiply damage by size level before adding damage bonus.)
OCF: Claw or Bite 80
DCF: Par 60 (can parry normal weapons with hands)
Dodge: +65
Armor: Natural plated hide (40), soaks even magical damage.
Magic/Metaphysics: Metaphysics (S1-5).
Special: Immune to all normal weapons except those of the Rublug outpost Black Iron Gauntlet.
Billow: A child Dragon can fire a tunnel of air similar to the force of that of a condensed wind tunnel. The billow picks up loose materials along the way (weapons, sand, earth, wood, animals, etc.), causing damage of 10d10 to anyone within a 100' range and in a 30° cone (unless the area is absolutely secured). The billow will also knock over those who fail an Agility check, with a difficulty equal to the damage of the attack. The billow will also knock

down an average two-bedroom wooden house in one blast and a stone house in three blasts. Aerial creatures in flight struck by a billow will fall, reeling, to the ground.

Number appearing: d10 / 3 (round down, with a 1 minimum). Children will be found in the skies mostly, being very mischievous.

Location: Any of the taller mountains, especially Mt. Kabi and Ariela.

Diet: Red meat. Child Dragons can eat their entire weight in red meat every day but rarely are fortunate enough to have so much meat available.

Treasure: Child Dragons enjoy collecting "pets", which are almost always sentient creatures that the Dragons can talk to or play with. Taker Dragons will begin to tease, torture, or experiment with their pets; other Dragons will offer their pets a certain amount of respect and be somewhat civil. Note, however, that it is not outside of any Dragon's nature to eat its pets when it becomes bored with them. The only treasure to be found with a Child Dragon will be any items once belonging to its pets.

Children have begun to develop the glistening plated armor so pertinent to their survival, and they have taken on a prominent color or three, with the body being mostly solid and the wings exhibiting mystical patterns.

Children are eternally searching for information about the world they live in, and rarely have the patience to listen to their elders. Because they are now allowed to leave the nest and live on their own, it is quite common to find a group of them living on one peak and sharing philosophies or experiments.

Children can be very dangerous when threatened. Indeed, one Child Dragon can demolish an entire common city if aggravated enough.

Children have just begun to become members of the Collective Consciousness but use their stature wisely, following the guidance of the ancients. Also, by the time they reach young adult status, they will have already learned most of the available languages, sciences and a good portion of the myths. They also begin to dabble in magic as soon as they discover it, which accounts for so many discrepancies in their skill at spell casting.

One common threat to Child Dragons is the Fidei Draconus religion, which seeks out mascots and tries to form legitimate contracts with dragons at such young ages. Dragons are bound to their word by laws that have existed since the dawn of time, and these contracts of servitude to humanoid races can end a young Dragon's potential quickly.

Young adult Dragons

Size level: 8-9
HPs: 2500 per sl
WPs: 100,000
Power tolerance: 1000
Soak: 17-18.
Movement rate: 74 (air), 14 (ground), 4 (water)
Length: 60-250' long.
Weight: 10,000-50,000 lbs.
Advantages: Stre 7, Comp 7, Appe 3, Agil 3, Awar 8, Char 5, Dext 4, Logic 7, Etiq 5, Stam 9, Pers 8, Style 5, Refl 8, Conf 9, Avoi 3
Damage bonus: sl8 +857, sl9 +1225
Initiative base: +80
Initiative cost: Claw (WC10): Att 70, Par 20
Bite (WC10): Att 100
Weapon damage:
Claw: A3 B7 C15 D25 E85 F165 G335 H670
Bite: A3 B10 C20 D35 E115 F335 G670 H1665
(Multiply damage by size level before adding damage bonus.)
OCF: Claw/Bite 105
DCF: Par 105
Dodge: 85 against sl7 creatures and bigger; 42 against sl6 and smaller
Armor: Natural triple-plated armor hide (150), soaks even magical damage
Magic/Metaphysics: Metaphysical (S1-7, complete); 70% chance of knowing 10d10 spells from one or more magical emphases.
Special: Immune to normal weapons except those of the Black Iron Gauntlet outpost.
Breath weapon: Young Adult Dragons must now choose what sort of breath weapon they will have: solar plasma, liquid nitrogen, nitric acid, lightning, or nerve gas. Training begins at the end of childhood and ends in early young-adult years, and the weapon chosen is permanent; a Dragon can give up its breath weapon but can never learn a different one. Breath weapons of Dragons can only be stopped by indestructible materials, invulnerability to the particular element, or specific dragon-breath-protection powers. (Note that a successful Physical save reduces damage from a Dragon's breath weapon to half normal, but usually that still only means the difference between being "pretty dead" and "undeniably and unarguably dead".) The number of times that a breath weapon can be used depends on the weapon's maximum damage (i.e., the H success value) and the Dragon's current Willpower; every use of its breath weapon costs a Dragon an amount of WPs equal to the damage of an H success (e.g., 10,000 WPs for lightning and

5000 WPs for nerve gas). GMs, note that power tolerance is already taken into effect for this cost.

Solar Plasma: This weapon has two options. Either a single pellet-sized solar nucleus can be fired up to a distance of 3 miles away, doing damage in a 30' radius from impact, or a solar flare can be belched forth, lashing wildly at anything within a 60° cone in front of the mouth and up to 300' away. The weapon has an OCF of 80, does damage of A50 B150 C300 D600 E1000 F2500 G5000 H10,000, and has a difficulty of 100 to save against.

Liquid nitrogen: A hydrant of instant frozen death can be sprayed up to 300' away at any targets within a 60° cone. If done lightly enough, the victims' solid-icicle bodies will not be shattered by the force of the breath, making a nice ice garden to be admired by the Dragon's closest friends. The weapon has an OCF of 100, does damage of A20 B75 C150 D300 E600 F1000 G2000 H5000, and has a save difficulty of 50.

Nitric acid: An acid storm of cloud and rain affects an area of 1000 square feet in front of the mouth (dimensions chosen by the Dragon). Average damage levels are enough to instantly dissolve bodies inside their armor before crumbling away the armor itself. The weapon has an OCF of 100, does damage of A20 B75 C150 D300 E600 F1000 G2000 H5000, and has a save difficulty of 30.

Lightning: A lightning bolt will surge straight from the mouth, then fork to any four targets within a 30° arc of the mouth, up to 2 miles away. The weapon has an OCF of 60 and has a save difficulty of 60. Damage works similarly to getting struck by lightning (see Hazards in Chapter 2); a successful save negates all damage, while a failed saved means that the target has been blasted into itsy-bitsy ozone particles.

Nerve gas: A light almond-smelling breeze blows through a 1000-square-foot area in front of the mouth (dimensions chosen by the Dragon). All targets not breathing from their own separate air supply will immediately spasm and then die a few seconds later as their arteries burst; those who save have five rounds to apply some sort of anti-toxin before they die as well. The weapon has an OCF of 100, with a save difficulty of 80.

Number appearing: 1 or 2 (depending on the geological time-period / mating seasons). Those who are lucky enough to see, yet still be ignored, by a young adult Dragon should consider it a miraculous blessing. Those who are actually spoken to by a young adult Dragon should be prepared to either die or abandon all their personal dreams for those of the Dragon, as young adult Dragons always have plans within plans and enjoy toying with others' fates.

Location: Aside from Mt. Kabi and Ariela, these Dragons also spend time in the Black Forest, the valleys between the Neuonians and the Frolidi, the plains of Ontanama, the Island of Khybern, the Nation of Yucazon, the Cities of the Tristleti, and anywhere else they darn well feel like. In fact, the only area they specifically avoid is the Black Iron Gauntlet, with its 18" cannons.

Diet: Universal energy. The need for physical sustenance has now subsided, as the Dragon has begun to grow into the roots of everything that exists. All future growth is fed by the unguarded powerbases of unlucky metaphysical travelers and the Essence of otherworldly beings such as elementals and demons. Still, just out of force of habit, the Dragon does indulge in a bit of red meat when the urge strikes.

Treasure: Magic, magic, and more magic (usually magical items). Some young adult Dragons do suffer a yearning for money and gems, but this in no way compares to the over-indulgent, all-encompassing greed of their elders. Any given young adult Dragon's lair will be heavily guarded by traps and will usually require a number of metaphysical powers to dismantle all the Imagination Engines protecting it. The lair will usually contain a number of supplemental magical items, Wizard and Elementalist scrolls, d10 rings, two or three magical assets, and perhaps (25% chance) even an artifact. And aside from this personal and valued treasure is other refuse from inexperienced adventurers, such as holy weapons, stylized armor, potions, and travelling equipment. Yes, the Dragon's lair is definitely a treasure trove, if one is suicidal enough to make the attempt.

Young adult Dragons have ascended from all earthly needs and become metaphysical lords of MetaWorld, and they are thus usually not interested in the pressing day-to-day events of mortals unless they involve the discovery of magical artifacts or dragon-slaying weapons. In these cases, however, magic is so dear to these creatures that they will sacrifice friends and family to attain any of it they can, seeing magic not only to be a personal status symbol but as a way of making their nests more comfortable, surrounding themselves with emanations reflect their own glorious origins. Young adults also prepare for any interactions with the mortal world by taking all possible precautions—even those that seem ridiculous by mortal standards. They will use magic and metaphysics to glimpse all future possibilities, preoccupy various countries with services that keep them from interfering in the Dragon's plans,

allow community resources to expand beyond average to keep any possibly threatening mortals complacent, and research the mission's goals using spies hailing from all ends of the universe. In other words, the Dragon is the ultimate schemer and manipulator. All this effort might seem tedious to some, but Dragons take all precautions for which they have time, and young adults have millennia to waste.

Accordingly, in a direct frontal assault, it would take the best cannons of the Black Iron Gauntlet, the top Bock Mantis, the most powerful Wizards of the House of Groam, and the paladins of Neuon's Holy Armies in Neuon to take out one young adult Dragon. And even if they succeed, the Dragon will have no doubt foreseen such a possibility and taken steps to ensure that each such aggressor will die anyway, as gruesomely and as painfully as possible.

Elementals, Earth

Various specifications of earth elementals determine the creature's size and power. The following statistics are similar to all earth elementals:

Soak: 1/5 of the elemental's structure points
Height: Determined by name (e.g., a boulder elemental is the size of a boulder).
Weight: Determined by name
Advantages: GM's Creation
Damage bonus: Pebble 0, Rock +5, Boulder +25, Ground +857, Mountain: +1225
Initiative cost: Earthen Slam 80, no parry
Weapon damage: Earthen Slam: A2 B5 C10 D20 E50 F100 G150 H200 (Multiply damage by sl before adding damage bonus)
OCF: 60
DCF: 30
Dodge: (10 - sl) x 10.
Special: Earth Elementals can travel without hindrance through earth, air, or fire, but any part of their bodies that contact water will instantly begin to disintegrate. Earth elementals can hold physical objects but are too clumsy to do any work demanding fine dexterity. Temperature changes only cause the elemental to become either molten or cold but do no damage to it. To use a power, the elemental must spend 5 x complexity in both Init and Essence. Also, powers listed for each elemental are cumulative from one size to the next; for example, a rock elemental can use all powers listed for it as well as for the pebble elemental, and a mountain elemental can use every power mentioned in this section.
Number appearing: The number summoned
Location: Native to EarthWorld
Diet: Unknown
Treasure: None

The earth elemental assumes a surrealistic form based on the first creature it encounters, so as to appear somewhat equitable to the environment (most are humanoid, emulating a humanoid caster). The size, weight, and color of the elemental is determined by the actual earth source the creature is drawn from. Elementals cannot communicate with NeverWorld mortals and are thus guided only by the elemental instruction of the spell. Elementals coming into NeverWorld unguided will search continuously for a way to get back home to EarthWorld. Despite their possible humanoid appearance, the earth elemental should be considered an unfeeling force of nature and treated with both respect and caution.

Pebble elemental

Size level: 1-2
Structure points: 10
Essence: 100
Initiative base: + 50
Movement rate: 6
Damage bonus: 0

The pebble elemental has the following powers:

Earthlife (13): The proper water table and nutrients can be brought into the soil to increase the growth of plants in an area of two square miles from the elemental. These plants (whether trees, crops, or wild) will grow to be twice normal size in half the time. Duration lasts until the end of the normal growth cycle.

Sandbomb (12): If the elemental is simply within hands' reach of the sand, it can make the sand explode at three opponents in a forward 45° angle, without even actually touching the sand. Each target gets a Physical save; a failed save means that those in metal armor take 20 HPs damage, and those in leather or normal clothes will take 10 HPs.

Rock elemental

Size level: 2
Structure points: 60
Essence: 200
Initiative base: +30
Movement rate: 4
Damage bonus: +5

The rock earth elemental has the following powers:

Summon Pebble Elemental

Stony Imprisonment: The elemental can encase someone or something in stone equal to/under sl6. Objects will be totally encased, while people will still be able to breath but will not be able to move. The imprisonment is crafted of granite or marble, has 1000 structure points, and will remain permanent until destroyed.

Boulder elemental

Size level: 3-4
Structure points: 200
Essence: 500
Initiative base: +10
Movement rate: 3
Damage bonus: +25

A boulder earth elemental has the following powers:

Summon Rock Elemental

Stalagmite Attack (17): The elemental can cause the ground to release hidden stalagmites that will burst up into people's feet or hooves (and, if targets are prone, their bodies as well). Damage from this attack is 4d10 HPs, and the ruptured ground cannot be traversed on horseback, nor can it be crossed faster than the search rate if walking on foot. The stalagmites remain permanently. Dodging is the only effective way to avoid the stalagmites; saves are not applicable.

Ground elemental

Size level: 6-9
Structure points: 1000
Essence: 2000
Initiative base: 0
Movement rate: 2
Damage bonus: +857

A ground earth elemental has the following powers:

Summon Boulder Elemental

Magma Balls (17): Three magma balls about 6" in diameter can be ushered out of the ground and directed towards a target, causing 30 HPs apiece. A successful Physical save by the target reduces damage from each ball by 1/3.

Mountain elemental

Size level: 10
Structure points: 10,000
Essence: 20,000
Initiative base: -20
Movement rate: 1
Damage bonus: +1225

The mountain earth elemental has the following powers:

Summon Ground Elemental

Earthquake (20): The elemental can opened a fissure 100' long, and 20' wide, and 200' deep. Damage from the quake equals the elemental's structure points divided by 3, then multiplied by a d10; and this damage affects all structures in the area of effect for the first ten rounds. Those directly on the fissure must make a successful Physical save to keep from falling in (although flying creatures are immune). While the fissure remains open, d10 tremors will occur (see the next description), each lasting for one minute. Twelve minutes after it opened, the fissure automatically closes, causing 5000 HPs of damage to anything still inside it (no save).

Tremor (14): The elemental can cause a distinct tremor to shake the ground, scattering wild animals, causing tamed beasts to become edgy, and possibly sending every standing person to the ground for the round. A normal tremor lasts for d10 minutes, and anything not making a successful Agility check falls. A tremor affects 1 square mile of land.

Elementals, Fire

Various specifications of fire elementals determine the creature's size and power. The following statistics are similar to all fire elementals:

Soak: Totally immune to air and earth. Also immune to water sources smaller than its own size but will still suffer significant loss of Essence, as per GM.
Initiative cost: Engulf 30, no parry
Weapon damage: See "Hazards" in Chapter 2.
OCF: 60
Dodge: 100. Dodge is only used to avoid magical weapons, and only after the elemental has been hit once successfully (and thus knows what the weapon can do).
Special: All powers are cumulative from one size to the next. For example, a campfire elemental can use all of its powers, along with those of a finger flame elemental, and the forest fire elemental can use every power listed in this section. All powers cost the elemental 5 x complexity in both Init and Essence.
Number appearing: As per created or summoned.
Location: Native only to FireWorld
Diet: Unknown
Treasure: None



Fire elementals do not have a physical form that can be harmed by normal items and is actually indistinguishable from normal fire except when it begins to travel by other means than by just burning objects. Once the elemental is summoned, it can travel through the air at three times its normal movement rate—for limited hops, and to reach new material to burn. Size and weight is determined as per the fire elemental type. Reference the material on earth elementals for more general descriptions.

Finger flame elemental

Size level: 1-2
Essence: 200
Initiative base: +50
Movement rate: 1

The finger flame elemental has the following powers:

Hotfoot (10): Any target can be hit between the toes with a searing flame, no save allowed. Damage is only 1 HP, but the flame serves to break concentration, wake people up, and subtract 5 points from all physical rolls involving footwork for the next 10 rounds.

Sunlight (10): An area of 30' is lit up with true sunlight coming from a direction of the elemental's choice. The intensity of the light is left up to the elemental, and the duration is permanent until canceled by the elemental.

Campfire elemental

Size level: 2
Essence: 400
Initiative base: +70
Movement rate: 2

The campfire elemental has the following powers:

Summon Finger Flame Elemental

Firepower (12): The elemental can increase damage from a normal fire by a multiple of 10, for a duration of 12 minutes. The affected area is a 10' radius, with a center point of up to 200' away.

Bonfire elemental

Size level: 3-4
Essence: 1000
Initiative base: +90

Movement rate: 3

The bonfire elemental has the following powers:

Summon Campfire Elemental

Flaming Wall (15): The elemental can create a wall alive with thick, roasting flame, made of plasma, which will continue to burn for a long time. The flaming wall has a volume of 5000 cubic feet (with specific dimensions per GM's Choice). The wall lasts for ten days, and damage from passing through the wall equals 1/20 of the elemental's Essence when the wall was summoned.

Housefire elemental

Size level: 5-7
Essence: 4000
Initiative base: +120
Movement rate: 4

The housefire elemental has the following powers:

Summon Bonfire Elemental

Plasmaball (15): The plasma ball is a syrupy liquid-gas ball of flame hurled straight at a target from up to 300 yards away, exploding upon contact. Damage equals d10 x 10 HPs, in a 30' radius. A successful Physical save reduces damage by half.

City fire elemental

Size level: 8-9
Essence: 25,000
Initiative base: +150
Movement rate: 5

The city fire elemental has the following powers:

Summon Housefire Elemental

Stampede of Fire (16): A herd of fiery wild animals will appear immediately from behind the elemental and stampede in the chosen direction, doing 2d10 x 10 HPs of damage each round, for 10 rounds, covering over a 200' wide area. The herd moves extremely fast—2400' per minute.

Forest fire elemental

Size level: 10
Essence: 50,000
Initiative base: +200
Movement rate: 6

The forest fire elemental has the following powers:

Summon City Fire Elemental

True Fireball (18): Only the true fire of the elemental plane can produce this effect. The fireball must be cast while the elemental stands next to a roaring fire (a minimum of a large campfire or bonfire) or the Fire-World Gate itself, and will hit everything along its way to the actual target, causing just enough damage to burn through the interposed item and continue along its journey. (Note that armor doesn't offer any protection, and all interposed people take 4 x sl in HPs while the ball burns through them.) When the fireball finally hits the target, it erupts and does 100 HPs of damage to everything within a radius of 100'. No matter how much damage was taken, the target is instantly destroyed (no save); others making a successful Physical save will only take 2/3 normal damage.

Elementals, Water

Special: All listed powers are accumulative from one size to the next. For example, a stream elemental can use both its powers and those of the puddle elemental, while an ocean elemental can use all powers listed in this section. All powers have a cost of 5 x complexity in Init and Essence.
Number appearing: The number summoned or called
Location: Native to WaterWorld and the Muesis cities
Diet: Unknown
Treasure: None

The water elemental can freeze itself, becoming an ice elemental; it then uses earth elemental statistics for everything but its actual powers. The water elemental can also heat itself into steam, whereby it acts like a wind elemental in all but its actual powers. Otherwise, water elementals are immune to air, earth, and fire, although they will lose significant Essence from coming in contact with fire. The water elemental can hold things afloat but cannot "hold" anything that demands an opposable thumb.

Puddle elemental

Size level: 1-2
Essence: 75
Initiative base: +10
Movement rate: 1

The puddle water elemental has the following powers:

Release the Fog (10): Impossibly thick fog will pour from a point of origin determined by the elemental, covering 1 square mile for every skill point the elemental has. Moving inside this fog is dangerous, as sight is limited to an arm's length away. In addition, missile

combat becomes impossible, and any attempts at combat or flight will be very chaotic.

Condense Vapor (11): Water may be created in a natural form as long as the area is not desert or arctic, for a total of d10 x 100 gallons underground or d10 x 300 gallons on the surface. The water will form as a gradual pool, filling up at a rate of 1 gallon per minute, and can be cast to arrive at any point other than on or inside a living being.

Stream elemental

Size level: 2
Essence: 150
Initiative base: +20
Movement rate: 2

The stream water elemental has the following powers:

Summon Puddle Elemental

Steamblast (14): The elemental can make steam blasts erupt around and towards the target, doing the elemental's current Essence / 3 in HP damage. If the target makes a successful Physical save, damage is halved.

River elemental

Size level: 3-4
Essence: 400
Initiative base: +30
Movement rate: 4

The river water elemental has the following powers:

Summon Stream Elemental

Expose Water Pocket (15): The underground streams and rivers can be reached using this spell. When the water pocket is exposed, it will produce a fast-flowing river, a quick-filling lake, or a bursting geyser. The water will continue to flow for a number of years equal to the elemental's current Essence divided by 10 or until naturally sealed. Anyone in the area caught by the swiftness of the opening will either have to make a Physical save to avoid drowning (if a river or lake) or to halve the geyser's damage of 10d10 HPs per round to those over the hole.

Great lake elemental

Size level: 6-9
Essence: 1500
Initiative base: +50
Movement rate: 6

The great lake water elemental has the following powers:

Summon River Elemental

Whirlpool (19): A nasty funnel created in the water can sink a canoe or a raft in ten rounds, a small sailboat in twenty rounds, a fisherman's ship in thirty, a cargo ship in seventy, and a war vessel in one hundred. The whirlpool lasts for five minutes, can be cast anywhere in a large body of water within line of sight, and anything within 500' of the center will feel the whirlpool's pull. All Ship skill rolls suffer a 10 difficulty for each 50' they are towards the center.

Ocean elemental

Size level: 10
Essence: 15,000
Initiative base: +90
Movement rate: 10

The ocean water elemental has the following powers:

Summon Great Lake Elemental

Tidal Wave (20): A huge mounting wave can be pulled in from the great depths of the ocean or sea to wash over the coast land and inwards for a distance of up to two miles. Any person within 500 yards of the shore when the wave hits will automatically be crushed and killed, while those further inland making a successful Physical save are able to avoid drowning and somehow manage to get out of the way. Any city struck by the tidal wave will lose all of its wooden constructions in addition to any poorly built stone construction. In general, 2-6 months of constant cleanup and construction will be needed to repair any such damage.

Elementals, Wind

Special: All powers are cumulative from one size of elemental to the next; for instance, a wind elemental can use both its powers and those of the zephyr elemental, while a tempest elemental can use all powers listed in this section. All powers cost 5 x complexity in Init and Essence to use.
Number appearing: Determined by the summoner.
Location: Native only to AirWorld
Diet: Unknown
Treasure: None

The wind elemental cannot hold anything demanding any sort of dexterity (including weapons). However, it can still toss and throw items, causing damage as per item (with the items determined at random). Wind

elementals are immune to earth and water but cannot cross through them (just over them); fire, however, completely consumes them, without causing any damage to the fire or fire elemental.

Zephyr elemental

Size level: 1-2
Essence: 200
Initiative base: +50
Movement rate: 6

The zephyr wind elemental has the following powers:

Thunder: The elemental can bring a fast thunderclap out of nowhere, rain or shine, which will cause anyone of LL 0 or 1 to run away. Those with a LL of 2-5 will be stunned in shock for one round, and those of LL 6+ will have their concentration automatically broken. If the Thunder is used to emphasize a point of Public Speaking or Military Leadership, add +50 to the speaking skill roll.

Howls & Moans (11): The elemental can cause strange and eerie howls and moans to occur nearby, carried on the wind—enough to set any unsuspecting person within range (speaking distance) on edge. All rolls by the targets have an extra difficulty of 10, and all actions demanding complete silence (for concentration) are impossible. Those who are unstable, paranoid, or insane must make Confidence checks, with a difficulty of the power's success on the ROC. The power lasts for ten rounds.

Wind elemental

Size level: 2-3
Essence: 400
Initiative base: +60
Movement rate: 10

The standard wind elemental has the following powers:

Summon Zephyr Elemental

Sleepy Mist (12): A segment of air within 50' can be turned into a non-toxic but sleep-inducing mist that will fill a volume of 100 cubic feet. All those entering the area must make a successful Physical save the round after they enter to avoid falling asleep for 90 minutes. The mist is never the same color or hue twice, and it lasts for 10 minutes before dissipating.

Cyclone elemental

Size level: 4-9
Essence: 1000
Initiative base: +70
Movement rate: 25

The cyclone wind elemental has the following powers:

Summon Wind Elemental

Barrage of Bolts (17): This is a supercharged version of the spell Command Lightning, doing full damage (90 HPs) to the first target, half damage (45 HPs) to a second target, and quarter damage (22 HPs) to a third target. The lightning forks off to hit the other two targets during its descent; the first target must be within 300 yards of the elemental, while the second and third targets must be within 500' of the first.

Tempest elemental

Size level: 10
Essence: 10,000
Initiative base: +100
Movement rate: 50

The tempest wind elemental has the following powers:

Summon Cyclone Elemental

AirWorld Gate (20): A gate to the AirWorld will open for a period of twenty minutes, allowing all those of the same size level as the elemental to travel there. The AirWorld is relatively safe and does not require any more protection than NeverWorld does as far as its weather is concerned. However, certain areas have temperatures and gasses that are extremely violent or anti-life-supporting in general.

Gargoyle

Size level: 4
Structure points: 85
WPs: None
Soak: 10
Movement rate: 6.6
Height: 5-7'
Weight: 100 lbs per foot
Advantages: Stre 5, Refl 3, Awar 4
Damage bonus: +15
Initiative base: +30
Initiative cost: Claws (WC10): Att 40, Par 20
Weapon damage:
Claw: A4 B7 C10 D14 E18 F25 G30 H40
OCF: Claw 110
DCF: Claw 60
Dodge: +70
Armor: Skin (10). All blunt weapons cause normal damage; bladed, 1/2; and piercing, 1/4.

Magic/Metaphysics: None
Skills: Prowl, Ambush, Hunting, Scaling,
Special: Gargoyles rest as stone by day and come to life at night, although they can remain in flesh form all the time by remaining underground. 60% of gargoyles encountered will have wings and can fly at 3 x movement rate. Also, gargoyles leave no tracks and can only be followed with a critical success in the Tracking skill; and even if the track is discovered, it can only be followed for 10' before it disappears once again.
Number appearing: 2-5
Location: Ruins of castles and cities, and occasionally in underground caverns and in swamps.
Diet: Any type of meat
Treasure: d10 gold, 4d10 silver, 5% chance for a magical item

Seen at night, gargoyles have a stony-surfaced skin and often appear to be mobile statues. Some possess humanoid features, while others are monstrous to look upon. Still, no matter their overall appearance, all gargoyles possess 10" claws.

Giant vulture

Size level: 4
HPs: 37
WPs: 90
Soak: 7
Movement rate: 15
Height: 4' at the shoulders
Weight: 45 lbs
Advantages: None
Damage bonus: 0
Initiative base: +25
Initiative cost: Claw (WC8): Att 40, Par 16
Beak (WC6): Att 30, no parry
Weapon damage:
Claw: A2 B4 C8 D10 E14 F16 G22 H25
Beak: A0 B0 C1 D3 E7 F12 G15 H20
OCF: Claw 60, Beak 80
DCF: Claw 20
Dodge: +45
Armor: Natural feathers (3)
Magic/Metaphysics: None
Skills: None
Special: The giant vulture is used as a mount by the Goblin Vulture Riders. Each vulture is linked to its rider. If the rider dies, the vulture will eat it and then die from the diseases latent in the goblin's body.
Number appearing: 2d10
Location: Wherever Goblins can be found.
Diet: Any meat, usually that of dead animals.
Treasure: None

These enormous birds of prey are usually of dark colors, with long serpentine necks and ugly bald heads. Most are extremely dirty and covered with fleas, and smell abominably to all except their Goblin riders.

Giant, Earth (Tribesman)

Size level: 6
HPs: 320
WPs: 100
Soak: 8
Movement rate: 6.4
Height: 17-18'
Weight: 600 lbs per foot
Advantages:
Stam 2, Awar 3, Stre 4, Refl 1, Conf 2, Avoi -6
Damage bonus: +34
Initiative base: +20
Initiative cost: Stomp (WC12): Att 72
Boulder (WC8): Att 48
Club (WC10): Att 50, Par 20
Weapon damage:
Stomp: A6 B12 C18 D24 E30 F38 G45 H50
(Stomping adds 2 x normal damage bonus when used on sl4 creatures or smaller.)
Boulder: A5 B10 C20 D35 E50 F105 G165 H205
Club: A9 B14 C34 D62 E109 F145 G200 H275
OCF: Stomp 100, boulder 80, club 80
DCF: Club 30
Dodge: +10 (due to their large size)
Armor: Skins (2/30)
Magic/Metaphysics: None
Skills: General Repair, Hunting, Leatherworking, Planting, and Cultivating (this last being quite limited)
Number appearing: 1 (85% chance for it to be male)
Location: A land west of the Ontanama Plains
Diet: Fresh meat (raw or cooked)
Treasure: 20% chance to find lair; 4d10 sliver nuggets (each 2.5 lb.), 4d10 gold nuggets(each 1 lb.), 8 dwarven weapons, 2 Moon Crystal weapons, 1 suit dwarven armor, 5% chance for a magical item

The Tribesman has all of the physical characteristics of a Neuonian and tend to be very dirty, with greasy matted hair. Tribesmen giants are usually solitary creatures and like to be left alone, only grouping together to wreak trouble. These giants are encountered rarely due to being aided by the Rift Guards. Although they attempt to farm and hunt their own food, sometimes they are lazy enough to steal smaller



creatures for eating. Though simple-minded, Tribesmen do show some form of intelligence due to their ability to make clothes from farm animal skins.

Giant, Earth (Rift Guard)

Size level: 6
HPs: 440
WPs: 120
Soak: 10
Movement rate: 7.2
Height: 18-19'
Weight: 625 lbs per foot
Advantages:
Stam 4, Awar 4, Stre 5, Refl 2, Conf 4, Avoi -6
Damage bonus: +52
Initiative base: +30
Initiative cost: Stomp (WC12): Att 72
Boulder (WC8): Att 48
Club (WC10): Att 50, Par 20
Weapon damage:
Stomp: A6 B12 C18 D24 E30 F38 G45 H50
(Stomping adds 2 x normal damage bonus when used on sl4 creatures or smaller.)
Boulder: A5 B10 C20 D35 E,50 F105 G165 H205
Club: A9 B14 C34 D62 E109 F145 G200 H275

OCF: Stomp 110, boulder 100, club 100
DCF: Club 60
Dodge: +20 (due to their enormous size)
Armor: Skins (2/30)
Magic/Metaphysics: None
Skills: All Tribesman skills, plus Ambush (in proper terrain), Running, Traps, and Bandage & Bones
Number appearing: 1 (85% chance to be male)
Location: A land west of the Ontanama Plains
Diet: Fresh meat (raw or cooked)
Treasure: 20% chance to find lair; 4d10 sliver nuggets (each 2.5 lb.), 4d10 gold nuggets (each 1 lb.), 8 Dwarven weapons, 2 Moon Crystal weapons, 1 suit dwarven armor, Felihn armor or weapons, 5% chance to find a magical item

Rift Guards are bigger and stronger than their fellow Tribesmen and (if possible) also a little smarter. They are vicious and efficient killers: the Rublug at Diamond Heart have lost many patrols who have passed into a Border Guardian's area of operation. Many of these giants can single-handedly take out a whole squad of Rublug troops, and some even tangle with Felihn priests and survive.

Giant, Ettin

Size level: 6
HPs: 198
WPs: 95
Soak: 10
Movement rate: 6.8
Height: 15-16'
Weight: 400 lbs per foot
Advantages: Stre 3, Stam 4, Awar 6, Refl 4
Damage bonus: +20 (left arm), +34 (right arm)
Initiative base: +50
Initiative cost: Club (WC6): Att 30; Par 12
Weapon damage:
Club: A6 B12 C28 D56 E95 F135 G180 H235
OCF: Club: Right arm 110, left arm 90
DCF: Club: Right arm 50, left arm 40
Dodge: 30
Armor: Light furs and skins (4/40)
Magic/Metaphysics: None
Skills: Hunting, Ambush
Number appearing: 1
Location: Mountain areas, canyons, thick forests; occasionally found in caves
Diet: Fresh meat
Treasure: 65% chance if found on land; equals d10 gold, 3d10 silver. 20% chance if found in lair; equals 3d10 gold, 4d10 silver, 40% chance for heavy armor, 10% chance for magical item, and 100% for several normal weapons.

The Ettin, though tall, is proportionally fat and possibly obese. Its most noticeable feature is its two heads. Ettins will come down from their mountains or out of their forests if food as scarce, and will at this point look for small towns and farms to raid for its farm animals and people. Because the ettin is large and also nomadic, adventurers will have trouble locating its lair.

Giant, Ice (Whaler)

Size level: 7
HPs: 570
WPs: 90
Soak: 10
Movement rate: 7.4
Height: 35-40'
Weight: 1000 lbs per foot
Advantages: Stre 5, Stam 3, Conf 3, Refl 2
Damage bonus: +185
Initiative base: +10
Initiative cost: Harpoon (WC12): Att 60 (melee) or 72 (thrown), Par 24
Icicle club (WC7): Att 35, Par 14



Weapon damage: Harpoon: A30 B60 C120 D240 E340 F420 G520 H640
Icicle club: A20 B40 C80 D140 E200 F300 G350 H400
OCF: Harpoon 80, icicle club 100
DCF: Harpoon 30, icicle club 40
Dodge: Only +10 due to the Ice Giant's large size
Armor: Cured reinforced whale hide (40/320)
Magic/Metaphysics: None
Skills: Fishing, Cooking, Hunting, Terrain Tactics/Knowledge (Arctic)
Number appearing: 1
Location: Ice fjords
Diet: Raw fish and fresh meat
Treasure: 10% chance to find lair, which contains 3d10 gems each worth 1d10 x 100 gold; 1 suit of icicle armor; 4 Wolfihn weapons; 4d10 Wolfihn silver; 20% chance for a magical item.

This towering creature shakes the earth with each step. Ice Giants have humanoid facial features, with 8-10' long beards hanging down over their massive chests. Their arms are 6-7' wide and their legs are as thick as 200-year-old oak trees. They are quite content living in the fjords and seldom venture out, but beware when they do! When their whaling is slim and times are hard, they have been known to raid south into inhabited territory now and again. Wolfihn warriors and the whalers constantly battle along the ice fjord borderlands for the best whaling areas. If a whaler is having too much trouble with the Wolfihn, then he can call for the aid of the Ice Jarls.

Giant, Ice (Ice Jarl)

Size level: 7
HPs: 660
WPs: 150
Soak: 11
Movement rate: 7.6
Height: 40-50'
Weight: 1200 lbs per foot
Advantages:
Stre 6, Stam 4, Pers 4, Conf 3, Refl 2, Awar 2
Damage bonus: +262
Initiative base: +20
Initiative cost: Harpoon (12WC): Att 60 (melee) or 72 (thrown), Par 24
Icicle club (WC7) Att 35, Par 14
Weapon damage: Harpoon: A30 B60 C120 D240 E340 F420 G520 H640
Icicle club: A20 B40 C80 D140 E200 F300 G350 H400
OCF: Harpoon 100, icicle club 110
DCF: Harpoon 40, icicle club 50
Dodge: Only +10 due to their large size
Armor: Cured and reinforced whale hide (40/320)
Magic/Metaphysics: None
Skills: All Whaler skills, plus General Repair and Armor Repair.
Number appearing: 1
Location: Ice fjords
Diet: Raw fish and fresh meat
Treasure: 10% chance to find lair, which contains 3d10 gems each worth 1d10 x 100 gold; 1 suit Icicle armor; 4 Wolfihn weapons; 4d10 Wolfihn silver; 20% chance for a magical item.

The Ice Jarls are the elite of the Ice Giant culture and are by far the largest and most aggressive of all giants. Cunning combined with brute force makes them a deadly adversary. They cautiously takes steps to eliminate any who they think might one day oppose them or their titles, and many a Wolfihn warrior has died a gruesome death at the hands of these brutes.

Giant, Minotaur (Sailor)

Size level: 6
HPs: 190
WPs: 120
Soak: 9
Movement rate: 6.4
Height: 16-18'
Weight: 500 lbs per foot
Advantages: Stre 4, Stam 3, Refl 2, Awar 2, Conf 2, Logic 3
Damage bonus: +34
Initiative base: +20
Initiative cost:
Horns+bite (WC10): Att 60, Par (horns) 20
Axe+club (WC15): Att 50, Par 30
Weapon damage:
Horns: A4 B7 C10 D15 E20 F30 G40 H60
Bite: A2 B4 C7 D10 E15 F20 G30 H40
Axe: A8 B16 C32 D50 E85 F120 G150 H180
Club: A4 B12 C24 D40 E60 F85 G115 H150
OCF: Horns+bite 100, axe+club 100
DCF: Horns+bite 30, axe+club 30
Dodge: +40
Armor: Heavy furs and thick hide (8)
Magic/Metaphysics: None
Skills: Infravision (100'), Ambush, Hunting, Bandage & Bones, Swimming, Navigation, Boats & Barges, General Ship Repair
Special: The Minotaur, growing up in this land, is able to memorize the different mazes and navigate with more ease. The maze—normally a week's journey

for any other race—is usually a two-day trip for the Minotaur.

Number appearing: 2-5

Location: Native to Khybern Island, but could be found anywhere water takes him.

Diet: Cooked meat

Treasure: The Minotaurs themselves do not carry wealth on them and their only treasure would be found in their mines (5% chance for a magical item).

The Minotaur's head resembles that of a bison topped with two prominent horns, and the torso is humanoid and full of muscle, with a strip of fur running up the back. The lower half of the Minotaur resembles a bison as well, with double-kneed legs covered with thick fur. Sailors are the most common type of minotaur encountered; they sail the waterways around the Island in search of schools of fish, which is their culture's favorite meal. During their fishing, many Minotaurs have been blown off course and landed in other parts of NeverWorld. If encountered by a larger foe, the sailor will call for the aid of other sailors or maze keepers.

Giant, Minotaur (Maze Keepers)

Size level: 6
HPs: 190
WPs: 120
Soak: 9
Movement rate: 7.2
Height: 18-20'
Weight: 550 lbs per foot
Advantages: Stre 5, Stam 3, Refl 2, Awar 4, Conf 2, Logic 5
Damage bonus: +52
Initiative base: +30
Initiative cost:
Horns+bite (WC10): Att 60, Par (horns) 20
Axe+club (WC15): Att 50, Par 30
Weapon damage:
Horns: A4 B7 C10 D15 E20 F30 G40 H60
Bite: A2 B4 C7 D10 E15 F20 G30 H40
Axe: A8 B16 C32 D50 E85 F120 G150 H180
Club: A4 B12 C24 D40 E60 F85 G115 H150
OCF: Horns+bite 110, axe+club 120
DCF: Horns+bite 40, axe+club 50
Dodge: +62
Armor: Heavy furs and hide (8)
Magic/Metaphysics: None
Skills: All Sailor skills, plus Cartography, Traps, Ambush, and Concealment & Camouflage
Special: Can memorize different mazes and navigate with more ease. The maze of Khybern's Island—normally a week's journey for any other race—is usually a two-day trip for the Minotaur. (For those without direction or skill, the maze is endless.)

Number appearing: 2-5

Location: Native to Khybern Island.

Diet: Cooked meat

Treasure: Any treasure owned the Minotaur would be found in their mines: a 5% chance to discover a magical item there.

Because Khybern Island has natural gold and gem mines, the Minotaur had to set up huge mazes centered on these mines using impassable thorny buses and natural land formations to keep pirates and thieves from raiding these natural deposits. The mazes slow down any raiding force, as well as spread it out, and at this point the Maze Keepers attack the intruders. Minotaur usually kill on sight if their opponents are smaller, although occasionally they let small groups of adventurers go, in order carry tales of Minotaur wealth into the world and thus attract more food.

Giant, Sea

Size level: 8
HPs: 3500
WPs: 1000
Soak: 11
Movement rate: 6.8 (water), 5 (land)
Height: 60'
Weight: 45,000 lbs
Advantages: Stre 5, Stam 3, Conf 4, Refl 1
Damage bonus: +462
Initiative base: +5
Initiative cost: Claw (WC14): Att 112, Par 28
Weapon damage:
Claw: A30 B45 C60 D75 E85 F95 G100 H120
OCF: Claw 100
DCF: Claw 40
Dodge: +20
Armor: Crab-shelled body (35)
Magic/Metaphysics: Metaphysics (S8)
Skills: Fishing, Swimming
Number appearing: 1 (Only one has actually been reported, and very few witnesses survived.)
Location: Any ocean
Diet: Any fish larger than 10'; humanoids are considered delicacies.
Treasure: d100 pearls (worth 20 gold each); 4d10 gold nuggets(each 2 lbs.); 20% chance for a magical item

The Sea giant has the legs and body of a crab, as well as its arms and pinchers, but its upper torso and head are distinctly humanoid. The few surviving witnesses



speak of a sea giant who regularly accosts Neuonian ships in the Sea of Pearls, demanding outrageous tolls and destroying those who cannot pay the price (e.g., everyone). The giant's treasure is supposed to be kept in a grotto hidden hundreds of fathoms below the ocean's surface.

Giants, Trol (Rambler)

Size level: 6
HPs: 161
WPs: 75
Soak: 9
Movement rate: 4.4
Height: 16-18'
Weight: 400 lbs per foot
Advantages: Stam 3, Stre 3, Refl 2, Awar 2
Skills: Nightvision (150'), Hunting, Ambush, Swimming, Concealment & Camouflage
Damage bonus: +20
Initiative base: +20
Initiative cost: Fists (WC10): Att 60, Par 20
Club (WC6): Att 35, Par 12
Weapon damage:
Fists: A3 B6 C9 D12 E18 F26 G32 H48
Club: A8 B14 C18 D24 E3 F40 G45 H50
OCF: Fist 100, Club 90
DCF: Fists 50, Club 50
Dodge: +30
Armor: Natural hide (6). Some Trols also wear mismatched pieces of metal and hide.
Magic/Metaphysics: None
Special: The Trols of NeverWorld can not be harmed by items from the planet, including stone, metal, wood, ice, fire, glass, and any Elementalism spells. Only other sorts of magic, materials not of NeverWorld (namely, ore found in the Black Iron Gauntlet and the Moon crystals in the Burning Lands of Jor), or natural defenses from a creature of the planet (such as teeth, claws, or even bones from an indigenous creature) can cause them wounds. This natural invulnerability makes Trols rather difficult to deal with unless one is prepared.
Number appearing: 1-2. If two appear, one is female (20% smaller than the statistics here).
Location: Throughout NeverWorld, but mainly found in Blood Canyon, south of the Hegregorial Mts. Also frequently found raiding the City State of LeGlasse.
Diet: Any meat
Treasure: Found in lairs mainly in Blood Canyon. 2d10 gold; 4d10 silver; d10 gems (each worth d100 gold); three weapons of quality; 10% chance for a magical item; 40% chance of heavy armor

The Trols of NeverWorld appear disgusting, with oily, boil-covered skin and greasy matted hair. Their mouths cover a large portion of their face and are filled with large pointy teeth, while their arms dangle within a foot of the ground and have the same hitting force of a standard club. Their backs are humped and they all possess pot bellies. The stench of the Trol is bad enough to drop a Neuonian to his knees in nausea. The Rambler Trol wanders around NeverWorld, creating havoc in its search for hidden deposits of the restorative blue quartz; when this mineral is digested, all damage to the Trol's body is completely healed. Note that two male Trols will never been seen in each other's company, as they will try to kill each other to prove their strength, as well as to get an easy meal.

Giants, Trol (WarMonger)

Size level: 6
HPs: 212
WPs: 105
Soak: 11
Movement rate: 4.4
Height: 18-20'
Weight: 468 lbs per foot
Advantages: Stam 5, Stre 6, Refl 1, Awar 4, Conf 4
Damage bonus: +74
Initiative base: +25
Initiative cost: Fists (WC10): Att 60, Par 20
Club (WC6): Att 35, Par 12
Weapon damage:
Fists: A3 B6 C9 D12 E18 F26 G32 H48
Club: A8 B14 C18 D24 E3 F40 G45 H50
OCF: Fist 120, Club 110
DCF: Fists 60, Club 60
Dodge: +30
Armor: Natural hide (6). Some Trols wear mismatched pieces of metal and hide.
Magic/Metaphysics: None
Skills: All Rambler skills, plus General Repair, Ambush, and Discipline
Special: The Trols of NeverWorld can not be harmed by items from the planet, including stone, metal, wood, ice, fire, glass, and any Elementalism spells. Only other sorts of magic, materials not of NeverWorld (namely, ore found in the Black Iron Gauntlet and the Moon crystals in the Burning Lands of Jor), or natural defenses from a creature of the planet (such as teeth, claws, or even bones from an indigenous creature) can cause them wounds. This natural invulnerability makes Trols rather difficult to deal with unless one is prepared.
Number appearing: Usually d10 x 3—a Trol war party.

Location: Throughout NeverWorld, but mainly found in Blood Canyon, south of the Hegregorial Mts. Also frequently found raiding the City State of LeGlasse.
Diet: Any meat
Treasure: Found in lairs mainly in Blood Canyon; 2d10 gold; 4d10 silver; d10 gems (each worth d100 gold); three weapons of quality; 10% chance for a magical item; 40% chance to find heavy armor

The Warmongers Trols generally use their larger size to dominate and force into service the smaller Trols. However, when the time arrives for the annual raids on the nearby dwarves and desert elf kingdoms, the Warmongers earn their keep; hundreds of these warrior Trols put aside any differences and head north to attack. If such an army could actually stay cooperative and organized for any length of time, other NeverWorld races would have a hard time fighting them off.

Girkrue

Size level: 3
HPs: 22
WPs: 75
Soak: 6
Movement rate: 7
Height: 1.5'
Weight: 70 lbs
Advantages: None
Damage bonus: None
Initiative base: +30
Initiative cost: Bite (WC8): Att 40, no parry
Web: Att 60
Weapon damage:
Bite: A1 B3 C6 D11 E15 F20 G26 H31
OCF: Bite 60, Web 60
DCF: None
Dodge: +30
Armor: Natural exoskeleton (4)
Magic/Metaphysics: None
Special: The girkrue's poisonous bite will paralyze an opponent for d10 minutes, unless the target makes a successful Physical save with a difficulty of 30.
Number appearing: d10 / 2 (round up)
Location: Underground caverns, swamps
Diet: Any meat
Treasure: None

The girkrue is generally a subterranean spider easily recognized by its brown body covered with thick white hairs. When living underground, the girkrue can weave a type of wind tunnel that extinguishes most torches (80% chance). If found in a swamp, however, the spider will probably not attack during the day because



the heat of the sunlight disturbs their sensitive infravision.

Griffon

Size level: 5
HPs: 310
WPs: 110
Soak: 10
Movement rate: 10.2
Height: 6' at shoulder
Weight: 1200 lbs
Wing span: 40'
Advantages: Stre 7, Refl 4, Agil 4
Damage bonus: +50
Initiative base: +20
Initiative cost:
Beak/Claws (WC11): Att 55, Par (claws only) 22
Weapon damage:
Claws: A10 B15 C20 D25 E35 F45 G50 H60
Beak: A5 B8 C12 D15 E20 F25 G30 H40
OCF: Claws 110, Beak 60
DCF: Claws 50
Dodge: +40
Armor: The griffon's hide is tough enough that all damage from melee weapons suffers a -1 damage

shift, while all fired weapons shift -2. The griffon receives +25 on all saves versus all non-damage-causing offensive spells, and automatically reduces any offensive spell damage by 25% before it rolls its save.

Magic/Metaphysics: None

Special: The griffon is skilled at making a surprise attack by diving from the sky with the sun behind it; during this attack, all Awareness checks to detect the descending griffon have a difficulty of 30, and the griffon receives +30 to its claw OCF on its first round of attacks. Anyone shooting or swinging into the sun receives a 50 difficulty to his OCF for that attack.

Number appearing: 2-3
Location: Any mountainous area
Diet: Fresh meat
Treasure: None

These majestic creatures have the head, legs, and wings of an eagle, and the hindquarters of a lion. Griffons are excellent mounts and can be trained, although with a great deal of difficulty. Still, some silver elves and Neuonians have been seen riding griffons. Griffons are the natural enemies of manticores and will attack them on sight. Also, if griffons spot an evil Dragon, dozens of them will gather in order to hunt down and kill it.

Grobber, Goblins (Raider)

Size level: 3
HPs: 15
WPs: 55
Soak: 3
Movement rate: 6
Height: 2.5-3.5'
Weight: 50-70 lbs
Advantages: Refl 5, Stre 1, Avoi 2, Conf 2
Damage bonus: None
Initiative base: +25
Initiative cost: See description
Weapon damage:
Knife (WC2): A0 B0 C1 D2 E3 F4 G8 H15
Spear (WC8): A1 B2 C3 D7 E10 F20 G28 H36
Sword (WC7): A1 B2 C4 D6 E8 F13 G16 H24
Club (WC5): A1 B1 C2 D3 E4 F5 G10 H18
Axe (WC8): A1 B2 C3 D5 E8 F14 G20 H35
OCF: Any weapon at 40, Spit 40
DCF: Any weapon at 20
Dodge: +25
Armor: Goblin mail (8/40)
Leather shard (6/30)
Magic/Metaphysics: None
Skills: Nightvision (160'), Identify Vegetables, Antagonize Foreigners, Herb Lore, Escape, Pick Pockets, Pick Locks, Prowling, HTH, Terrain Tactics, and all Domestic:Home skills.

Special: Goblins have perfected a type of dirty fighting that consists of spitting at their opponents while making a melee attack. The spitting can only be attempted once per round (as it takes time to collect); the goblin rolls the spit attack as normal, treating it as a missile attack with WC3 and no Init cost. A successful spit attack causes the target to suffer a -10 to any skill involving sight for the next three rounds, although successfully making a Physical save with a 30 difficulty negates the spit attack. A critical failure on the save means temporary blindness for d10 / 2 hours.

Number appearing: 2d10
Location: All of NeverWorld
Diet: Any meat, usually that of small animals or any source of decaying flesh
Treasure: 2d10 silver, various weapons

The goblins are thieves and killers, and must steal everything (from weapons to fire) from others because they cannot produce them for themselves. Due to this, the goblin's current weapon depends on who was recently raided; the standard weapons listed are guidelines and not exclusive. Raiders are the most common form of the warlike goblin; they perform the majority of thieving and cause the most havoc.

Grobber, Goblins (Vulture Riders)

Size level: 3
HPs: 24
WPs: 95
Soak: 3
Movement rate: 6
Height: 2.5-3.5'
Weight:. 60-80 lbs
Advantages: Refl 5, Stre 2, Avoi 3, Conf 2, Pers 2, Agil 3, Dext 2, Stam 2, Awar 2
Damage bonus: +1
Initiative base: +35
Initiative cost: See description
Weapon damage:
Knife (WC2): A0 B0 C1 D2 E3 F4 G8 H15
Spear (WC8): A1 B2 C3 D7 E10 F20 G28 H36
Sword (WC7): A1 B2 C4 D6 E8 F13 G16 H24
Club (WC5): A1 B1 C2 D3 E4 F5 G10 H18
Axe (WC8): A1 B2 C3 D5 E8 F14 G20 H35
OCF: Any weapon at 40, Spit 40
DCF: Any weapon at 20
Dodge: + 35

Armor: Goblin mail (8/40)
Leather shard (6/30)
Magic/Metaphysics: None
Skills: All Raider skills, plus Riding, Bandage & Bones, Poisons, Ambush, and Grapevine
Special: The vulture riders are similar to raiders but also have huge vulture mounts. These mounts are raised for years by their prospective riders until old enough to be ridden. Most vulture riders keep their original mounts for their entire lives and receive +25 to any roll when defending them. (See Giant Vulture for more information.)
Number appearing: 2d10
Location: Anywhere in NeverWorld
Diet: Any meat, usually that of small animals.
Treasure: 6d10 silver and one weapon of medium quality

Vulture riders are usually large compared to other goblins, as only the biggest goblins are able to protect their mounts from those who wish to ride without investing the necessary training time. Riders are often found separated from the main goblin camps, preferring instead to segregate with each other. In battle, the riders are vicious and deadly, using swooping aerial tactics and launching small spears or daggers at opponents. Despite any jealousy, Vulture Riders earn the respect of other goblins, as well as the orcs who try to enslave them.

Grobber, Orcs (Defiler)

Size level: 4
HPs: 35
WPs: 70
Soak: 7
Movement rate: 5
Height: 6'
Weight: 300 lbs
Advantages: Stre 3, Refl 2, Stam 3, Awar 2, Conf 2
Damage bonus: +5
Initiative base: +20
Initiative cost: Longsword (WC10): Att 50, Par 20
Spear (WC8): Att 40 (melee), 48 (thrown); Par 16
Weapon damage:
Longsword: A5 B8 C11 D14 E17 F20 G24 H30
Spear: A2 B4 C5 D9 E12 F22 G24 H30
OCF: Longsword 60, spear 70
DCF: Longsword 20, spear 25
Dodge: +35
Armor: Wood and leather shield (8/50)
Leather and hides (5/40)
Magic/Metaphysics: None
Skills: Ambush, Hunting, Bandage & Bones, Prowl, Running, Weapon and Armor Repair, Poison Brewing
Number appearing: 1 squad (d10)
Location: Can be found anyplace
Diet: Meats and fruits
Treasure: d10 - 4 gold; d10 silver

Defiler orcs are large and powerful beasts, with heavy bone structures, large square jaws, and a notable lack of hair. Because their bodies are so grossly big, the clothes and hides they wear are usually tied together rather than sewn or crafted. The Defiler is the most commonly encountered orc of the culture, prowling the darkest corners of NeverWorld in search for food to eat and victims to sacrifice during its warped cultic rituals. Defilers are the warriors normally used by the orcish lords to dominate and control the populace, usually accompanied by at least one Masher and several goblin slaves as well.

Grobber, Orcs (Masher)

Size level: 4
HPs: 44
WPs: 120
Soak: 8
Movement rate: 5.8
Height: 6'2"
Weight: 325 lbs
Advantages: Stre 4, Refl 4, Stam 4, Awar 4, Agil 2, Conf 3, Pers 2, Avoi 2
Damage bonus: +10
Initiative base: +30
Initiative cost: Longsword (WC10): Att 50, Par 20
Spear (WC8): Att (melee) 40, (thrown) 48; Par 16
Weapon damage:
Longsword: A5 B8 C11 D14 E17 F20 G24 H30
Spear: A2 B4 C5 D9 E12 F22 G24 H30
OCF: Longsword 75, spear 85
DCF: Longsword 40, spear 45
Dodge: +30
Armor: Wood and leather shield (8/50)
Leather and hides (5/40)
Magic/Metaphysics: None
Skills: All Defiler skills, plus Swimmimg, Pass Without Trace, Discipline, Camouflage and Concealment, Wrestling, and Traps
Number appearing: 1-2 (leading a squad)
Location: Anywhere
Diet: Meats and fruits
Treasure: d10 - 4 gold; d10 silver

Mashers are an elite orcish killing machine, being bigger and stronger than Defilers and have earned their titles by brute power. They are considered fearless by almost everyone and are rumored to eat the flesh of those they have slain. Orcish lords use Mashers to keep unruly orcs in line.

Hydra

Size level: 6
HPs: 650
WPs: 100
Soak: 12
Movement rate: 6
Height: 12' at shoulders
Weight: 9 tons
Length: 35'
Advantages: Stre 3
Damage bonus: +20
Initiative base: None
Initiative cost:
Bite per head (WC12): Att 60, no parry
Weapon damage:
Bite: A10 B22 C36 D50 E66 F80 G90 H110
OCF: Bite (per head) 70
DCF: None
Dodge: None
Armor: Natural hide (20)
Magic/Metaphysics: None
Special: The hydra will grow back two heads for every decapitated head.
Number appearing: 1
Location: Large lakes or foothills.
Diet: Fresh meat (usually four-legged animals)
Treasure: None

The hydra is a serpentine multi-headed creature (usually having five or six heads to begin with). They trudge along the muddy shores of lakes, preying on animals that have come to drink of the waters. The only advantage travelers have against this beast is that the hydra is too large to put up a good chase (although it may follow the prey for a long distance if hungry enough).



Imps

Note that the Imp is a culture under the grobber race, and the type of Imp is a subculture. Many other forms of Imp exist besides the few mentioned here, such as Blurs, Brownies, Gremlins, Leprechauns, Peepers, Silver Babbitts, and Sprites.

Dryad

Size level: 4
HPs: 32
WPs: 125
Soak: 5
Movement rate: 6
Height: 5-6'
Weight: 105 lbs
Advantages: Stam 1, Agil 3, Refl 3, Awar 4, Logic 5, Conf 4, Appe 5, Char 6, Avoi 6
Damage bonus: None
Initiative base: +35
Initiative cost:
Dagger (WC2): Att (melee) 10, (thrown) 12, Par 4
Weapon damage:
Dagger: A0 B1 C2 D4 E7 F10 G18 H24
OCF: Dagger 50
DCF: Dagger 25
Dodge: +30
Armor: None
Magic/Metaphysics: None
Skills: Dowsing, Identify Vegetables, Planting & Cultivation, Herb Lore, Pass Without Trace, Prowling, Treemorph, and Speak Elven and Low Speech.
Special: Dryads can charm males into guarding their forests. The Dryad receives a +100 bonus to its roll, while the victim can roll a Mental save with a difficulty of 36 (6 x the dryad's Charisma) to avoid the effects. The Dryad will also have three Driseti Treeguards or one Wolfihn Warrior nearby to aid her in guarding her forest.
Number appearing: 1-2
Location: Black Forest and Nation of Yucazon.
Diet: Fruits and vegetables
Treasure: 10% chance the Dryad possesses a Mequilmil scroll

Dryads are souls bound to trees, who appear as beautiful maidens with long flowing hair and garbed in revealing silk robes, so remarkably similar in features that viewers would assume them all to be sisters. Despite their sensual appearances, they are usually quite shy in personality and most people do not even know that dryads exist. On rare occasions, dryads will aid adventurers for an obligation in return.

Fire Bug

Size level: 2
HPs: 6
WPs: 100
Soak: 2
Movement rate: 11
Height: 6"
Weight: 10 oz.
Advantages: Agil 3, Refl 4, Awar 4, Pers 4, Appe 4, Avoi 2
Damage bonus: None
Initiative base: +40
Initiative cost: None
Weapon damage: Special
OCF: None
DCF: None
Dodge: +35
Armor: None
Magic/Metaphysics: None
Special: Can make itself explode, setting all flammable materials in a 5' radius ablaze and doing 3d10 HPs of fire damage to any living things in the area.
Number appearing: 2-5
Location: Any forest
Diet: Coals, sulfur, flammable liquids
Treasure: None

The Fire Bug is a cute little creature with a female humanoid body, orange skin, bright-red flowing hair, antlers, and a little deer tail. Adventurers have seen them stroll into their campsites and begin to consume the coals in the fire. If the Fire Bug requests sulfur and the adventurers refuse, she might throw a tantrum and threaten to explode; however, one shot of lamp oil usually will shut her up. If more than one Fire Bug is present, and one of them explodes, the others will cling to the legs of the offensive traveler and explode as well, immolating themselves to kill the "murderer" of their friend.

Nymph

Size level: 4
HPs: 32
WPs: 125
Soak: 6
Movement rate: 6
Height: 5-6'
Weight: 105 lbs
Advantages: Stam 2, Agil 3, Refl 3, Awar 4, Logic 5, Conf 4, Appe 5, Char 6, Avoi 6
Damage bonus: None
Initiative base: +35
Initiative cost: HTH (WC8): Att 40, Par 20



Weapon damage:
HTH: A1 B2 C3 D6 E9 F12 G15 H20
OCF: HTH 50
DCF: HTH 50
Dodge: +30
Armor: None
Magic/Metaphysics: None
Skills: Swimming, Identify Vegetables, Planting & Cultivation, Herb Lore, Pass Without Trace, Prowling, and Speak Elven and Low Speech.
Special: The Nymph can charm males into a dream state and implant thoughts into their minds. The Nymph receives a +100 to her roll, while the victim can make a Mental save with a difficulty of 36 (6 x the Nymph's charisma) to avoid the effects. Any victim failing the roll must return to the lake with a male friend, once a year for five years, to fuel the lake's health. When returning annually to the lake, he must make a Mental save as before; if the victim critically fails, he will return every *month* with a new friend, while if the nymph critically fails, her charms will never again work on that target.
Number appearing: (d10 / 2) + 1
Location: 25% chance to find in any lake or spring
Diet: Nymphs feed off the magical energies of the lake
Treasure: None

The Nymph guards the waters and is seductive and dangerous. All Nymphs have the same facial characteristics, with captivating eyes and creamy white skin cold to the touch. Her purpose in charming a male is to have him bring back other male victims for her to pull into the water and use the soul from to keep her fish healthy and free of disease. She will attempt to get any charm-resistant male into the water, to kill. If a male under the nymph's charm falls in love with another woman, once he returns to the lake, the Nymph will place thoughts of hatred in his mind towards the loved one, killing the relationship. All women can see through a Nymph's charm and will feel a strong desire to kill her.

Pixie

Size level: 2
HPs: 15
WPs: 100
Soak: 3
Movement rate: 7
Height: 6-8"
Weight: 1-2 lbs
Advantages: Dext 5, Agil 5, Awar 3, Refl 4, Pers 3, Avoi 4
Damage bonus: None
Initiative base: +35
Initiative cost: Dagger (WC2): Att 10, Par 4
Bow (WC8): Att 56
Weapon damage:
Dagger: A0 B0 C0 D1 E3 F5 G10 H14
Bow: A0 B1 C2 D3 E5 F10 G14 H18
OCF: Dagger 90, Bow 75
DCF: Dagger 90
Dodge: +45
Armor: None
Magic/Metaphysics: None
Special: A Pixie can turn invisible for five minutes once a day, turn into a size level 4 humanoid for ten minutes twice a day, and use sleep poison on arrows and daggers to make a target sleep after the second round of contact (although a successful Physical save made with a 50 difficulty per round for four cumulative rounds will negate the effects). If the Pixies are in large numbers (more than ten), they can cause a person to dance uncontrollably just by singing; the victim will dance as long as the Pixie's sing, eventually becoming fatigued.
Number appearing: d10 (group), or 3d10 x 100 (village)
Location: Northern Wilds, Black Forest, Ariela
Diet: Berries and nuts
Treasure: 4d10 gems worth, each worth d100 FPs

The Pixie has sharp elven facial features and wings like that of a dragonfly. Pixies love to sing and dance and cause miscellaneous mischief. One favorite pixie pastime is collecting and decorating their villages with gems.

Spriggin

Size level: 2
HPs: 26
WPs: 115
Soak: 7
Movement rate: 15 (fly), 7 (land)
Height: 6"
Weight: 1 lb
Advantages: Stre 7, Dext 4, Agil 4, Awar 4, Refl 5, Stam 4, Conf 4, Avoi 4
Damage bonus: +8 (Spriggins are treated as if sl3 for lift and damage)
Initiative base: +45
Initiative cost: Shortsword (WC8): Att 40, Par 16
Spear (WC12): Att 60, Par 24
Weapon damage:
Shortsword: A0 B1 C3 D5 E8 F12 G16 H20
Spear: A0 B0 C2 D4 E6 F8 G12 H16
OCF: Shortsword 115, Spear 115

DCF: Shortsword 100
Dodge: +45
Armor: none
Magic/Metaphysics: none
Special: The Spriggin can turn invisible at will, set traps with a skill rating of 100, has Infravision 200', and a special Military:Strategy skill rating of 80 to lasso limbs and (eventually) the whole body, effectively tying any size creature down to the forest floor. Spriggin rope can only be cut by sharp weapons and cannot be snapped by hand.
Number appearing: 2d10
Location: Ariela, Black Forest, Majestic Empire, any forgotten forests, Isle of Lars
Diet: Berries, nuts
Treasure: None

The Spriggin is the defender of the Sprites and their village, and is always on the lookout for anyone attempting to steal the village's decorations. Those who penetrate the defensive perimeter will be subjected to a flurry of taunts and pinches until they actually threaten the Spriggin, and then they'll draw their weapons. Anyone pulling a knife or other weapon on the Spriggin will be taken down as quickly as possible by an entire swarm of the creatures. Note that the Spriggin are not gleeful like most imps, and do not participate in the social activities of the rest of the impish/elven cultures.

Infernine

Size level: 4
HPs: 38
WPs: 100
Soak: 8
Movement rate: 10
Height: 4-5' at the shoulders
Weight: 250 lbs
Advantages: Refl 4, Agil 5, Stam 4
Damage bonus: None
Initiative base: +20
Initiative cost: Bite (WC8): Att 40, no parry
Weapon damage:
Bite: A3 B6 C9 D12 E16 F20 G25 H30
OCF: Bite 110
DCF: None
Dodge: +45
Armor: Natural hide (2)
Magic/Metaphysics: None
Skills: Prowl, Ambush, Hunting, Strategy
Special: The infernine can breathe fire up to 20', bypassing most armor and shields; the 4d10 HPs of fire damage caused can be halved with a successful Physical save. Armor and shields able to affect the breath weapon are listed in the Combat section in Chapter 2. The infernine also has the ability to lock its jaw with a D success bite, giving the target gripped -10 to all combat actions and allowing other infernines to attack the target as well. Magical and Elementalism fire spells have no effect on the infernine.
Number appearing: d10
Location: Deserts, and tropical/dry areas
Diet: Devours fresh meat incessantly
Treasure: None

Infernine are not your typical dogs and were created by a demon once summoned to NeverWorld, then sent out by their master to enjoy a bountiful supply of flesh. An infernine has deep black fur and blazing red eyes, a massive front chest and haunches, and a skinny middle section and backside. Those with a good sense of smell can detect nearby infernine due to the smell of rotting flesh accompanying them.



Manticore

Size level: 6
HPs: 450
WPs: 95
Soak: 12
Movement rate: 10.2
Height: 10' at shoulders
Weight: 5600 lbs
Wing Span: 60'
Advantages: Stre 4, Refl 4, Awar 2
Damage bonus: +34
Initiative base: +20
Initiative cost: Claws/Bite (both WC12): Att 60, Par (Claws only) 24
Spiked Tail (WC5): Att 25 (per volley of five spikes)
Weapon damage:
Claws: A8 B13 C18 D25 E35 F40 G45 H55
Bite: A6 B10 C15 D20 E28 F33 G38 H44
Spikes: A1 B5 C14 D25 E36 F50 G75 H95
Weapon range: Spikes (in yards): S10 M50 L150
OCF: Claws 90, Bite 50, Spikes 75
DCF: Claw 45
Dodge: +20
Armor: Natural hide (6)
Magic/Metaphysics: Metaphysics (S6)
Special: The manticore has a tail tipped with hurlable spikes and can send them flying with incredibly accuracy and deadly effect with the simple whip of its tail. Each manticore has a maximum of 20 spikes and can grow back one per week.
Number appearing: 1
Location: Mountains, mainly near the Hegragorial range.
Diet: The manticore eats meat but rarely needs to.
Treasure: 3d10 gold; 10d10 silver; one quality suit of armor; 20% chance for a magical item

The manticore is an evil creature with a human's face, a lion's mane and body, and a bat's wings. Its claws are as sharp as daggers and can rip flesh to ribbons with a swipe. Manticores hate griffons and go out of their way to attack griffon young. Manticores also enjoy attacking any humanoid that seems able to experience emotion; it will haul the victim to its lair and then torture it for days, always healing it just enough to repeat the process and have as much fun as possible.

Ogre (Scavenger)

Size level: 5
HPs: 66
WPs: 110
Soak: 8
Movement rate: 5
Height: 8-9'
Weight: 400 lbs
Advantages: Stre 3, Refl 2, Stam 3, Awar 2, Conf 2
Damage bonus: +10
Initiative base: +20
Initiative cost: Longsword (WC10): Att 50, Par 20
Spear (WC8): Att (melee) 40, (throw) 48, Par 16
Weapon damage:
Longsword: A5 B8 C11 D14 E17 F20 G24 H30
Spear: A2 B4 C5 D9 E12 F22 G24 H30
OCF: Longsword 90, spear 70
DCF: Longsword 20, spear 25
Dodge: +35
Armor: Wood and leather shield (8/50)
Leather and hides (5/40)
Magic/Metaphysics: None
Skills: Ambush, Hunting, Prowl, Running, General Repair, Poison Brewing, Wrestling
Number appearing: d10
Location: Very common around Ogres Pot, but can be found any place where orcs can be found
Diet: Meats and fruits
Treasure: d10 - 4 gold; d10 silver; 2% chance for a magical item

Scavenger ogres have a heavy bone structure, large square jaws, rippling muscles, and lots of hair. Because their bodies are so grossly large, the clothes and hides they wear are usually tied together, resembles dangling rags rather than sewn garments. Most encountered Scavengers are hunting for food and other "free" items that happen to be laying around. If hungry enough, Scavengers will attack on site, but most of the time they stalk their prey during the day and then ambush it at night.

Ogre (Scrounger)

Size level: 5
HPs: 87
WPs: 120
Soak: 10
Movement rate: 5.6
Height: 9-10'
Weight: 450 lbs
Advantages: Stre 4, Refl 3, Stam 5, Awar 4, Conf 2, Dext 2

Damage bonus: +17
Initiative base: +35
Initiative cost: Longsword (WC10): Att 50, Par 20
Spear (WC8): Att (melee) 40 (thrown) 48, Par 16
Weapon damage:
Longsword: A5 B8 C11 D14 E17 F20 G24 H30
Spear: A2 B4 C5 D9 E12 F22 G24 H30
OCF: Longsword 100, spear 90
DCF: Longsword 45, spear 35
Dodge: +55
Armor: Wood and leather shield (8/50)
Leather and hides (5/40)
Magic/Metaphysics: None
Skills: All Scavenger skills, plus Bandage & Bones, Weapon and Armor Repair, and Concealment & Camoflauge.
Number appearing: Usually 1, in the company of five Scavengers
Location: Ogres Pot, generally; still, can be found anywhere.
Diet: Meats and fruits
Treasure: d10 - 4 gold; d10 silver; 2% chance for a magic item

The Scrounger is a very experienced Scavenger, having been around the block more than a few times. Scroungers can find any item in any culture if given enough time and a means of procuring the item, due to their multiple contacts spread throughout each culture. Scroungers are larger and stronger than most ogres, enabling them to keep would-be thieves from taking their goods. Despite that fact, most Scroungers fight for their lives at least twice a month. If a lone Scrounger encounters an alien culture, he will attempt to befriend the culture in order to gain a contact, as a Scrounger's true worth is measured in how many contacts he has.

Pegasus

Size level: 5
HPs: 48
WPs: 120
Soak: 8.
Movement rate: 20 (air), 10 (land)
Height: 6' at shoulder
Weight: 1200 lbs
Advantages: None
Damage bonus: None
Initiative base: +20
Initiative cost: Bite+Hooves (WC10): Att 50, no parry
Weapon damage:
Bite: A1 B2 C4 D5 E9 F13 G18 H24
Hooves: A3 B4 C5 D12 E18 F24 G30 H36
OCF: Bite 50, Hooves 70
DCF: None
Dodge: +35
Armor: None
Magic/Metaphysics: None
Special: Can telepathically communicate with True Givers
Number appearing: 1-5
Location: Wooded glens
Diet: Grass and fruits
Treasure: None

Blessed with pure white wings and a back strong enough to bear a rider, the pegasus is one of the fastest methods of transportation in the skies. Pegasus have a high animal intellect that allows them to follow simple commands from their riders, as well as make intelligent decisions and solve problems. If found and trained while young, they make excellent companions for life. Pegasus despise goblin vulture riders and will often go out of their way to swoop down from above and crush them.

Sabrihn (Marauder)

Size level: 5
HPs: 76
WPs: 95
Soak: 8
Movement rate: 9.1
Height: 8-9'
Weight: 450-550 lbs
Advantages: Stam 3, Stre 3, Refl 2, Awar 2, Agil 2, Avoi -5
Damage bonus: +10
Initiative base: +20
Initiative cost:
Claws+Bite (WC11): Att 55, Par (claws) 22
Club (WC8): Att 40, Par 16
Weapon damage:
Claws+Bite: A1 B2 C3 D5 E7 F8 G9 H10
Club: A3 B6 C9 D12 E15 F18 G24 H30
OCF: Claws+Bite 100, club 80
DCF: Claws 30, club 20
Dodge: +70
Armor: None
Magic/Metaphysics: None
Skills: Jumping, Prowl, Pass Without Trace, Tumbling, Running, Ambush
Number appearing: 2-4
Location: Isle of Lars
Diet: Any meat
Treasure: None

A branch of Felihn that resembles a saber-toothed tiger, the Sabrihn have no respect for any life, even that of its distant racial relatives. Sabrihn fur is dark brown streaked with silver, and their mouths are accented by two prominent fangs on both the upper and lower jaws. The Sabrihn are simple in nature, devouring anything smaller than them and not deigning to wear any sort of clothing, and even their presence on the Isle of Lars is due to their being exiled there for excessive cruelty to other races. Thus, most encounters with Sabrihn will occur on this isle, although a few occasionally escape and flee into the far reaches of NeverWorld. Meanwhile, the bulk of them, disgusted at their exile, will keep a close watch on the shorelines in order to prey on shipwrecked sailors. The Marauder is the most common of the Sabrihn to be encountered, as it searches the Isles constantly for food (whether it be indigenous or simple a band of intruders to devour).

Sabrihn (Canalist)

Size level: 5
HPs: 76
WPs: 115
Soak: 8
Movement rate: 10.5
Height: 9-10'
Weight: 550-650 lbs.
Advantages: Stam 4, Stre 5, Refl 4, Awar 3, Agil 4, Avoi -5, Conf 3
Damage bonus: +26
Initiative base: +35
Initiative cost:
Claws+Bite (WC11): Att 55, Par (claws) 22
Club (WC8): Att 40, Par 16
Weapon damage:
Claws+Bite: A1 B2 C3 D5 E7 F8 G9 H10
Club: A3 B6 C9 D12 E15 F18 G24 H30
OCF: Claws+Bite 115, Club 95
DCF: Claws 55, Club 45
Dodge: +86
Armor: None
Magic/Metaphysics: None
Skills: All Marauder skills, plus Swimming, Bandage & Bones, Herb Lore, Dowsing, and Scaling.
Number appearing: 1
Location: Isle of Lars
Diet: Any type of meat
Treasure: None

The Canalists are larger and more intelligent than their smaller Marauder kin and actually work towards self-preservation and keeping their culture alive, rather than simply destroying everything in sight. They are capable of controlling and occasionally leading the Marauders for short periods of time, although they often have to kill a few of the more rebellious ones to keep the rest in line. Canalists are rarely seen elsewhere than the Isles, but a few have been known to escape and roam the lands of New Mulgra. Rumors even describe one Canalist who has managed to learn magic that can bring the dead back to life.

Silver Serpent

Size level: 6
HPs: 240
WPs: 150
Soak: 12
Movement rate: 10
Height: 4' at shoulders
Length: 36'
Weight: 8000 lbs +
Advantages: None
Damage bonus: None
Initiative base: +20
Initiative cost: Bite (WC12): 60
Trample (WC12): 60
Weapon damage:
Bite: A4 B8 C16 D24 E32 F40 G48 H56
Trample: A2 B4 C8 D12 E20 F25 G30 H35
OCF: Bite 60, Trample 90
DCF: None
Dodge: +20
Armor: Natural hide (16)
Possible plate barding (26/260)
Magic/Metaphysics: None
Special: Can soul-forge with a dwarven Silver Serpent Rider (see Silver Serpent Rider in future Rublug culturebook).
Number appearing: 1, with a 30% chance of having a Rider.
Location: Cyclopunomin Range
Diet: Fresh meat
Treasure: None

This four-ton lizard resembles a large iguana with scales as tough as turtle shells. Its large maw can crush a helmet without effort, making armor almost insignificant against its strength. Despite their huge size, silver serpents have a movement rate of 10, even when mounted and wearing a war harness.



Undead

Note that undead cannot soak any damage, nor can damage caused by them be soaked by living creatures. The undead listed here, due to the fact they are not actually alive, are all immune to mind-control powers, poisons, drugs, cold, and physically inhibiting powers (such as a sleep spell). These undead can also instill fear (see Fear in Chapter 2 for more details).

Ghouls

Size level: Same as before death
Structure points: 4 x base HPs
Soak: None
Movement rate: Same as before death.
Height: Same as before death
Weight: Same as before death
Advantages: Same as before death, min Stre of 4
Damage bonus: Minimum of +10
Initiative base: Same as before death
Initiative cost: Same as before death
Weapon damage: By weapon type.
OCF: Normal
DCF: Normal
Dodge: Same as before death
Armor: Normal
Magic/Metaphysics: Ghouls are limited to using whatever powerbase they had left before they died, as they no longer have Willpower. Also, only spells under complexity 14 can be remembered.
Special: Retains any skills under complexity 13, as well as all advantages. In addition, ghouls can see invisible people or things and track the scent of blood for up to half a mile. They regenerate 4 structure points per round from any damage caused by normal weapons.
Number appearing: d10
Location: Graveyards, swamps, dungeons, or random
Diet: Warm flesh (no blood required)!
Treasure: 10% chance of having d10 silver; 10% chance of armor; 2% chance of a supplemental magic item

Ghouls still possess 95% of their original body mass, including the blood and brain tissue. Ghoul remember who they were and also remember what their ultimate desire had been while alive. To retain their current mass, ghouls must regularly feast on flesh.

Chapter Six



Mummies

Size level: Usually 4, humanoid
Structure points: 500
Soak: None
Movement rate: 0.5
Height: As per humanoid
Weight: 50% normal
Advantages: Stre 10
Damage bonus: +60
Initiative base: -20
Initiative cost:
Strike/Slash (WC10): Att 50, no parry
Weapon damage:
Strike/Slash: A2 B4 C8 D14 E20 F28 G36 H45
OCF: 40
DCF: None
Dodge: None
Armor: None
Magic/Metaphysics: None
Special: Any mundane items touched by a mummy in combat will age ten thousand years and disintegrate within three rounds, and any creature so touched will age ten years unless a successful Physical save with a difficulty of 60 is made. The duration of the aging is permanent, barring any magical or metaphysical healing (such as an Elixer of Youth). Mummies take no damage from mundane weapons (such weapons pass through their bodies) and are not limited by physical barriers, being able to mystically appear in the path of even a fleeing enemy.
Number appearing: 1 per vault
Location: Forgotten wilderness of the borders of Neuon
Diet: None
Treasure: War resources (siege equipment, weapons, armor, repair tools, d10 gold, healing potions, traveling equipment)

Mummies were created by the Mulgrayne people near the end of the Age of Myth. As the troops pulled back, the officers were required to give their lives in order to aim one last strike against Neuon. Necromancers turned each one of the officers into an unstoppable force of eternal aging, to lie in wait for adventurers foolish enough to dare pillage the remaining Mulgrayne supplies. Although the Mulgrayne camps, barracks, and resource centers have long since been buried by vegetation and soil, the mummies stand ready to strike

those who open their vaults. Note that mummies have no intellect to reason with and are totally driven by the spell that created them; when encountered, they will attack until victorious or destroyed.

Skeletons

Size level: 2-10
Structure points: As per normal base
Movement rate: +1 over normal
Height: As was before
Weight: 1/3 normal
Advantages: Refl 4, Agil 2, Awar 2
Damage bonus: None
Initiative base: +30
Initiative cost: As per weapon
Weapon damage: As per weapon
OCF: 80 - weapon difficulty
DCF: 20 - weapon difficulty
Dodge: +60
Armor: Any worn
Magic/Metaphysics: None
Special: Arrows do only half damage against skeletons unless the archer makes a called shot with a 5 x complexity. Skeletons will automatically regenerate to full structure points within two rounds if destroyed by normal weapons. As with other undead, damage caused by skeletons cannot be soaked.
Number appearing: d10 (normal) or 10 x 10d10 (battleground)
Location: Graveyards, swamps, battlegrounds, random encounters
Diet: None
Treasure: Rusty weapons and armor

Skeletons possess a fiery green ember in their dark sockets that pierces the souls of those they stare at. They are quick and deadly in their attacks and, if found on the battleground, seem to be endless in numbers. They favor quick slashing and stabbing weapons and are completely fearless—unlike most of their normal victims.

Zombies

Size level: 2-10
Structure points: 2 x normal base
Movement rate: 2
Height: As before death
Weight: 1/2 normal
Advantages: Stre 3
Damage bonus: +5
Initiative base: 0
Initiative cost: Grope, Strangle, or Tear (WC10): Att 50, no parry
Weapon damage:
Tear: A2 B4 C6 D10 E15 F20 G25 H35
OCF: 80
DCF: None
Dodge: None
Armor: None
Magic/Metaphysics: None
Special: Zombies normally regenerate 10 structure points per round from normal weapon damage. To stop the regeneration process, their brain cases must be punctured by magical weapons or powers. By spending 50 Init, zombies are capable of moving through 6' of solid earth.
Number appearing: d10 (normal) or 10d10 (city graveyard)
Location: City graveyards and random spots
Diet: Brains!
Treasure: None

Zombies possess less than half their original body mass, but this does not hinder them when it comes to grabbing and rending their prey. Some ravenous hunger drives them to feast on the brains of those they kill. Luckily, zombies are easy to detect and can be avoided, as long as one isn't cornered or surrounded by them. Zombies will usually wait inside graves and then ambush their enemies, using their ability to move through the ground to best effect.

Unicorn

Size level: 4
HPs: 55
WPs: 18,000
Soak: 8
Movement rate: 14
Height: 6' at shoulders
Weight: 1200 lbs
Advantages: Awar 6, Refl 4, Stam 4, Conf 4, Pers 4, Avoi 4
Damage bonus: None
Initiative base: +50
Initiative cost: Hooves/Horn (WC10): Att 50, Par (horn only) 20
Weapon damage:
Hooves: A1 B2 C5 D7 E9 F15 G20 H26
Horn: A2 B4 C5 D9 E12 F20 G28 H36
OCF: Hooves 50, Horn 90
DCF: None
Dodge: +30
Armor: None

Magic/Metaphysics: Three powers from each metaphysic Sphere (S1-8)
Special: Unicorns can be used as powerbases by mages and priests. They are capable of bonding with (only) True Givers and can communicate with them via metaphysical powers.
Number appearing: 1-4
Location: Large forests near streams
Diet: Grass and berries
Treasure: The unicorn's horn is worth 300 gold in the City States of Neuon, and will retain d100% of the unicorn's Willpower, which can be spent like a powerbase.

Unicorns are sleek muscular horses, with a silver tint to their manes and golden highlights in their tails. Single, spiraled, platinum-colored horns emerge from the center of their foreheads, sometimes glowing with a pure white light. Unicorns have bluish-silver hooves, leading some tale spinners to suggest they contain mithril. Aside from those with whom they have bonded, unicorns are very shy and will usually hide or run if they know they have been seen.

Woolly mammoth

Size level: 5
HPs: 200
WPs: 220
Soak: 10
Movement rate: 5
Height: 12-14' at shoulder
Weight: 4900 lbs
Advantages: None
Damage bonus: +15
Initiative base: None
Initiative cost: Tusks/Trample (WC11): Att 55
Weapon damage:
Tusk: A2 B7 C14 D25 E36 F45 G60 H75
Trample: A1 B3 C8 D13 E17 F25 G35 H45
OCF: Tusk 80, Trample 70
DCF: None
Dodge: +10
Armor: Hide (16)
Magic/Metaphysics: None
Special: Never loses its footing in ice or snow.
Number appearing: 2-4
Location: Province of Winter
Diet: Foliage
Treasure: The mammoth's ivory tusks are worth 15 gold in the City States of Neuon.

The woolly mammoth is similar in size to a large elephant but is covered with heavy fur and hair. Their tusks are about 6 feet long and are very dangerous, while their huge legs can squash a sl4 creature with one stomp. Mammoths are very aggressive and feel threatened by any creature over sl3. A very few Wolfihn have managed to train some mammoths for war mounts, however, and once trained, they are loyal to the death.

Worms, Fire

Size level: 6
HPs: 120
WPs: 75
Soak: 12
Movement rate: 6
Height: 7'
Weight: 4500 lbs
Length: 45'
Advantages: None
Damage bonus: None
Initiative base: None
Initiative cost: Bite/Thrash (WC12): Att 60
Spit (WC1): Att 5 (+ 3 rounds)
Weapon damage:
Bite: A12 B20 C28 D40 E56 F72 G88 H100
Thrash: A3 B9 C21 D33 E45 F60 G78 H90
OCF: Bite 100, Thrash 75, Spit 70
DCF: None
Dodge: None
Armor: Skin (17)
Magic/Metaphysics: None
Special: Has 4-5' legs barbed with natural spikes and can thrash them at attackers, usually doing excellent piercing damage. Fire worms can also spit a liquid resembling lava at targets up to 15' away, doing 4d10 HPs of damage that bypasses armor and allows no save.
Number appearing: 2
Location: Any lava pit
Diet: Anything in their way
Treasure: None

The fire worm's body has four segments, with two legs per segment (for a total of eight). Its 5'-long head has two large mandibles that help it crush its meals, making them easier to digest. During the daytime, the fire worm emits only a slight glow, but the radiance is extremely intense at night and can be seen up to a mile away.

Worms, Polar

Size level: 7
HPs: 250
WPs: 100
Soak: 14
Movement rate: 8
Height: 18'
Weight: 9 tons
Length: 90'
Advantages: None
Damage bonus: None
Initiative base: None
Initiative cost: Bite (WC13): Att 65
Weapon damage:
Bite: A30 B40 C50 D60 E70 F83 G108 H120
OCF: Bite 100
DCF: None
Dodge: None
Armor: Skin (20)
Magic/Metaphysics: None
Special: Rolls over to keep predators away, crushing anyone within 15' of the worm 75% of the time. Those of sl5 or under get no save and die instantly, while creatures above sl5 take 100 HPs of damage. The worm can also thrash snow and ice at attackers, blinding and stunning them; those blinded take 12 HPs and 30 WPs of damage, although a successful Physical save will half both losses.
Number appearing: 1
Location: Ice Fjords, Province of Winter
Diet: Anything involving meat and smaller than its mouth.
Treasure: None

The polar worm's ash-gray body has nine segmented sections, each with two pair of legs, and four antenna that it uses to probe for foot. The worm's mouth is lined with small saliva-sticky "fingers" that grow up to eight feet long and pull things into the mouth. Swallowed items are slowly digested over a period of months.

Humanoid encounters

Beastish, Bearmihn (Smasher)

Size level: 5
HPs: 72
WPs: 105
Soak: 7
Movement rate: 7.8
Height: 9'-12'
Weight: 1300-1600 lbs
Advantages: Stre 3, Stam 2, Agil 2, Refl 2, Awar 2, Conf 1, Avoi -4
Damage bonus: +10
Initiative base: +20
Initiative cost: Claws (WC10): Att 50, Par 20
Bite (WC7): Att 35, no parry
Battle mallet (WC12): Att 60, Par 24
Weapon damage:
Claws: A3 B6 C12 D20 E27 F35 G51 H65
Bite: A2 B4 C6 D9 E15 F23 G27 H35
Battle mallet: A6 B12 C20 D32 E45 F55 G75 H88
OCF: Claws 50, bite 50, battle mallet 70
DCF: Claws 15, bite 15, battle mallet 30
Dodge: +30 (dodge), +45 (shield block)
Armor: Natural hide (5)
Bark shield (20/200)
Magic/Metaphysics: None
Skills: General Repair, Dowsing, Wooden Blunt Weapon Smith, Astronomy, Running, Swimming, Hunting, Prowling, Fishing, Herb Lore, Terrain Knowledge (Forestry)
Special: *Selective senses (8):* Once a Bearmihn catches a scent, sight, or sound, he can ignore all other sensory input except that stimuli coming from the target. This doesn't suggest that the senses can transcend what's normally allowable (e.g., see through walls or smell scents underwater), but the Bearmihn can filter out all distractions until the target passes beyond normal range (1 mile for sight, 4 miles for sound, 20 miles for scent). Bearmihn begin with 60 points.
Number appearing: 2
Location: Black Forest, Northern Wilds, Shores of the Mulru'kian Sea, foothills of Ariela.
Diet: Meat and fish; nuts, berries, and fresh vegetables.

Smashers are a smaller breed of Bearmihn who use huge wooden mallets as weapons. They are strong enough to swing the mallets with one hand and so sometimes have been seen wielding shields as well. Smashers usually patrol in pairs and are not even afraid of Wolfihn, directly challenging and attacking any who might enter their territory. Although they will actually tolerate fairies and Driseti, they will attack any orcs or goblins on sight, and are prone to violence if approached by the wrong culture. The average Smasher spends six hours every day searching for food.



Beastish, Birdmihn (Scout)

Size level: 4
HPs: 32
WPs: 45
Soak: 5
Movement rate: 8 (land), 18 (air)
Height: 4'6"-5'8"
Weight: 50-90 lbs
Advantages: Stre 1, Stam 1, Refl 3, Agil 4, Awar 4, Conf 3, Avoi 1, Appe 2, Style 1
Damage bonus: +1
Initiative base: +35
Initiative cost: Glaive (WC12): Att 60, Par 24 (Lower complexity is due to smaller size and less weight.)
Plunging spikes (WC6): Att 36, no parry. (These are 2' long metal-tipped shafts dropped from above by Scouts as they fly over the desired target. Each Scout carries two bundles of five spikes each, and if a whole bundle is dropped at once, only one Init cost is still paid.)
Weapon damage:
Glaive: A2 B4 C6 D11 E20 F28 G35 H45
Plunging spike: A1 B3 C5 D9 E12 F15 G19 H24 (Multiply damage by the number of hits.)
Weapon range: Plunging spike: S25 M40 L65
OCF: Glaive 60, Plunging spike 60 (Roll once for all five spikes; defenders must roll five DCF rolls or dodge. GM will decide how many spikes can be shield-blocked or else roll d5.)
DCF: Glaive 25, plunging spike N/A
Dodge: +75
Armor: None
Magic/Metaphysics: None
Skills: Dowsing, Hunting, Tumbling, Fishing, and Terrain Knowledge (Mountains)
Special: +20 to OCF rolls while attacking with the sun behind them
Number appearing: d10/5
Location: Ariela
Diet: Fresh fish; nuts, berries, and grains

The Scout is from the smaller breeds of Birdmihn such as the hawk and crow families. They patrol the lands around Ariela. Scouts only wear what is necessary to patrol with. They are well aware that many other cultures exist and that the Birdmihn culture is not known to many of them. Scouts take great care in watching for Dragons and reporting any movements to the home nests.

Beastish, Bullmihn (Plains Rider)

Size level: 5
HPs: 800
WPs: 110
Soak: 7
Movement rate: 8.4
Height/Length: 8'-9'
Weight: 2000-2800 lbs
Advantages: Stre 3, Stam 2, Refl 1, Dext 2, Awar 2, Conf 1, Pers 1, Avoi -4
Damage bonus: +10
Initiative base: +15
Initiative cost:
Bastard sword (WC11): Att 55, Par 22
Longbow (WC14): Att 84, no parry
Weapon damage:
Bastard sword: A7 B9 C12 D18 E30 F44 G60 H80
Longbow: A6 B15 C24 D35 E42 F51 G60 H70
Weapon range: Longbow: S55 M135 L370
OCF: Bastard sword 60, longbow 65
DCF: Bastard sword 30, longbow N/A
Dodge: +20
Armor: Chainmail vest (14/112)
Leather barding (4/36)
Wooden shield (10/120)
Magic/Metaphysics: None
Skills: Bowyer & Fletcher, Ambush, Armorsmithing (Chain), General Repair, Smithing (Bronze), and Terrain Knowledge (Fields/Plains and Cities)
Special: Bullmihn can gallop at full speed for up to 12 hours without resting.
Number appearing: 1 (normal), 2 (if mated)
Location: Majestic Empire
Diet: Grass, grains, and corn, when possible; sometimes enemy flesh

Plains Riders have the lower body of a bull and can run and walk on two or four legs. The torso and arms are humanoid, but the head is all bull. Most Plains Riders are smaller and travel lighter than normal Bullmihn. They usually only attack intruders and prefer to engage enemies at a distance rather than enter melee.

Beastish, Molru'k (Bleeders)

Size level: 5
HPs: 45
WPs: 95
Soak: 6
Movement rate: 5.6 (land), 9.6 (water)
Height: 5'8"-6'2"
Weight: 180-220 lbs

Advantages: Stre 2, Stam 1, Refl 3, Awar 2, Conf 2, Avoi -5
Damage bonus: +5
Initiative base: +25
Initiative cost: Bite (WC9): Att 45, no parry
Barbed coral trident (WC17): Att 85, Par 34
Coral throwing disk (WC10): Att 60, no parry
Weapon damage:
Bite: A5 B10 C15 D20 E25 F30 G35 H40
B. c. trident: A1 B4 C8 D12 E16 F20 G30 H40
C. throwing disk: A0 B1 C5 D10 E15 F20 G25 H35
Weapon range: Coral throwing disks: S8 M16 L24
OCF: Bite 76, barbed coral trident 60, coral throwing disks 65
DCF: Bite 0, barbed coral trident 30, coral throwing disks N/A
Dodge: +25
Armor: Seaweed and coral plate (14/112)
Magic/Metaphysics: None
Skills: General Repair, Ambush, Hunting, Swimming, and Terrain Knowledge (Underwater)
Special: Can breathe air and walk on land for 24 hours at a time
Number appearing: d10
Location: Saltwater
Diet: Fresh/living meat, particularly Muesis or Sabrihn.

The Molru'K are bipedal humanoid piranha terrors, with heads comprising 40% of their bodies. Their webbed feet can compact down into a long flat hoof for land mobility, and their hands are humanoid, with 7-10 digits per hand, each tipped with a short spiny claw. Their side-mounted eyes make them susceptable to head-on attacks (they receive no Awareness check for direct frontal or direct back assaults). Body color ranges from dark green on the upper and back surface to pasty blue on the belly. Molru'K do not communicate in any known surface language. Bleeders occupy shallow coastal saltwaters surrounding any port city. They will attack any boat of less than ten people, attempting to capsize the craft, chew off the appendages of the passengers, and haul the remaining torsos back to the nest.

Beastish, Wolfihn (Goblin Hunter)

Size level: 5
HPs: 76
WPs: 110
Soak: 8
Movement rate: 6.6
Height: 9-11'
Weight: 1100-1300 lbs
Advantages: Stre 4, Stam 3, Refl 3, Awar 2, Conf 2, Pers 1
Damage bonus: +17
Initiative base: +25
Initiative cost: Wolfihn axe (WC15): Att 75, Par 30
Claw (WC10): Att 50, Par 20
Weapon damage:
Wolfihn axe: A8 B12 C16 D20 E35 F50 G65 H80
Claw: A1 B2 C3 D5 E7 F9 G11 H15
OCF: Wolfihn axe 75, claw 90
DCF: Wolfihn axe 45, claw 40
Dodge: +55
Armor: Woven (15/90)
Magic/Metaphysics: None
Skills: Hunting, Swimming, Dowsing, Bandage & Bones, General Repair, Ambush, Prowl, Camoflauge and Concealment, Trapping & Fur Trade
Special: +30 DCF against grobber
Number appearing: d10/2
Location: Nation of Yucazon and the Northern Wilds.
Diet: Fish and rare meats; grains and vegetables.
Treasure: 2d10 silver; weapons; any armor.

The Goblin Hunter is actually a Mercenary paid by outside interest groups to do unsavory things. Most often, the mercs are hired to wipe out goblins—hence the name Goblin Hunter. In reality, these Wolfihn will do anything within their twisted code for the right price. Many Goblin Hunters are previous Warriors, Field Sergeants, Sailors, and Physical Mages who have turned to other more profitable endeavors. They believe that death is the best punishment for lawbreakers and escaped convicts. Goblin Hunters are not pleasant people to be around, unless you like to talk about death and mutilation or are interested in hiring them to do a dirty deed.

Dwarves, Thokmol (Nomads)

Size level: 3
HPs: 48
WPs: 90
Soak: 5
Movement rate: 3.2
Height: 2.5-3.5 '
Weight: 140-160 lbs
Advantages: Stam 2, Stre 2, Refl 3, Awar 4, Pers 3, Avoi 3, Agil 3, Char 2
Damage bonus: +2
Initiative base: +20
Initiative cost: Stone axe (WC8): Att 40, Par 16
Slingshot (WC6): Att 42, no parry



Weapon damage:
Stone axe: A4 B4 C7 D10 E15 F22 G28 H35
Slingshot: A0 B0 C1 D2 E3 F5 G7 H15
Weapon range: Slingshot: S7 M15 L40
OCF: Stone axe 68, slingshot 75
DCF: Stone axe 35, slingshot N/A
Dodge: +20
Armor: Soft leather (4/48)
Small metal round shield (25/300)
Magic/Metaphysics: None
Skills: Hunting, Husbandry, Dowsing, Prowl, Concealment & Camoflauge, Spelunking, Swimming, and Voice Control
Special: Every Nomad has several (d10 / 2) safe havens in which she can hide her herds and which have enough food and water for the herd for three days. All Nomads receive +20 to OCF while defending their herds.
Number appearing: d10 (normal); 3d10 (if with a herd)
Location: Thokmolian
Diet: Very little meats; many edible mushrooms and underground plant life
Treasure: Most Nomad valuables are collected hides and furs, worth a great deal in the underground.

Thokmol dwarves are slimer and shorter than their other cousins who live above ground—more agile and quicker but not as solid. (They have the strength but not the bulk.) The Nomad is a Tunnel Runner with the ability to raise and breed cattle in an underground environment. These herds are constantly on the move in search of food, and the Nomads spend their time protecting them from natural enemies. Almost every Nomad knows the tunnels in Thokmolian better than the Tunnel Runners, and most end up becoming Hermits. Nomads are encountered more than any other Thokmol because they are always looking for a path to the surface world. If cornered or forced to fight for their herd, Nomads can be very deadly.

Dwarven, Duarlich (Gorps)

Size level: 3
HPs: 56
WPs: 115
Soak: 5
Movement rate: 3.4
Height: 3.0-4.0'
Weight: 130-160 lbs
Advantages: Stre 1, Stam 2, Refl 2, Awar 2, Conf 2, Avoi 2
Damage bonus: +1
Initiative base: +20

Initiative cost:
War hammer (WC10): Att 50, Par 20
Throwing axe (WC7): Att 49, no parry
Weapon damage:
War hammer: A5 B6 C15 D20 E25 F30 G40 H50
Throwing axe: A1 B3 C5 D7 E10 F15 G25 H35
Weapon range: Throwing axe: S10 M20 L30
OCF: War hammer 70, throwing axe 70
DCF: War hammer 35, throwing axe N/A
Dodge: +10
Armor: Studded leather (5/40)
Small round shield (22/264)
Magic/Metaphysics: 10% chance of metaphysics (S1-3)
Skills: Prowl, Ambush, Traps, General Repair, Wrestling, Discipline, Stones, Spelunking, Dungeoneering, and Weaponsmithing (Blunt)
Special: *Earth Meld (12):* Duarlich can physically walk through or stand inside earth as if it were air. A minimum of a D success is needed to meld, and the Duarlich cannot be wearing more than 20% of their body weight in metal or the power won't work. The power lasts for one minute per skill point; Gorps start with 50 points in this skill.
Number appearing: 2d10
Location: Hegregorial Mountain Kingdom and surrounding areas.
Diet: Underground vegetation such as roots, fungus, and mushrooms, and any small catchable rodents. Once a month (at least), every clan sends raiders out at night to capture Haflings or Bock that have wandered into the mountains. On occasion, the Duarlich find and slay a Bullmihn for a real feast.
Treasure: d10 medium gems; current equipment

The Gorp is the common Kingdom clan member, usually very solid and a bit shy, choosing usually to interact with outsiders by using a twelve-pound hammer. These warriors are always roaming the underground, searching for food and spying on other clans. They wear dirty and soiled leathers and carry battered shields, their hair and beards always unkempt and dirty. These dwarves literally stink so bad that they often get into fights with each other.

Dwarves, Glangdla (Imperial Guards)

Size level: 3
HPs: 46
WPs: 135
Soak: 5
Movement rate: 4.2
Height: 3.5-4.5'
Weight: 180-220 lbs
Advantages: Stre 2, Stam 2, Refl 2, Awar 3, Conf 3,Pers 2, Avoi 2
Damage bonus: +2
Initiative base: +25
Initiative cost: Glaive: (WC14) Att 70, Par 28
Throwing hammers (WC7): Att 49, no parry
Weapon damage:
Glaive: A3 B5 C8 D14 E22 F30 G40 H50
Throwing hammers: A2 B4 C6 D8 E10 F14 G20 H30
Weapon range: Throwing hammers: S5 M12 L20
OCF: Glaive 80, throwing hammers 75
DCF: Glaive 40, throwing hammers N/A
Dodge: + 40
Armor: Plated mail (22/220)
Magic/Metaphysics: 5% chance of metaphysics (S1-2)
Skills: Running, Discipline, Motavation, Strategy, Law, Weapon Repair, Armor Repair, Theology (Pantheon of Vaaldorin), Bandage & Bones, Engineering & Architect, Heraldry, Dungeoneering, Mountains, and Spelunking
Special: Detect Concealed Weapons: By observing one creature for one minute, the Guards can detect any concealed weapons, as long as the Guard makes a successful Awareness roll.
Number appearing: d10 (normal patrol); 3d10 (World's Crown)
Location: Worlds Crown
Diet: Underground vegetation served in heavy stews with a small portion of meat. Alcohol is a must at any meal, and most grains grown are used in making these alcohols.
Treasure: Armor (worth more than a small human city!); d10 small gems; 3d10 large gems.

The Imperial Guards' armor is full-body plate that shines like the moon off a dark lake, and each Guard wields weapons made from some strange ebony-black material. They normally patrol Mt. Nym, located deep in the World's Crown, in an attempt to keep the mountain's location secret.

Dwarves, Gnomes (Pathfinder)

Size level: 3
HPs: 33
WPs: 85
Soak: 4
Movement rate: 4.7
Height: 16-20"
Weight: 1 lb per inch
Advantages: Stre 1, Stam 1, Refl 2, Agil 1,Dext 1, Awar 2, Comp 2, Logic 2, Conf 2, Avoi 2, Char 1

Damage bonus: +1
Initiative base: +20
Initiative cost: Shortswords (WC5): Att 25, Par 10
Lasso (WC9): IC 54
Weapon damage: Shortswords: A0 B0 C1 D3 E7 F11 G13 H22 (Also, all Gnome weapons are enchanted with a +1 damage shift.)
Lasso: A Pathfinder is considered to have lassoed his target if he achieves an A-H success after the defender has taken any defensive action. Once lassoed, the target receives difficulties on all Physical rolls, depending on the lasso success: A0, B5, C10, D15, E25, F40. A lasso success of G means that the target must make a Physical save; success causes a difficulty of 50 to Physical actions, and failure means the target is prone. A lasso success of H means that, if the target misses a critical Physical save, he is completely helpless for d10 rounds (GM rolls secretly)
Weapon range: Lasso: S10 M16 L25
OCF: Shortswords 85, lasso 100
DCF: Shortswords 45, lasso N/A
Dodge: +45
Armor: Soft leather (3/18)
Magic/Metaphysics: 10% chance of metaphysics (S1-3).
Skills: Concealment & Camouflage, Pass w/out Trace, Prowling, Traps, Tumbling, Strategy, Antagonize Foreigners, Hunting, Bandage & Bones, Riding, and Terrain Knowledge (Forestry)
Special: Pathfinders are special friends to all forest animals and can summon d10 of them for help when necessary. (The GM can adjust this number, depending on circumstance.) The animal type must remain in the same "group" of species; for example, if the Pathfinder summons canines, then dogs and wolves may show up if they happen to be in the area. These animals will not sacrifice their lives but will still help to the best of their abilities, staying until no longer needed.
Number appearing: d10
Location: Land of the Gnomes; various parts of the Northern Wilds.
Diet: Fresh fruits and vegetables grown in hidden gardens; fish
Treasure: Spices, herbs, and potions of all types (most gnomes work on the barter system)

The Pathfinder is the main culture defender, constantly patrolling the lands looking for sign of invaders. They know every shortcut and every trail in the Gnomish Lands. While on patrol, the Pathfinder also keeps an eye out for new growing areas and any animals that may need help. If an enemy of great power enters the land, one Pathfinder will run for help while the others harry the intruder.

Dwarves, Rublug (Soldier)

Size level: 3
HPs: 48
WPs: 110
Soak: 5
Movement rate: 4.0
Height: 3-4'
Weight: 180-220 lbs
Advantages: Stre 3, Stam 2, Refl 2, Awar 2, Conf 2
Damage bonus: 5
Initiative base: +20
Initiative costs: Longsword (WC9): Att 45, Par 18
Crossbow (WC10): Att 10 (fire), 90 (reload), no parry
Weapon damage:
Longsword: A3 B6 C9 D12 E18 F26 G32 H38
Crossbow: A4 B8 C12 D16 E20 F24 G28 H32
Weapon range: Crossbow: S50 M80 L150
OCF: Longsword 65, crossbow 80
DCF: Longsword 25, crossbow N/A
Dodge: +20, Shield block +55
Armor: Platemail (19/190)
Round metal spiked shield (30/320)
Magic/Metaphysics: None
Skills: General Repair, Discipline, Running, Weapon Repair, Armor Repair, Bandage & Bones, Spelunking,Dungeoneering, Mathematics, Engineering, and Architecture
Special: *Stonemeld (10):* By spending 20 Init, Rublug can summon chameleon-like powers to instantly make themselves and equipment match the surrounding stone. They do not really become stone, nor do they meld into the stone like the Wolfihn treemorph; instead, they no longer look dwarven. The stone must be at least as big as they are. Upon very close study (for at least three rounds), a viewer can try to see the dwarf by making a successful Awareness roll with a difficulty of the stonemelder's skill level. All Rublug soldiers have at least a 70 in this skill.
Number appearing: 5 (a dwarf squad, led by a Sergeant)
Location: Rublug soldiers are found at any of the seven following outposts: Diamond Heart, Black Iron Gauntlet (B.I.G.), Overview Peak, RubyStrike, Aka-Demiand, The Vault, and SlagsDome.
Diet: Meat, usually cooked in heavy stews with many vegetables, in addition to subterranean mushrooms (considered delicacies). Rublugs also consume gal-

lons of ale and beer in a day's time, and every soldier carries rations of alcohol into the field.

Treasure: Armor and weapons (extremely valuable); 2d10 small gems; d10 medium gems; d10 large gems. Understandably, Rublug appear very wealthy in many people's eyes.

The Rublug are as wide as they are tall, with short stocky frames rippling with muscle. Almost all Rublug grow beards once they come of age, including the females (who, incidentally, comprise about 1/3 of the armed Rublug force). The Soldier is the common warrior who stands guard duty and runs patrols, effectively pounding the ground all day. Every Soldier bristles with weapons and is an expert at military strategy. Most remain Soldiers their whole lives, learning to make expert use of their cultural skills like Stonemeld and Immobility.

Elven, Bock (Borderland Guards)

Size level: 4
HPs: 32
WPs: 110
Soak: 6
Movement rate: 6
Height: 7-8'
Weight: 225-275 lbs.
Advantages: Stre 1, Agil 1, Stam 2, Refl 2, Awar 1, Pers 1
Damage bonus: +1
Initiative base: +15
Initiative cost: Glass scimitar (WC7): Att 35, Par 14
Glass spear (WC10): Att 60, Par 20
Weapon damage: Glass scimitar: A3 B6 C8 D10 E15 F18 G20 H28
Glass spear: A1 B2 C3 D6 E9 F12 G19 H30
OCF: Glass scimitar 45, glass spear 45
DCF: Glass scimitar 45, glass spear 45
Dodge: +40
Armor: Heavy toad skin (10/110)
Magic/Metaphysics: GM's Creation
Skills: Prowl, Ambush, Cartography, Dowsing, Terrian Tactics, Riding, General Repair
Special: Might own mooncrystal weapons, as per GM's Creation
Number appearing: d10
Location: Along the borders of the Burning Lands of Jor.
Diet: Dried meats, vegetables, and fruits.
Treasure: 2d10 silver and 20% chance of 1 gold; 5% chance of mooncrystal weapon

The Borderland Guards are the men and women who discover any weak and weary travelers accidentally stumbling onto the Burning Lands of Jor. The Guards travel in groups of three and belong to units of 33 males and females who will stay in the wastelands for up to two weeks, within twenty miles of the city. Every border city always has five units. Other Guard responsibilities are warnings of giant or dwarf invasions, searching the dunes for new crystal mines, and recruiting wandering Bock into the Guard. Occasionally, the Borderland Guard have been sent to investigate parts of the city of Syvyn, an ancient city left over from the Age of Creation. Borderland Guards often assist teams of dwarf Hunters and Slayers into the Hegregorials, because of their ability to withstand desert temperature and because they fiercely protect their friends.

Elven, Driseti (Bowman)

Size level: 4
HPs: 26
WPs: 80
Soak: 5
Movement rate: 7.4
Height: 6-7'
Weight: 140-180 lbs
Advantages: Dext 1, Stam 1, Agil 1, Refl 2, Awar 1
Damage bonus: 0
Initiative base: +15
Initiative cost: Wooden club (WC20): Att 20, Par 8
Shortbow (WC8): Att 56, no parry
Weapon damage:
Wooden club: A0 B2 C3 D4 E5 F7 G9 H10
Shortbow: A2 B3 C5 D7 E10 F15 G25
Weapon range: Shortbow: S20 M70 L250
OCF: Wooden club 35, Shortbow 65
DCF: Wooden club 35, Shortbow N/A
Dodge: +15
Armor: Marshweave armor (4/24)
Magic/Metaphysics: None
Skills: Bowyer/Fletcher, Swimming, Running, Ambush, and Hunting
Special: None
Number appearing: 4
Location: The edges of the Black Forest. Only powerful magic can make Bowmen leave the Black Forest.
Diet: Meats, vegetables, and fruits.
Treasure: The Driseti do not have a currency-based fiscal system, and the only items Bowmen carry with any value are their bows and other weapons.

Bowmen are the most common village defenders. When trouble approaches (e.g., grobber), they lay in

wait and ambush with quick and deadly archery fire. Bowmen rarely fight in melee combat and only when the village has been breached. They generally appear in groups of four, along with a scout and occasionally an Executioner or Waterguard. Bowmen hunt on specific days, based on a rotating schedule.

Elven, Frolidi (Kingdom Guards)

Size level: 4
HPs: 40
WPs: 90
Soak: 6
Movement rate: 7.6
Height: 6.0-6.6'
Weight: 200-240 lbs
Advantages: Stre 2, Stam 2, Refl 2, Agil 2, Awar 2, Conf 2, Appe 2, Char 1
Damage bonus: +2
Initiative base: +20
Initiative cost: Shortsword (WC5): Att 25, Par 10
Shortbow (WC7): Att 49, no parry (All Frolidi fired weapons have style-reduced complexities.)
Weapon damage: Shortsword: A1 B3 C5 D7 E9 F14 G17 H24 (All Frolidi melee weapons have a style-induced +1 damage shift.)
Shortbow: A3 B+5 C7 D9 E11 F13 G20 H30
Weapon range: Shortbow: S15 M40 L40
OCF: Shortsword 80, shortbow 75
DCF: Shortsword 80, shortbow N/A
Dodge: +55
Armor: Chainmail (15/105). All Frolidi armor is styled to have a high polish and to be lighter than most armor.
Magic/Metaphysics: 10% chance of metaphysics (S1-2)
Skills: Swordplay, Bandage & Bones, Swimming, Riding, Cartography, General Repair, Bowyer & Fletcher, Terrain Tactics (Field and Cities)
Special: All Kingdom Guards have the special ability of Paired weapons (shortswords) that allows them +25 to OCF when using two idenWtical shortswords.
Number appearing: d10 (normal); 4d10 (in force)
Location: Frol Valley
Diet: Meat of woodland creatures; fruits and breads; an abundance of wine



Treasure: 10-20 gold (Frolidi have rich taste and a healthy abundance of money); a variety of potions (including healing)

Fair, wavy hair, sunlit eyes, and proud smiles grace the Frolidi face. They are found of ornamentation, including earrings, hair ribbons, and styled bracers. Frolidi chainmail is woven with the colored silk of their domain: black & white, grey & green, silver & blue, yellow & red, green & blue, or orange & white. Almost every Frolidi has a horse to ride or a carriage to ride in; Kingdom Guards are the few that will be seen on foot. For every twelve Kingdom Guards, one Deputy will be present to lead them, and the entire party will be on horseback.

Elven, Muesis (Aquarian Warrior)

Size level: 4
HPs: 26
WPs: 115
Soak: 6
Movement rate: 2.6 (land), 11.6 (water)
Height: 5'-5'8"
Weight: 140-165 lbs
Advantages: Stre 2, Stam 2, Refl 2, Agil 2, Awar 2, Conf 2, Logic 3, Char 1
Damage bonus: +2
Initiative base: +20
Initiative cost:
Sharktooth coral blade (WC10): Att 50, Par 20
Speargun (WC9): Att 9 (fire), 81 (reload), no parry
Weapon damage: Sharktooth coral blade: A4 B7 C9 D12 E15 F20 G25 H35
Speargun: A0 B2 C4 D8 E16 F22 G28 H36
Weapon range: S20 M30 L60
OCF: Sharktooth coral blade 65, speargun 80
DCF: Sharktooth coral blade 65, speargun N/A
Dodge: +45
Armor: Whale hide (5/40)
Tortoise shell shield (18/180)
Magic/Metaphysics: 10% chance of metaphysics (S1-2)
Skills: Navigation, Swimming, Concealment & Camouflage,Fishing, Mathematics, Engineering & Architect, Philosophy, Terrain Knowledge (Underwater)
Special: Can breathe air and walk on land for 24 hours when necessary.
Number appearing: 2d10 (above/near surface), d10 (in/near city)
Location: Anywhere under water with unknown city locations.
Diet: Fish and many types of underwater plant life.
Treasure: Not much (Muesis are a non-fiscal-based society)

Aquarian Warriors are the first defense line for the Muesis Underwater Kingdom. Schools of these warriors patrol the cities and the coral fields looking for any monsters or Molru'k that would prey on the citizens. All Aquarian warriors are in training to become Aquarian Riders.

Elven, Tristleti (Swordarm)

Size level: 4
HPs: 32
WPs: 110
Soak: 6
Movement rate: 5.9
Height: 6.8-7.2'
Weight: 190-210 lbs
Advantages: Refl 3, Stam 2, Agil 3, Dext 2, Comp 2, Logic, Conf 2, Awar 2, Style 2, Etiq 1
Damage bonus: 0
Initiative base: +25
Initiative cost: Rapier (WC7): Att 35, Par 14
Throwing Spikes (WC4): Att 12, no parry
Weapon damage:
Rapier: A1 B2 C3 D7 E12 F15 G18 H22
Throwing spikes: A0 B0 C1 D2 E3 F6 G9 H15
Weapon range: Throwing spikes: S12 M30 L45
OCF: Rapier 88, throwing spikes 70
DCF: Rapier 88, throwing spikes N/A
Dodge: +60
Armor: None
Magic/Metaphysics: 25% chance of metaphysics (S1-2)
Skills: Bandage & Bones, Experimentation, Chemistry, Potions, Riding, Tumbling, and Prowl
Special: *Decipher (18):* On a D+ success, the Tristleti can interpret (although not necessarily speak) any language for the length of the meeting. This ability is used most often by Tristleti spies, and all Tristleti begin with 45 points in the skill.
Number appearing: d10/2 (normal), 10 (d10/2) (in times of trouble)
Location: Tristleti floating cities, located anywhere in the NeverWorld skies. Rarely found on the surface, and then only to find something.
Diet: Berries and sugars, served with many wines.
Treasure: Jewelry (10 gold world); one alchemy product; current equipment

Tristleti Elves are most often seen wearing poet shirts and pantaloons of metallic rainbow colors, accented by a grey cumberbund, a lighter grey full-length cloak,



and soft leather boots of dark grey or black. Tristleti have white skin and silver hair, streaked with color around the temples. Both males and females wear their hair in long ponytails or an occasional braid. The Swordarm is the common trooper who guards the floating cities and patrols nearby areas. They enjoy dueling and will often spar with each other just for some decent competition.

Felihns, Taloth (Road Wardens)

Size level: 4
HPs: 66
WPs: 90
Soak: 7
Movement rate: 7.2
Height: 6.5-8'.
Weight: 600 lbs
Advantages: Agil 3, Refl 4, Stam 3, Stre 3, Awar 3, Conf 2
Damage bonus: +5
Initiative base: +35
Initiative cost: Life axe (WC15): Att 75, Par 30
Claws (WC10): Att 50, Par 20
Weapon damage: Life axe: A3 B6 C9 D12 E24 F36 G48 H60 (Life axes add +5 to damage roll)
Claws: A1 B2 C3 D5 E7 F8 G9 H10
OCF: Life axe 75, claws 90
DCF: Life axe 35, claws 40
Dodge: +60
Armor: Breastplate (18/108)
Helmet (20/200)
Magic/Metaphysics: None
Skills: Prowl, Ambush, Concealment & Camoflauge, Hunting, Running, and Bandage & Bones
Special: *Instant Stance:* Wardens caught in a prone position or who slip and fall in combat (due to a critical fumble) can instantly return to their feet by spending 20 Init.
Iinstant Draw: Wardens can draw or switch weapons by spending 20 Init.
Number appearing: d10
Location: Ontanama Plains
Diet: Fresh meat killed every night.
Treasure: d10 silver; 40% chance of 1 gold.

Road Wardens patrol areas of common travel, ensuring safety for others to a degree—a small percentage (1 out of 1000) are highway robbers instead, asking for protection money. Road Wardens report to no one and follow only the rules of Talothian society. They will often hire themselves out to protect bands of travelling merchants or prisoners being transported in raiding parties or by guards to new incarcerations.

Giants, Cyclops (Protector)

Size level: 5
HPs: 161
WPs: 150
Soak: 8
Movement rate: 8.0
Height: 14-18'
Weight: 2200-3600 lbs
Advantages: Stre 5, Stam 3, Dext 2, Awar 4, Conf 4, Logic 3, Pers 3, Avoi -5, Comp 2
Damage bonus: +26
Initiative base: +20
Initiative cost: Shortswords (WC7): Att 35, Par 14
Throwing spears (WC9): Att 27, no parry
Weapon damage: Shortswords: A3 B10 C15 D20 E40 F60 G80 H100
Throwing spears: A2 B6 C10 D16 E24 F38 G50 H64
Weapon range: Throwing spears: S30 M60 L120
OCF: Shortswords 88, throwing spears 70
DCF: Shortswords 44, throwing spears N/A
Dodge: +20
Armor: Cyclopian breast plate (35/350)
Natural hide (6)
Magic/Metaphysics: 40% chance of metaphysics (S1-5)
Skills: Traps, Herb Lore, Running, Swimming, Wrestling, Strategy, Fabled Lands & Beasts, Mt. Kabi, Bandaging & Bones, Mathematics, Heraldry, Carts, and all Terrain Knowledge skills.
Special: *Primeordial Energy:* Any one weapon touched becomes laced with the energy of the Protector's Primeordial forefathers, the Cyclopunomin. One time only, the weapon will go twice the distance, do double damage, and cost half normal Init to use; visually, the weapon streaks with neon-white energy until used. The Protector must make a successful Mental save to instill the power, and cannot give it to another until the target weapon is used. After use, the power returns to the Protector and the weapon returns to normal.
Number appearing: 1 (normal), more if some awful evil is afoot
Location: Mt. Kabi (usually), elsewhere (occasionally)
Diet: Vegetarian

Standing proud in dark leathers, a shining breastplate, and a crimson flowing cape, the Protector will scan a horizon's view for days on end, unblinking, waiting for signs of danger. Protectors roam all parts of Never-World, looking to intercept the pathways that sometimes cross between innocence and oblivion. They are serious and sturdy, usually travelling alone, and only joining together when more serious paths must be taken. At night, they are sometimes spotted on hilltops by the reflection of moonlight off their single eye.

Grobber, Hafling (Burrow Guard)

Size level: 3
HPs: 16
WPs: 75
Soak: 5
Movement rate: 5.8
Height: 2' 2"-3'
Weight: 35-50 lbs
Advantages: Stam 2 Refl 3, Agil 2, Dext 1, Awar 2, Conf 1, Avoi 2, Char 1
Damage bonus: +0
Initiative base: +25
Initiative cost: Longspear (WC8): Att 40, Par 16
Rucmuckle (WC10): Att 30, Par 20 (Rucmuckle is the Hafling HTH skill)
Shortbow (WC7): Att 42, no parry
Weapon damage:
Longspear: A1B2 C5 D8 E13 F17 G25 H33
Rucmuckle: A0 B5 C10 D20 E30 F45 G55 H75 (non-lethal)
Shortbow: A3 B5 C7 D9 E12 F18 G26 H38
Weapon range: Shortbow: S35 M70 L140
OCF: Longspear 55, Rucmuckle 50, shortbow 60
DCF: Longspear 35, Rucmuckle 40, shortbow N/A
Dodge: +60
Armor: Hard leather (4/40)
Magic/Metaphysics: 5% chance of metaphysics (S1-2)
Skills: Pick Pockets, Pick Locks, Prowl, Hunting, Swimming, Wrestling, Grapevine,Heros & Heroines Grobber, Bandage & Bones, Carts Wagons and Plows, Terrain Knowledge (Fields/Plains)
Special: All Burrow Guards receive +25 to all OCF rolls when defending Haflings within their burrows.
Number appearing: 2d10 (burrow areas); d10/2 (outskirts)
Location: The base of the Cyclopunomin Range; some sporadic spots in the Majestic Empire.
Diet: Grains and wild vegetables; a good mixture of fruit.

These sturdy little warriors are usually underestimated by larger opponents, fighting with savage desire to protect their homes and families; one Burrow Guard is actually the equal of a human warrior. When two Guards have a conflict, they settle it by a contest of Rucmuckle, and the first Hafling to get knocked out must pay the winner one jug of fine wine. Most Haflings keep to themselves and try not to interfere with the other cultures, but there always seems to be someone who doesn't mind causing trouble.

Grobber, Kobolds (Grunts)

Size level: 3
HPs: 24
WPs: 75
Soak: 5
Movement rate: 5.6
Height: 3.5-4.5 '
Weight: 65-90 lbs
Advantages: Stam 2, Refl 2, Agil 2, Dext 3, Awar 2, Logic 1, Conf 1, Avoi 2 Char -1, Etiq -1, Style -2
Damage bonus: +0
Initiative base: +20
Initiative cost: Spiked mace (WC7): Att 35, Par 12
Javelin (WC9): Att 54, no parry
Weapon damage:
Spiked mace: A4 B6 C9 D15 E19 F24 G27 H32
Javelin: A0 B1 C3 D6 E10 F12 G20 H26
Weapon range: Javelin: S7 M15 L25
OCF: Spiked mace 55, javelin 70
DCF: Spiked mace 35, javelin N/A
Dodge: +65
Armor: Chain and leather (8/80)
Magic/Metaphysics: None
Skills: Ambush, Prowl, Escape, Scaling, Antagonize Foreigners, Swimming, Pick Locks, Pick Pockets, Armorsmithing or Weaponsmithing, Engineering & Architecture, Bandage & Bones.
Special: Immunity to earth-type spells and earthen natural disasters, including Earth Elementalism. Although they would be waylayed by a cave-in, earthquake, or similar disaster, kobolds do not take damage and can recover without the use of breathable air.
Number appearing: 2d10
Location: Prefer the mountains and hills of any region; found wherever the Northern Wilds or Southern Barrens takes them.
Diet: Any fresh meat; any sour or rotten vegetables
Treasure: Around 50 silver (kobolds love silver). Also, any weapons of style from another culture are considered family heirlooms to be named after they are stolen.

Most Grunts work themselves into an early grave and never really get to enjoy the items that they have worked so hard to create. Most die at the blade of a Cutthroat or in some other horrible manner, which tends to make them extremely secretive and unsociable. In fact, Grunts are some of the most selfish creatures in NeverWorld.

Hourani, House Cortez (Destrier/Horseman)

Size level: 4
HPs: 25 / 32
WPs: 105/120
Soak: 4/7
Movement rate: 5.8/6.8
Height: 5.5-6.5'
Weight: 180-220 lbs
Advantages: Agil 2, Refl 3, Stre 2/5, Conf 0/3, Stam 0/3, Awar 0/3, Logic 0/-2, Etiq 0/-2, Avoi 0/-3
Damage bonus: +2/+15
Initiative base: +15/+30
Initiative cost: Longsword (WC10): Att 50, Par 20
Spear (WC8): Att 48, no parry
Weapon damage:
Longsword: A3 B6 C9 D12 E15 F19 G24 H32
Spear: A1 B2 C3 D7 E10 F14 G20 H26
Weapon range: Spear: S5 M10 L15
OCF: Longsword 55/70, spear 49/64
DCF: Longsword 35/50, spear 49/64
Dodge: +15, duck +20, shield block +15/+30
Armor: Chain mail (14/84)
Wooden heater shield (10/60)
Magic/Metaphysics: None
Skills: Riding, General Repair, Bandage & Bones, Cartography, Heraldry, and Read & Speak Hourani
Special: The double statistics represent Hourani in human and natural form (respectively). For more details, see the Hourani culture book.
Forced Riding (10): After spending nearly every waking moment with their assigned charger, the training Destrier (called a Horseman) learns to become resourceful with standard horse equipment and the horse itself, allowing him to sleep on the back of a moving mount without falling, ride twice the normal distance before resting the horse, or use the horse for shelter during rough weather. The difficulty for "sleep-riding" is determined by the horse's speed and terrain type (GM's Creation). A horse that travels twice its normal range limitation



requires only normal rest to recover. (Note that horses not specifically trained to double their range without rest can still do so but will die afterwards.) Destrier begin with 60 points in this skill.

Jousting: The Destrier understands how to increase the effects of lances and long swinging weapons while on horseback, adding a +2 shift to damage with these weapons from his warhorse.

Weapon Mastery: The Destrier is well-practiced enough with the lance or polearm that he can practically wield it in his sleep. With this ability, he can master one specific weapon in the lance/polearm category, reducing its WC by 25%.

Number appearing: 2d10
Location: Anywhere in the area of the City States of Neuon
Diet: Varity of meats, vegetables and Fruits.
Treasure: Weapons and armor listed; 4d10 silver; 40% of d10 gold.

The Horseman is the beginning of the Destrier's path and is the second entry-level position into the Army of Nobility (and, in some respects, the most challenging). Following a full year of rigorous training, the recruit earns the title of Horseman, in addition to learning the special skill of Forced Riding. More time is spent in this entry-level position than in similar ones because the Horseman is expected to learn both about his weapons and how to tend his warhorse. Horseman are not expected to perform collateral duties as their contemporaries are, due to the intense nature of their training. They are each assigned a young charger of which they must first break and then train. Each charger is kept throughout the training and raised to maturity by the Horseman to which it was assigned, which ensures familiarity and forms a bond of kinship between the eventual Destrier and the mount. The Destrier is often encountered on patrol, on the outskirts of one of the seven city states, and are assistants to the Sherriffs. (See the House of Cortez in the Hourani culture book).

Human, Neuonian (Sheriff)

Size level: 4
HPs: 40
WPs: 170
Soak: 6
Movement rate: 5.4
Height: 5.5 - 6.5'
Weight: 160 - 200 lbs
Advantages: Stam 2, Awar 3, Char 1, Logic 2, Refl 2, Pers 3, Stre 1, Conf 2, Etiq 2
Damage bonus: +1
Initiative base: 25
Initiative cost: Longsword (WC10): Att 50, Par 20
Longbow (WC12): Att 84, no parry
Weapon damage:
Longsword: A3 B6 C9 D12 E15 F18 G22 H30
Longbow: A4 B8 C12 D16E20 F24 G28 H32
Weapon range: Longbow: S30 M80 L200
OCF: Longsword 85, Longbow 66
DCF: Longsword 85, Longbow N/A
Dodge: Dodge 50, Duck 60
Armor: Chain mail (14/84)
Shield: Metal kite shield (25/250)
Magic/Metaphysics: 10% of either. Magic must be from the Wizardry school, and only two spells are known (one per Logic point).
Skills: Terrain Tactics (Plains), Riding, Bowyer & Fletcher, Discipline, Cartography, Swimming, Bandage & Bones, and Dowsing
Special: Always accompanied by cavalry troopers
Number appearing: 1
Location: City States of Neuon
Diet: Varity of meats, vegetables, and fruits.
Treasure: Weapons and armor listed; 4d10 silver; 40% of d10 gold

The Sheriffs of Neuon are hired by the Council, to protect the lands between the City States. The rural countryside is full of trouble, and many people live in these areas because it is considered free land (not owned by the farmer or any of the Dukes). Due to the lack of a city guard in these areas, the Sheriffs patrol from town to town within a small radius. They get to know the people, learn the daily events, pass along messages, help deliver babies, shoot down outlaws, imprison lawbreakers, and attempt to keep peace wherever they travel. The original Sheriffs were actually established by the Hourani, and the Council has since kept the tradition for all city states. Sheriffs should be knowledgeable Rangers or experienced Cavalry, since those are prerequisites for this position—a Sheriff is essentially a Ranger with a badge.

Human, Eppelan (Police Official)

Size level: 4
HPs: 40
WPs: 170
Soak: 6
Movement rate: 5.7
Height: 5.5-6.5'
Weight: 140-165 lbs
Advantages: Stam 2, Refl 3, Agil 1, Awar 4, Conf 2, Pers 3, Logic 1, Appe 2, Char 1
Damage bonus: 0

Initiative base: +35
Initiative cost:
Staff (WC5): Att 25, Par 10 (two-weapon combat)
Bola (WC7): Att 42, no parry
Weapon damage:
Staff: A1 B3 C5 D8 E11 F14 G18 H28
Bola: A3 B10 C20 D40 E65 F80 G100 H150 (WP damage)
Weapon range: Bola: S6 M12 L30
OCF: Staff 90, Bola 70
DCF: Staff 80, Bola N/A
Dodge: +40
Armor: Studded leather (5/40)
Magic/Metaphysics: 10% chance of metaphysics (S1-3)
Skills: Running, Swimming, Grapevine,Law, Bandage & Bones, Riding, Canoes, and Education
Special: *Charm Strangers (16):* With this ability the Police Official can persuade any intelligent creature to trust him or her with any information, public or private. The link must be established in a non-combat environment and will last for up to 24 hours. This link must be done by touch and the stranger receives a Mental save to negate all effects. Every Police Official begins with a 40 rating.
Number appearing: d10/2
Location: Isles of Eppela
Diet: Vegetarian
Treasure: Any items carried with the Police Official.

The Police Officials are the common law enforcers, keeping peace and order. They dress in loose and flowing cottons and silks such as togas and tunics, and most Eppelans have short blonde curly hair with clean-shaven faces. Despite the light hair, they also often have dark eyes and olive-toned skin. In general, the Eppelans are peace-loving and hate violence, and every citizen who breaks the law is answerable to Police Officials.

Human, Mulgrayne (Axeman)

Size level: 4
HPs: 40
WPs: 170
Soak: 6
Movement rate: 5.4
Height: 5.5-6.5'
Weight: 150-190 lbs
Advantages: Stre 3, Stam 2, Refl 2, Awar 2, Conf 3, Pers 2, Avoi 2
Damage bonus: +5
Initiative base: +20
Initiative cost: War axe (WC12): Att 60
Double crossbow (WC11): 11 (to fire each side) / 110 (to load each side)
Weapon damage:
War axe: A6 B9 C12 D18 E25 F33 G40 H47
(The Mulgrayne weapons have negative style and cause + 5 to damage.)
Double crossbow: A3 B6 C9 D12 E15 F18 G24 H30
Weapon range: S45 M70 L125
OCF: War axe 88, double crossbow 60
DCF: War axe 45, double crossbow N/A
Dodge: +30
Armor: Chain and leather (8/64)
Metal heater shield (20/200)
Magic/Metaphysics: 5% chance of metaphysics (S1 or S2)
Skills: Prowling, Repair, Running, Discipline, Bowyer & Fletcher, Bandage & Bones, Riding, and Terrain Knowledge (Cities and Fields/Plains)
Special: *Rage:* Axemen can enter a rage by spending 50 WPs. When in the rage, they receive +20 to all combat rolls except dodge or duck; if using an axe, they get a +2 shift on the ROC.
Number appearing: d10
Location: Imperial Lands of New Mulgra; 40% chance for 3d10 in the Northern Wilds.
Diet: The Mulgrayne raise cattle and live meat and dairy products and high-starch vegetables.
Treasure: Weapons and armor; 3d10 silver.

The Axeman is the common trooper of the Imperial Lords, spreading terror throughout the Northlands. They are devoted to their cause and never break their fealty oath. Axemen are constantly patrolling the borders of New Mulgra, and some have even extended their patrols as far as the Northern Wilds. The Axemen are notorious for their brutal treatment of common people, and most run illegal black markets on the side. They are always trying to find ways to get gold so that they can buy a higher title. When in combat, they are savages and will fight to the death rather than surrender.

Legendary Evils

Legendary evils are the greatest unique beasts feared in each particular culture. Only their names are listed here; exact details will be explained in the particular culture book for that legendary evil.

- The Snapping Stone (Bock)
- Incern (Driseti)

Chapter Six

- Orokon (Felihn)
- Krulak (Hourani)
- The Cymerial Warrior (Neuonian)
- Garngurnicke (Rublug)
- The Dark Lord Saelex (Wolfihn)

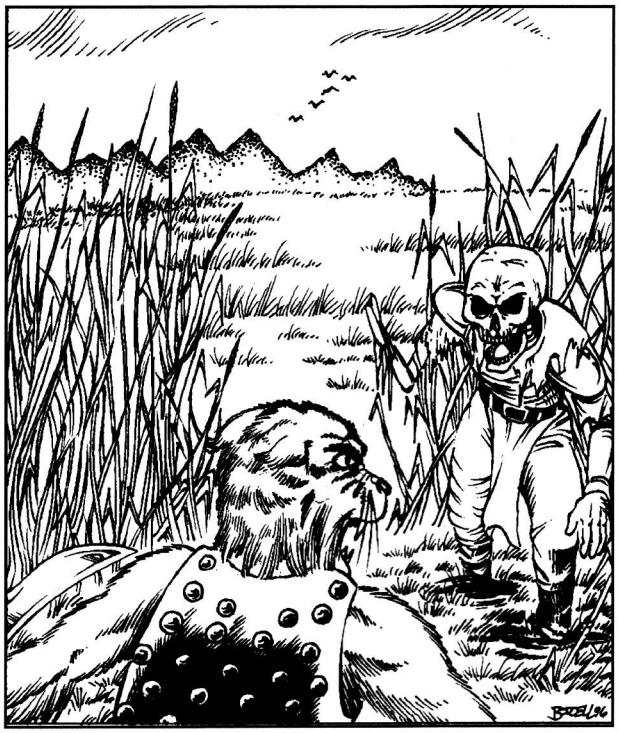
Animal compendium

Bear, Grizzly

Size level: 4
HPs: 45
WPs: 100
Soak: 8
Movement rate: 8
Height: 5' at shoulder
Weight: 900 lb.
Initiative base: +20
Initiative cost: Claw/Bite (WC10): Att 50, no parry
Weapon damage: A3 B6 C10 D14 E18 F24 G30 H36
OCF: Claw/Bite 80
Dodge: +30
Special: Can wrap arms around victim with an H success, causing +15 to damage. The grizzly's claws are considered paired weapons.
Number appearing: 1

Crocodile

Size level: 5
HPs: 60
WPs: 100
Soak: 10
Movement rate: 5 (ground), 7 (water)
Height: 3'
Weight: 1000-1400 lbs
Length: 15-20 '
Initiative base: +10
Initiative cost: Bite (WC12): Att 60, no parry
Weapon damage: A2 B5 C8 D14 E20 F25 G30 H40
OCF: Bite 60
Dodge: +20
Special: Crocodiles scoring an F+ success on a bite attack can lock their jaws on targets who miss a Physical save (difficulty of 40 on land, 60 plus swimming encumbrance difficulty in water). Held victims lose 20 WPs each round.
Number appearing: 2-3
Location: Swamps and marshy areas



Dog (hunting or wild)

Size level: 3
HPs: 14
WPs: 125
Soak: 6
Movement rate: 7
Height: 2-3 '
Weight: 65-75 lbs
Initiative base: +10
Initiative cost: Bite (WC4): Att 20, no parry
Weapon damage: A0 B2 C3 D5 E7 F9 G10 H12
OCF: Bite 40
Dodge: +30
Special: Tracking 110, Pursuit 90
Number appearing: d10
Location: Anywhere

Dog, War

Size level: 3
HPs: 17
WPs: 100
Soak: 6
Movement rate: 6
Height: 2-3' at shoulder
Weight: 90-120 lbs.
Initiative base: +20

Initiative cost: Bite (WC4): Att 20, no parry
Weapon damage: A1 B3 C5 D9 E12 F15 G17 H21
OCF: Bite 65
Dodge: +65
Special: Can hunt/track with a skill of 100. When biting, a war dog can knock down its opponent unless a Physical save is made. A D success knocks down sl3 creatures with a difficulty of the dog's success; an E-F success knocks down sl4 with no difficulty to save; and a G+ is needed to knock down sl5 creatures, who get +30 to save.
Number appearing: d10
Location: Any war outpost

Eagle

Size level: 3
HPs: 22
WPs: 65
Soak: 6
Movement rate: 15 (soar), 20 (dive)
Height: 2.5'
Weight: 15 lbs
Initiative base: +25
Initiative cost: Claw/Beak (WC4): Att 20, no parry (+2 rounds for Dive attack)
Weapon damage: Claw/Beak: A0 B2 C3 D5 E7 F8 G10 H14
OCF: Claw/Beak 45
Dodge: +35
Special: Will dive with the sun behind it, giving the eagle +30 to OCF. Defenders who look at the attacking eagle receive -20 to DCF.
Number appearing: 1-2
Location: Mountains, thick forests

Hawk

Size level: 3
HPs: 15
WPs: 60
Soak: 6
Movement rate: Soar 19, Dive 24
Height: 2'
Weight: 10-12 lb.
Initiative base: +30
Initiative cost: Claw/Beak (WC4): Att 20, no parry
Weapon damage: Claw/Beak: A0 B2 C3 D5 E7 F8 G10 H14
OCF: Claw/Beak 35
Dodge: +40
Special: The hawk will attack diving with the sun at his back, giving him +30 to OCF. The defender will lose 20 to their DCF if they look up at the attacking hawk.
Number appearing: 1
Location: Mountains and heavy forests

Horse, Draft

Size level: 5
HPs: 60
WPs: 100
Soak: 8
Movement rate: 9
Height: 5-5.5' at shoulders
Weight: 1300-1800 lbs
Encumbrance max: 500
Initiative cost: Kick (WC8): Att 40, no parry
Weapon damage: A3 B6 C9 D12 E15 F18 G21 H28
OCF: Kick 60
Location: Any civilized culture

Horse, Riding

Size level: 5
HPs: 40
WPs: 80
Soak: 8
Movement rate: 8 (nag), 10 (quarterhorse), or 12 (thoroughbred)
Height: 4.5-5' at shoulders
Weight: 800-1100 lbs
Encumbrance max: 325 lbs
Initiative cost: Kick (WC8): Att 40, no parry
Weapon damage: A1 B3 C5 D8 E11 F15 G20 H24
OCF: Kick 65
Location: Any civilized culture

Horse, War

Size level: 5
HPs: 90
WPs: 140
Soak: 8
Movement rate: 10
Height: 5.5-6' at shoulders
Weight: 1800-2500 lbs
Encumbrance max: 680 lbs
Initiative base: +20
Initiative cost: Kick (WC8): Att 40, no parry
Weapon damage: A4 B8 C12 D20 E28 F32 G38 H42

OCF: Kick 70
Dodge: +25
Special: The warhorse will only allow its owner (or those placed on its back by its owner) ride it. The warhorse will attack all others who try to ride, with +30 to OCF and a +1 damage shift.
Location: Any war outpost

Mule

Size level: 4
HPs: 50
WPs: 70
Soak: 8
Movement rate: 6
Height: 4-4.5' at the shoulders
Weight: 890 lbs
Encumbrance max: 445
Initiative cost: Kick (WC7): Att 35, no parry
Weapon damage: A0 B2 C5 D9 E13 F17 G25 H35
OCF: Kick 65
Dodge: +10
Number appearing: 2-4
Location: Any civilized culture

Wolf, Timber

Size level: 4
HPs: 18
WPs: 75
Soak: 8
Movement rate: 7
Height: 3' at shoulder
Weight: 110 lbs
Initiative base: +10
Initiative cost: Bite (WC5): Att 25, no parry
Weapon damage: A0 B2 C4 D8 E12 F18 G22 H26
OCF: Bite 70
Dodge: +30
Special: Can perform Hunting and Tracking at 100 skill. Also, a high-enough bite success allows the timber wolf to knock down its prey unless the target makes a successful Physical save with the listed difficulty. On a bite OCF success of D, a sl3 creature can be knocked down, with a save difficulty of the wolf's success. An E success knocks down a sl4 creature, no difficulty to save, and a G success allows a sl5 to be brought down, with a +30 bonus to save.
Number appearing: d10
Location: Northern Wilds, Black Forest, mountainous regions

Places

Every land has cities, town, fortresses, villages, sacred grounds, mystic places, and other important locations, but even material in these books is only a foundation for you to build from. After you have created the problem, barrier, key, reward, and secret for your adventure (see Chapter 5, page 000), decide exactly where your adventure takes place. For every area you can think of, write down a small descriptive paragraph to be read to the players, saying what the location is (a building, forest clearing, muddy pond, etc.), where it is, what shape it's in, and what secrets it might hold.

Keep the location's secrets separate from the descriptive paragraph, whether they are just items not noticed at first glance or actual important plot devices. Make sure to note any details related to timing or event sequences, so you remember when to trigger them. Only write in people or items in a place if these things will be there a long time.

Use all five senses when describing places, rather than just depending on visual elements. When the group goes to a bar, it's true that they could see a ramshackle building built up against the castle wall, with a door hanging off one leather hinge and two old ponies tied to a rotten support beam. But they should be able to smell fried potatoes and onions, with a hint of stale beer, should hear the roar of many voices as someone spouts off a dirty joke, should feel the heat of the room and the thick air from overcrowded tables as they walk in, should be able to imagine what they might taste once they get inside the little brothel. Even the cliché setting of a village inn can be brought to new life if all five senses are used in the description. Just close your eyes and imagine yourself in that location, and describe *everything* that you could possibly sense.

Here are some other aspects of places to consider while you're creating them:

- Name
- Libraries and academies
- Mystical places
- Town/Village/City
- Fortresses
- Undiscovered Age of Myth items
- Culture/Location
- Churches
- Hidden treasures
- Population
- Deadly dungeons
- Primary businesses
- Underground temples

- Locations of monsters
- Shipyards
- Roads & conditions
- Poor and rich citizens
- Fields/Farmers
- Bars/Taverns
- Resources and water
- Trading posts
- Special exports
- Merchant tents
- Ruler/owner
- Heroes & heroines
- Natural disasters
- Views on magic/religion, military
- Known and unknown villains
- Ruins/relics
- All sorts of leaders
- Troublemakers
- Militia size and consistency
- Enemies and rebels
- Haunted places

Things

Items invariably are the objects of greatest desire. Every character begins play by equipping himself with whatever he can afford, but after that he must either make some money to buy things or he must steal the desired items. The placement of things in your world should follow three basic rules:

- *Place as many common items as possible within the reaches of the characters.* This includes anything common to the place they were in. If asked about an undescribed item, ask yourself if it's common, if it belongs there, and if there's even a small chance someone could have misplaced it there. (Some examples could be a bottle in a tavern or a walking stick propped in the corner of a foyer.) If the answer to these three questions is yes, then tell them the item is present. For items that could give too much of an advantage, make it more difficult to get a hold of.
- *Keep magic scarce.* Magic items are a nuisance and lose their novelty when they become commonplace. (Most gamers have experienced campaigns where characters find flameswords and other supposedly valuable items that are treated as junk because there's too many other more powerful items floating around.) Magic is a force that can do wonderful things beyond mortal limits, and you should keep your magic items unique and powerful so that they have value. In a world without much magic, a magical sword with the simple bonus of costing no initiative to use would be treasured. Also, keep items at a distance and fragile in substance, duration, or cost of upkeep, so that players will value the one or two items that they can actually keep working for a long period of time.
- *Don't let a player stay rich until she retires the character to NPC status.* If money is plentiful, so is the cost of keeping it. Characters should be able to have as much money as they can earn (which includes finding it during an adventure), but you need to tempt them into spending it on other people, causes, repairs, fashionable items, knowledge, skill learning, and living expenses. If they prove resistant to your sweet lures, then send some greedy monsters or city officials after them. If they manage to win their way free still clutching their piles of gold, then hit them on their birthdays with the infamous "birthday tax", etc. This might sound manipulative at first, but the point is that characters who hold onto money too long for no good reason will eventually become complacent



and bored, and will also have no strong reason to pursue their careers. If a character is actually saving the money for some expensive purchase, feel free to let her; just don't let characters shove money under the mattress with no good plans for its use. This isn't manipulative but realistic: there's always a few villains around who will gun for characters known to own lots of wealth.

In any case, when determining why money and magic has been left somewhere, include the purpose and quantity, the visual description, its history, the owner and why he left it there, and what the characters must do to get it.

Remember, the less, the better. No country should have more than the equal of one million gold coins (ounces) in circulation per fifty thousand people. Remember that one ounce of gold roughly equals $400 US money, which means one million gold coins equals about four billion dollars (a lot of money for a culture less than 1000 years old). If adventurers represent less than 5% of the population on the average, they would have around 50,000 gold to spread between 2500 people, or 20 gold per person. (That doesn't sound like much, does it?) However, because 50% or more of the money of any country is usually in the hands of less than 5% of its citizens, you now have around 200 gold per person. That still might not sound like much, but it means that characters with more than 200 gold in savings are actually well off! And considering that there's a great deal of gold hidden in dungeons, caves, deserted islands, the cold ocean depths, and the haunted forests of the world, an adventurer could easily become unbelievably rich compared to most people.

Based on the analogies presented here, 200 gold is equivalent to about $80,000 US dollars. So be careful in how you hand out rewards; if it makes it easier for you, think of the dollar value first, and then convert it to gold.

1 gold coin/ounce = 80 silver = $400 US dollars

When it comes to magic, realize that a single magic item will be worth at least 50 gold ($2000!), as the ability to store power and use it when you need it (or give it to someone who normally can't produce it) is an expensive feat. When describing the powers of magic items, you'll probably find it easiest to add bonuses in increments of +5, up to +25—all applicable to the item's main function. A longsword +10 would add +10 to its OCF, while a shield +10 would add +10 to its DCF. Manacles +15 would add to the difficulty of picking the lock, while a lockpick +15 would add 15 to the base chance of picking the lock. These bonuses should be permanent in nature. Note that you can also create magic items with abilities not related to their primary functions, such as weightless armor or a longsword +10 whose bonus applies to its DCF (a defending weapon, in other words!)

The other way to make something magical is to give it a power that normally comes from magic, metaphysics, religion, or skills, deciding if the power will be *exhaustible , rechargeable*, or *permanent*. A potion is considered exhaustible, as it has only temporary effects and you can only drink it once before it's gone. (Note that a potion with permanent effects is considered permanent, not exhaustible.) A wand of invisible missiles would be rechargeable; it can shoot forth *X* number of missiles, and must then be recharged by casting those spells back into the object. Finally, a suit of Walk in Winds armor is permanent; as long as you wear it, you can fly, hover, float, glide, etc., all day long.

Note that permanent items are dangerous to game balance because they will always be in play until actually destroyed, so grant them to characters carefully. As a rule of thumb, every player should only have one permanent item at a time; if a character gets another, help her, um, "lose" the less-favored item. More items can be allowed, but the GM will have to work even harder to maintain the balance of power.

Permanent and rechargeable items also deserve special detailed attention, and should have a history rooting them in the Age of Myth. Every permanent magical item should also have a name, a place of creation, a creator, a special composition, a special reason why it was made, possibly a secret word to activate it, a luxurious appearance, and a history.

Magic items

The known magic items of NeverWorld discovered as of 1000 AD are few and far between, and in general only one exists of each. The only exceptions to the "unique" rule are:

- potions created by each culture
- scrolls of Neuonian and Hourani wizards
- supplemental magic that is produced in quantity but limited in power
- scrolls of the Wolfihn Elementalists
- rings granted them by Amaranthians or Imps

Every listing is followed by a description of availability. Almost all items are rare, which means that a character may find one during a lifetime of hard adventuring, but no more than that. Magic items of this nature are not plentiful, and there is no such thing as a alchemists

or magical shop to buy and trade these items. Uncommon items are few in type but large in number, like the Illumination Gem or Val's Aid Kit. They have value, but are not considered priceless and can usually be replaced by some mage of power. Unique items are never found by chance but are only "granted" to those who have given up everything to find them. Obviously, any unique item is the only item of that type in existence, as the name implies.

Rings (Rare)

Rings are worth 1 million FPs each.

Augmentation: These rings raise one particular advantage by 2 levels while the ring is worn on the finger. The advantage raised is fixed for each ring, and an advantage cannot be raised above the wearer's cultural maximum. Only two augmentation rings may be worn at any time; if more than two rings are worn at once, all effects of rings are nullified.

Bandaging & Healing: This ring bandages any wound and resets broken bones on any wound on the wearer, and adds +90 to the wearer's current skill in Bandaging & Bones. This ring also reduces the chance of infection or disease by 50%, in addition to healing 4 HPs to any wound. (This last function can only be used on a particular wound once, and only on one wound per day.)

Brass Knuckles: These two rings are made of brass and are worn one on each hand, granting the user + 30 to OCF on HTH attacks and +20 to non-lethal damage (WPs only). If the two rings are separated, they do not work.

Chameleon Skin: The skin of the wearer is able to duplicate any pattern he is surrounded by, making him nearly impossible to notice if he is standing still. If the ring is used while the wearer is still clothed, the effects are greatly diminished and the spell only imitates one general color from the background. The ring can be used once per day, with a duration of 1 hour.

Combat Luck: The wearer of this ring always seems to be ready to go and on top of things during combat. They get to roll 2d100 instead of d100, for 3 rounds of combat, once per day.

Danger Sense: This ring instills a heightened sense of awareness to the wearer, combined with a form of precognition. While the ring is worn, the wearer cannot be surprised during an attack, and his Awareness is raised by 2.

Darkness: Simply by pointing, the wearer of this ring can place a light-absorbing sphere around anything within her line of sight. The inside of this 10' radius sphere is completely dark. The sphere lasts for five minutes and can be summoned once per day, and its activation word ("caliginous") is inscribed inside the ring.

Fireskin: This ring causes the wearer's skin to burst into flames that make her immune to any fire damage less than lava or molten metal (and even this damage is halved). When covered in the magical flames, the wearer does +10 points of damage when striking. Note that, although these magical flames do not physically harm the wearer, any non-magical items she is wearing at the time will combust. The ring can be activated three times a day (each time by one full twist), and the power lasts for three minutes.

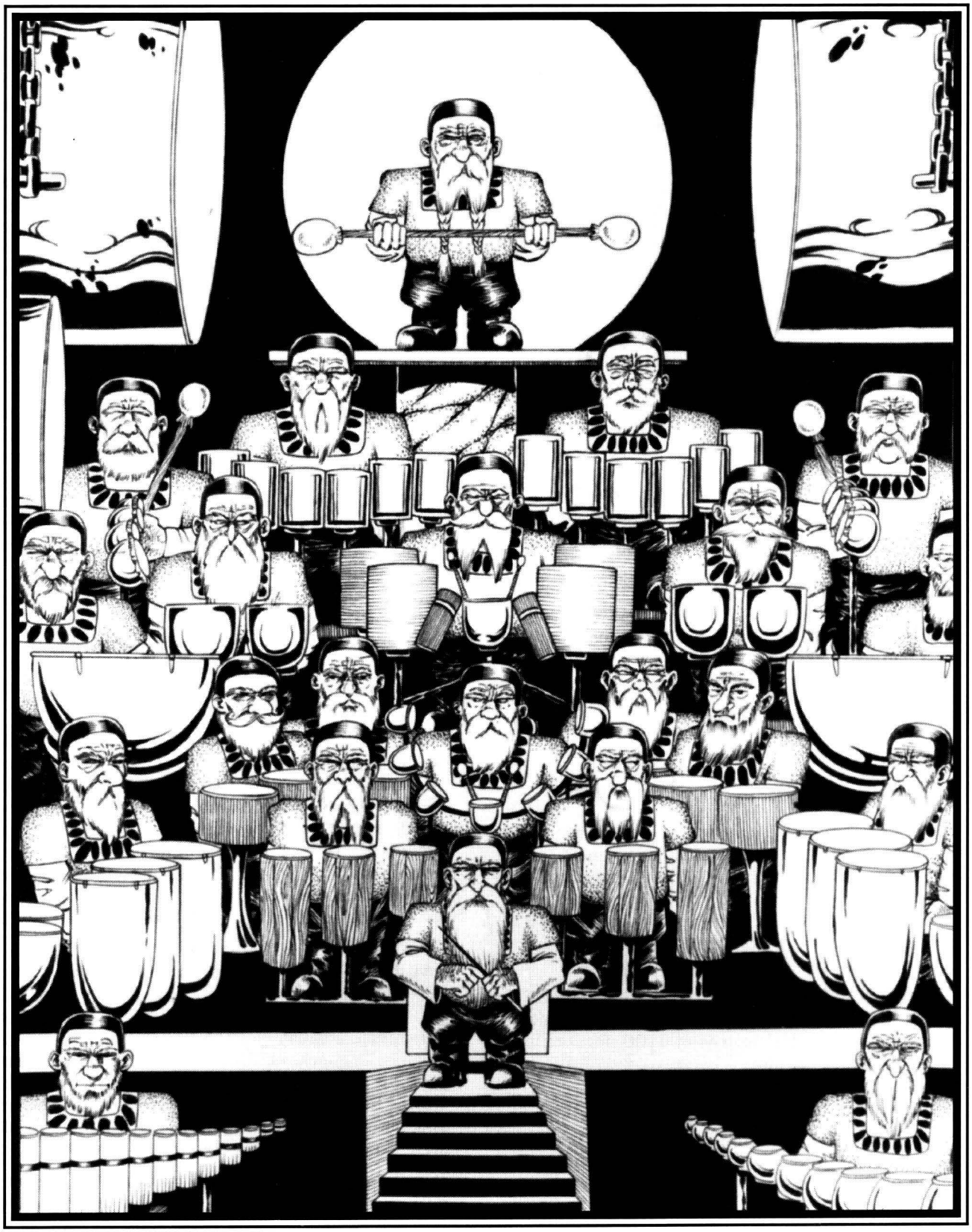
Free Energy: The wearer of this ring can drain all Willpower from any living creature and channel it into his body. Skin contact must be made with the target, who also gets a Physical save to nullify the effect (if the attack is not a surprise attack). The ring never comes off the wearer's finger unless his own Willpower reaches zero, whereupon the ring will pop right off of its own accord.

Glamour: An air of glamour surrounds the wearer, making her appealing and irresistible to anyone of the same race, and at least equivalent to those of different cultures. The wearer gains +50 to all social rolls for 4 hours, once a day. Note that the ring is activated with one full twist.

Influence: The wearer is able to convince others to do whatever she desires. She is allowed to level one command (it doesn't have to be the same one) at each person within communication distance. These commands cannot cause people to be self-destructive or allow them to consciously control their involuntary movements. Note that each target gets a Mental save, with a difficulty of 50, to deny the command. The ring can only be used once per day and is activated with one full twist.

Invisibility: The wearer can perform normally but is invisible to everyone else. The invisibility ring adds +100 to Prowl rolls, +100 to a surprise first strike in non-missile combat, +70 to any DCF rolls, -200 to any missile attacks on the wearer. The invisibility lasts for three minutes and can be used twice per day. The wearer is still under any normal physical limitations and can be smelled, felt, and heard—just not visibly seen. The ring is activated by putting it on.

Invisible Prowl: The user can make himself invisible whenever they prowl, able to move at normal Prowl rate and adding +100 to Prowl rolls. As soon as he



performs some other action than prowling, however, he becomes immediately visible. (The absence of action doesn't count as a new action, so a prowler can stop moving altogether without becoming visible; he just cannot perform an actual, different action.) The power's duration is 60 minutes and can be activated once per day. Note that, just as with Invisibility, the body is still physically limited in all other aspects and can be sensed by the other senses. This ring is activated with one full twist.

Lie Detection: When the wearer of this ring is spoken to, she will never hear a lie. Essentially, when someone tells a lie, the wearer of this ring will hear nothing (although others nearby will not notice anything strange).

Mmultiple-Spell Holding: This ring absorbs the first three spells cast at the wearer, who will take no damage from them. Upon activation (the word "Whacka!"), the ring will shoot out the last spell absorbed, at the target of the wearer's choice. The ring will not absorb endowments or metaphysics.

Ogre's Strength: The wearer's size level increases by 1 (to a maximum of 6), and her strength increased by 3 (to a maximum of 8), ignoring all cultural maximums. The ring's activation word is any battle cry or angered shout, which turns the ring's power on and off. The power can be used for a maximum cumulative duration of two hours per day. (For example, if Kara uses this ring for one hour in the morning, she still has an hour of use left in the afternoon.)

Power Storage: This small gold band can store WPs for the ring's wearer. For every 2 WPs spent by the wearer, the ring can be charged with 1 WP—up to a maximum of 200 points. This saved Willpower can be used by the wearer at any time and for any reason. (Essentially, this ring is great for mages who know only a few spells and don't have a magical powerbase of their own.)

Rise in Readiness: Before going to sleep, the wearer activates this ring by saying "Nappy-pooh." Once the ring is activated, the wearer is ensured that he will wake up at the first disturbance, whether it be noise, movement, action, or anything else. Upon waking, the wearer is fully clothed with weapons and armor ready, in a good defensive spot not more than 20' from their original bed. The only limitation to this ring's wonderful defensive power is that, while sleeping under its effect, the wearer cannot regain any WPs.

Spell Holding: This ring will hold the magical power of one spell, cast into it by a spellcaster (it will not hold endowments or metaphysics). The directed spell will remain in the ring until used; after that point, the ring can accept another spell. The ring is activated with one full twist.

Tempo: The wearer can increase her movement rate by 4 and her initiative base by +40, for a duration of ten minutes, twice a day. The ring is triggered by the word "heartbeat".

Potions (uncommon)

Potions are worth 10,000 FPs each.

Augmentation: Before consuming this potion, the drinker must declare which advantage will be raised. The announced advantages increases by 2 for one hour, although it will not rise above the cultural maximum.

Bravery: The consumer receives +2 in Perseverance and Confidence and +25 to *all* dice rolls, for a time period of 1 hour x LL.

Dispel: This potion dispels any previous potion still in effect.

Distrust: The consumer of this potion will be suspicious of and distrustful towards anyone who comes into contact with him if he fails a Mental save with a difficulty of 30. This distrust will last for d10 days.

Elixir of Youth: This potion permanently reduces the drinker's age by 4d10 years, and all bonuses of the younger age will take effect. If a character is reduced to age 0 or lower, he disappears and is dead.

Endurance: This potion adds 100 bonus WPs above the drinker's maximum. All WP costs are taken from this bonus pool first, and points in this pool cannot be replaced by any WP rewards for specific acts. (For example, assume that Bubba's WP max is 100 and he drinks this potion, gaining a total of 200 WPs. The first 100 WPs Bubba spends will come out of the bonus pool. If he saves a group of people, thus normally gaining 50 WPs, his WPs will only be increased if they are less than 100—his normal maximum—and can be increased only up to 100 WPs.) The effect lasts one hour per Stamina advantage, for a minimum of one hour, or until all the bonus WPs are used.

Fly: This potion allows the consumer to fly at a maximum rate of 30 mph for one hour per dose. (Each potion contains three doses.) The consumer can carry weight up to her encumbrance, but then her maximum rate of speed is only 15 mph.

Forgetfulness: This potion causes the consumer to forget all places, people, and names that they've learned or associated with in the last 96 hours, for a time period of 96 hours. No skills or spells learned will be forgotten, but the name of the teacher will be. A

Mental save with a difficulty of 50 will negate this effect. When the drinker comes out of the forgetfulness, she will remember everything as normal, except for the last 96 hours of her life (while the potion was in effect).

Greed: After consuming this potion, the drinker will be overwhelmed by a desire for great wealth and will do whatever is necessary to double his current Fiscal Level. Once the FL is doubled, the character will try to double it again. And again. And so on. The greed is permanent until dispelled (by a dispel potion or other magic). Because their culture doesn't focus on FL at all, all Driseti are immune to this potion.

Heal: This potion restores (d10 + Stamina) HPs.

Influence: When consumed, this potion allows the consumer to influence one target of lower LL to do anything that she asks. If the victim is a Giver, he will not hurt himself or any other innocent person. The victim gets a Mental save to avoid the effects, with a difficulty of 5 x (drinker's LL - victim's LL). If the potion is used while in a crowd, the person with the highest LL is the target. The potion lasts for one day per LL difference.

Invisibility: This potion acts similarly to the spell Invisible Prowl, and its effects last for 20 minutes.

Knowledge: The consumer can choose one emphasis in which all skills will be increased by 25 for the duration of the magic. The potion's effects last for 30 minutes per Logic point of the drinker, with a minimum duration of 30 minutes.

Love: This potion is activated not upon consumption but when the consumer tells someone of the opposite sex that he loves her. At this point, the target will fall hopelessly in love with the consumer. The consumer can affect a number of people equal to his Life Level, and the target will be infatuated with the drinker for one day per the target's Social Level, with a minimum of one day. After the effects disappear, the target resumes her normal feelings towards the drinker.

Mysterious: This potion can have a number of effects, based on the following chart, and each potion has d10 doses. Only one dose can be taken at a time. Roll 2d10 to determine the effect.

Roll	Effect	Roll	Effect
2	Heal	11-12	Forgetfulness
3-4	Sleep	13-14	Sickness (-25 to all rolls for 1 day)
5-6	Elixer of Youth	15-16	Tempo
7-8	Greed	17-18	Augmentation
9-10	Restore	19-20	Skin/Fur turns purple for 1 day

Quickness: This potion doubles the drinker's movement rate (up to a max of 20) and initiative base, for a duration of one hour per Agility advantage (minimum of one hour).

Resist Bodily Needs: The body can function without food, water, or sleep for one day per Stamina + Perseverance. Willpower drainage for loss of sleep is calculated at 1/10 normal rate; however, any other Willpower expenditures are normal. Simple rest restores 20 HPs per hour.

Restore: This potion completely restores the drinker's Willpower to maximum. Each potion contains four doses.

Sleep: When this potion is taken, the person consuming it falls into a deep sleep for a d10 + 6 hours. A Mental save negates the effects, but the save must be made every hour the potion lasts. Sleepers recover 15 WPs per hour and will awaken immediately if any physical harm is done to them.

Tempo: The drinker's movement rate increases by 4 and Initiative base increases by 40. This potion is usually with four doses, with a duration of 10 minutes per dose.

Wizard Scrolls (Rare)

Wizard scrolls are worth 100,000 FPs each.

Spell Scroll: Such a scroll contains from 1 to 3 Wizardry spells. When the spell is read, it disappears from the scroll forever. To determine effects, consider such scrolls to have a skill of 75 and an emphasis and mastery of 7. Other other statistics (including PL) should be based on the reader.

Scholastic Boost: This scroll adds 25 skill points to any one archaic science skill, permanently.

Elementalist Scrolls (Rare)

Elementalist scrolls are worth 100,000 FPs each.

Elemental Scroll: Such a scroll contains from 1 to 3 Elementalism spells. When the spell is read, it disappears from the scroll forever. To determine effects, consider such scrolls to have a skill of 75 and an emphasis and mastery of 7. Other other statistics (including PL) should be based on the reader. Elemen-

talism spells will be available when the Wolfihn culture is released.

Protection from Elementalism: These scrolls protect against one element or elementalism spell type. Examples would be Fire (cannot be burned), Ice (cannot be frozen), Water (cannot be drowned or even gotten wet), Metal (all metal passes through the reader), Lightning (all lightning attacks go around you), Wind (cannot be affected by wind), etc. The damage or deteriorating effects of an element can be resisted completely; spell versions still affect the reader, but he gets a bonus of 60 on his save.

Mequilmil Scrolls (Unique)

Mequilmil scrolls are worth 5 million FPs each.

Plane Travel: When the inscriptions of this scroll are read aloud, it will project the reader to another plane of existence.

Repulse Undead: A bluish light illuminate a 30' radius around the reader and force all undead within range to flee. Any undead within the light suffer 6d10 Structure Points each round. The light moves with the reader, lasts for a duration of 10 minutes, and can be sustained by spending 10 WPs per minute.

Augment Physical, Mental, or Social Power: The reader of the scroll gains one advantage level permanently, depending on the type of scroll found (roll d100; 1-33 is Physical, 34-66 is Mental, 64-99 is Social, and 100 means roll again). The reader can choose the advantage raised, within the category of the scroll. There is a 25% chance that the scroll is cursed to permanently take away *all* levels of the chosen advantage.

Supplemental Magic (Uncommon)

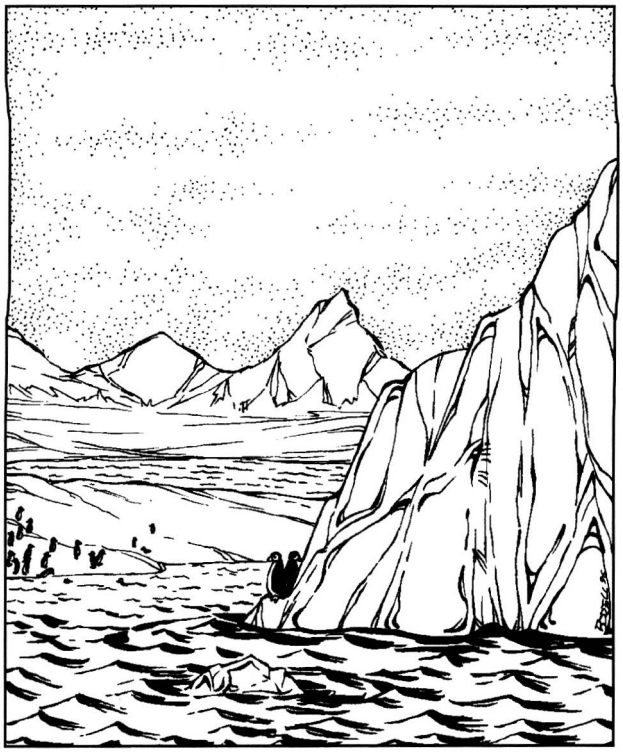
Supplemental magic items are worth 50,000 FPs each.

Ever-full Waterskin: This item be full of water (and only water) indefinitely. The skin is destroyed if punctured.

Illumination Gem: This beautiful gem provides a bright light source equal to daylight, which will endure for one hour per 25 WPs spent.

Jug of Purification: Any liquid placed into this jug will become pure, containing no diseases, germs, dirt, or any other foreign item.

Ledorian's Long-Burning Lamp: Oil poured into this lamp will burn for 10 years before going out, unless the lamp is broken.



Plentiful Flask: This 1-quart metal flask can carry up to 10 gallons of liquid.

Stafford's Staples: These magical ration bars (found in groups of five) never spoil, and each bar restores 50% of the eater's WP max to his current WPs. If more than one bar is eaten per day, the eater becomes ill and loses 50% of his WP max from his current WPs. (Note that WPs cannot be raised above WP max.)

Weatherproof Robe: This cotton robe keeps the wearer both dry and comfortable, as if the wearer were in 70° F weather no matter the current clime or temperature.

Magical Assets (Rare)

Magical assets are worth 1-5 million FPs each.

Amulet of Mind Protection: This amulet adds 50 to any Mental save against mind control caused by magic items, spells, endowments, and metaphysics.

Boots of Prowling: When worn, these boots allow the wearer to prowl at +90 to the Prowl skill. In addition, all noise from armor and weapons is muffled.

Bracers of Combat: These bracers add +20 to OCF and +10 to DCF.

Broach of Agility: This broach raises Agility by 2, up to the wearer's cultural maximum. Note that the broach must be worn, not just carried, in order to work.

Camou-Cloak: When worn, the cloak provides a successful camouflage. In addition, the wearer can move at spends up to a walk without negating the cloak's effects.

Cloak of Shadow: This gray wool cloak allows the wearer to blend with the shadows and travel from one to another as a slight blur. The power lasts one hour per day.

Crystal of Fiery Chaos: This crystal orb contains a flammable liquid. When the sphere is broken, the liquid will scatter and combust, incinerating everything within a 15' radius. The fire lasts for 30 seconds and does 10d10 points of fire damage to any living thing; a successful Physical save halves any damage taken.

Cube of Immobilization: When this 1 cubic inch glass cube is thrown on the ground, a field of immobilization is created—freezing all within—with a duration of only 10 minutes.

Dust of Flying: Anyone sprinkiled with this dust can fly for 1 hour per LL, at 20 mph. Each container comes with d10 applications.

Dust of Weightlessness: When one application of this dust is applied to any inanimate object, the object becomes weightless and will float away if not held down or anchored. Each container comes with 2d10 applications.

Dust of Youthfulness: Works opposite as Sands of Time.

Eagle-Eye Crystal: Anyone looking through this crystal has their vision acuity increased by a factor of ten, can see at night as clearly as day, and by spending 20 WPs per minute can see invisible items or persons.

Endless Quiver of Arrows: This magical quiver generates one arrow per hour, up to a total capacity of 19. The quiver must be "primed" with one arrow to start the reproduction process. If the last arrow is taken from the quiver, the quiver will vanish forever.

Globe of Undead Annihilation: When this small glass sphere is broken, any undead within 30' will take 5d10 points of damage. Skeletons and zombies get no save; ghouls get a +10 bonus; champions of evil, +20; mummies. +40; vampires, +60; demons, +100; and devils merely laugh at the globe's feeble attempts to cause them harm.

Gloves of Mandarin: These silk gloves blend with the skin of the wearer, fitting all sizes of hands and raising Dexterity by 2 levels, up to the wearer's cultural maximum.

Healing Ointment: This ointment cures all diseases and can heal 1 HP per day if used with Bandage and Bones skill (with a D success). Each jar of ointment contains four doses.

Helm of Awareness: This headgear raises the wearer's Awareness by 2, up to her cultural maximum. The helm also increases any nightvision by 50% and allows the wearer to see invisible items or persons if a successful Awareness check is made. As armor, the helm has an absorption of 15 and a maximum absorption of 300.

Keys of Opening: These keys will automatically open any non-magical lock.

Mask of Many Faces: This mask can change the wearer's hair and eye color, weight, height, age, sex, and even race. Wearer must concentrate on look, spending 10 WPs per change (20 WPs if changing race). The effects last up to 20 minutes. To remove the mask and return to normal, the wearer does not have to pay any WP cost.

Mirror of Sunbeams: This small silver framed mirror uses the power of magic to intensify sunlight into a deadly beam of energy. When used to reflect sunlight, the mirror will always work on command (with the word "uusol"), doing 5d10 HPs in damage to the target. The mirror can also store energy to fire beams in the absence of light. The mirror must be charged in sunlight, left undisturbed for 12 hours for each beam desired (up to a maximum of four). If used in sunlight after charging, the mirror will lose any remaining stored energy.

Necklace of Ventriloquism: This solid gold necklace allows the wearer to throw his voice with perfect accuracy, up to 50' away.

Magical Defense Nullifying Rod: Any magic wall spell, armor spell, Shield spell, or similar defensive spell can be negated by touching this rod to the defensive item.

Sands of Time: This dust, sprinkled on any object, will age the object 50 years within 10 minutes. The dust can only be countered by Dust of Youthfulness.

Sash of Tumbling: The wearer of this enchanted sash receives +90 to his Tumbling roll.

Stones of Enhancement: These magical stones come numbered and in a variety of shapes, sizes, and functions. Though they have magnetic characteristics and will function when attached to something, they will not always stick to metal. Some have been known

to stick to wood and even leather. What follows are some of the known stones; GMs should feel free to develop more.

- Damage shift +2
- Reduce Init cost by 25%
- +10 per stone to OCF
- +10 per stone to DCF
- Subtract 10 from parry Init cost
- Eversharp blade: +2 damage shift
- Rust-free items
- Raise armor/shield absorption +2 per stone
- Increase range by 25% of fired/thrown weapon
- Teleport weapon back to proper owner if separated for more than a minute

Tholin's Thinking Cap: The wearer of this cap gains +50 to any non-combat skill per announced use. The cap has only 5d10 uses, the exact amount known only by the GM.

Wand of Chained Energy: Much like the Neuonian spell, this wand does 6d10 points of damage. The wand usually holds only 10 charges; after all charges are expended, the wand will drain the caster of 40 WPs per use. The wand can be recharged by having a 120-point Chained Energy spell cast into it (up to a maximum of ten charges). Any Chained Energy that does less than 120 points will avoid the wand, and any Chained Energy causing more damage will not charge the wand, unless the damage done is a multiple of 120.

GMs: To recharge one of these wands is difficult, and only those spellcasters knowing Chained Energy and who do exact multiples of 120 damage points can effect a charge. Players should not know the specific damage required, although those who roll a G or H success in Archaic Science will be able to determine the number.

Wand of Fire Whorling: Much like the Neuonian spell, this wand does 8d10 points of damage in a 30' radius, centered on any point within 120' of the user. The wand usually holds only 10 charges; after all charges are expended, the wand will drain the caster of 50 WPs per use. The wand can be recharged by having a 160-point Fire Whorl spell cast into it (up to a maximum of ten charges). Any Fire Whorl that does less than 160 points will avoid the wand, and any Fire Whorl causing more damage will not charge the wand, unless the damage is a multiple of 160.

GMs:Recharging this wand is similar to recharging a Chained Energy wand: damage done by the recharging spell must be exactly 160 or a multiple thereof.

Magical Artifacts (Unique)

Magical artifacts are worth 5 million or more FPs each. Owners publicly known to own an artifact receive SPs determined by the GM and the Performance & Handiwork table.

Amulet of Mind Overload: This amulet was last heard to be in the lands of Old Mulgra, worn by one of its dukes. Made to stop unknown mental probes, the amulet alerts the wearer when a probe is active and blasts the intruding psychic, filling his head with multiple thoughts and draining him of 6d10 WPs, no save possible (although the blast can be stopped by metaphysical powers or another magic item).

Boots of Distance: Once these boots are activated, the wearer is transported 100' in the direction of motion for every 10' actually travelled.

Boots of Tempo: Trappers tell the tale of Geoffry Flanigan, the only trapper who could take down a wild thelis on his own, supposedly with the aid of some magical boots. Unfortunately, after successfully raising a family and getting his taxidermy shop in Calcasse off the ground, Flanigan and two of his friends disappeared during a routine hunting trip and were later found dead and barefoot in the woods. The boots Flanigan was rumored to have double the wearer's movement rate for 2 minutes per Agility + Reflex, twice a day.

Bracers of Battle Rage: An old storyteller in a city near Mt. Kabi talks about a minotaur who was once cursed by the ability to experience deep emotions. Unable to fight because he was too "soft," the minotaur had these bracers made for him in order to imbue him with the lust for battle, making him an equal among his peers. When the power of these bracers is invoked, the wearer's Strength receives +2, Reflex +2, Awareness +2, both OCF and DCF receive + 20, and all damage is shifted on the chart by +1. After the first two rounds of battle are over, the wearer must spend 30 WPs per round to keep the powers in effect.

Cloak of the Felihn: Originally thought to be designed by the Wolfihn race, this cloak (and its counterpart, the Cloak of the Wolfihn) were actually made by Neuonians who created each cloak to help them fight equally with each race. Unfortunately, only one of each cloak was made before the Felihns discovered the plot and killed the cloaks' creator. When a person wears the Cloak of the Felihn and pulls the hood up over his head, he is suddenly imbued with knowledge of all the Felihn cultural skills. Any Felihn cultural skill of which the wearer thinks will be his to command as soon as he thinks of it. The power lasts 10 minutes per the

wearer's LL and can only be triggered two times per week. (This item will be detailed more in the future Wolfihn supplement.)

Cloak of the Wolfihn: This cloak is the counterpart to the Cloak of the Felihn and gives its wearer knowledge of all Wolfihn cultural skills. (This item will be detailed more in the future Felihn supplement.)

Darkling Armor: Some armorsmiths in the land of Old Mulgra may know of this armor, saying that it was last seen being worn by a Kaytish thief around the beginning of the Age of Discovery. Darkling armor is jet-black and made of studded leather, weighing 3 lbs. and giving equal protection to the head (front and back) without a helm. The armor's absorption is 12, with a maximum of 240, and the armor can repair itself at a rate of 5 structure points a day.

Flying Carpet: Many caravans have spotted this carpet being ridden over the Burning lands of Jor, journeying from horizon to horizon within a few minutes. Caravan leaders speak of a private organization of dwarf and giant hunters who use it to spy on Aka Demiand and the dwarven city known as Diamond Heart. The carpet (measuring 4' x 6') loves flight and hates the ground enough that it would rather hang on a wall instead of being thrown on the floor. While the carpet is in flight, a rider can remain on it without any problem, but only by holding its two red end tassels can the rider have control over the carpet's direction.

Kio's Flask: The Driseti named Kio was a kind-hearted wandered and nature-lover with the unfortunate heritage of having a dark elf as his father. This flask is one of the many gifts laid on his sarcophagus in the Cave of Mirrors after his death, and those who have seen it will tell you that it has been touched by his spirit. The flask acts as an endless source of the clearest water or the best wine, but only for personal use and not to earn money or fame. Also, once a day, the bearer can drink from the flask and gain the power to speak and understand all languages for one hour.

Kio's Pipes: These instruments carried the breath of Kio to all those who traveled with him, in the form of lively tunes that inspired people to dance. After the elves of the Silverfoot Forest left for the north, the Cave of Mirrors was pilfered and the pipes passed on into the hands of a little girl named Oreli Syn (who eventually became a renown vampire slayer). The owner should beware, for each time he plays the pipes, he has a 5% chance to become afflicted with manic-depressive syndrome. Besides this side effect, the pipes have two powers. One powers is the *Song of the Winds*, which sends an automatically understood and unlimited-in-length musical message flying along the currents of the wind to its recipient, even to other planes and dimensions. The other power is the *Call of the Fey*, which has a 5% chance of successfully summoning one or more nearby faerie to come and help the player.

Ledorian's Everchanging Staff: This weapon was made by Ledorian, a close friend of Cedric the warrior. Cedric's fighting skills, combined with this weapon, put all onlookers at awe. Eventually the staff was stolen by a great thief from the Hourani House of Porter, and has now passed into the stuff of legend. The oak staff (WC5; A1 B3 C5 D8 E11 F14 G18 H28) is 6' long and can change form between five different weapons; beside the staff form, the weapon can appear as a longsword (WC10), glaive (WC10), spear (WC8), or mace (WC8). All stats for these weapons should be taken from the Hourani weapon's chart and gain modifiers of +10 OCF, +20 DCF, and a damage shift of +1. If the weapon is released from the wielder's grasp, it will automatically return to staff form.

Ledorian's Luxurious Tent: This tent was also made by Ledorian but funded by one of the local kingdoms in an attempt to win Cedric's loyalty. Because of Cedric's fighting skill, many kingdoms in the lands of Neuon bathed him with riches and items in order to earn his allegiance. Seeing Cedric's tent in a certain land was a good omen, but no one knows for sure if Cedric ever did pledge fealty to just one kingdom. Still, travelers still speak at times of having seen this tent in places ranging from the Burning Lands of Jor to the Province of Winter. Small when folded (1" x 1" x 2"), this canvas tarp can turn into a ten-man tent, complete with plush satin pillows and sheets, ten beds, and enough food for ten Neuonians. The temperature stays at 68° F inside of the tent, no matter the outside climate. The tent has 100 structure points and is destroyed if all points are lost, but it can repair itself while in folded-up form, at the rate of 25 structure points per 24 hours.

Marlark's Fang: This dagger is infamous based on the reputation of the assassin who wields it. Marlark, more commonly known as the "knight's shadow", is a Neuonian whose services are often called upon by royalty rather than the underground. The fang acts as a normal throwing dagger until triggered by the owner's speaking of the command word ("Fang"). When powered, the dagger bequeaths +40 to OCF, a +1 damage shift on an F success, can bypass armor on a G success, and discharges a poison into the victim on an H success. (Note that all success effects are cumulative.) If poisoned, the victim must make a successful Stamina check or die within three rounds.

Mask of Zariah's Child: Forged initially from the skull of Zariah's and Varrak's child, this mask has been repeatedly placed into the hands of those who are

wrongly cursed. Even Orion once wore this mask to prevent the curses caused by his icy mischievousness. The mask can be safely worn by any creature of size level 3-5, from either a Giver or a Neutral Taker pathway. While being worn, the mask nullifies any curse from any source currently afflicting the wearer (although the curse returns once the mask is removed). Likewise, any curses aimed at someone wearing the mask are completely negated. Manipulative or Complete Takers who put on the mask, however, will be afflicted with *every* curse ever negated by the mask, with no save possible. In addition to its curse protection, the mask allows the wearer to speak Dragon in full tongue and dialect, and also makes the wearer's face so bony in appearance that she will have a 70% chance to automatically intimidate viewers of the same race as her.

Monocle of Literacy: Created for the Hourani historians of the House of Wayne, this monocle saved the researchers many months of hard translation. House Porter members eventually stole this item, though, thinking that they could use it to translate the powerful Runic language. The monocle allows its user to read any one language at a time, with an 80 in the skill.

Morganthorne: This weapon from the Human empire of the Age of Myth has been considered by many to be the reincarnation of the legendary bow named Feather Flight. Carried by the hero Raven Airheart and used to destroy the Dark Elf, Feather Flight was rumored to be destroyed in the time, but shortly thereafter Morganthorne appeared in the shop of the same elven artisan who had created the original bow. Recently, Morganthorne has been secretly guarded by the Driseti family line named Redstone, who use it to hunt the elusive legendary beast known as the Incern. A black stone longbow, Morganthorne does damage as a Driseti longbow and has the power to heal 30 HPs per day. Also, the owner has a permanent +5 to all saves vs. magic until the bow is passed on to a new owner. As perhaps its most unique power, though, Morganthorne will attempt to expel demons, with a success of rate of 50% or less depending on their appetites (as per GM's Creation). When not being fired, the bow also radiates a protective circle of 10' radius vs. Demons and Undead. (This weapon will be detailed more carefully in the Driseti culture supplement.)

Orb of Metamorphoun Detection: On his deathbed, an old adventurer named Jefty spoke to his sons of an adventure that once took him to the Isle of Eppela. While there, he witnessed a radiant lone thunderhead hovering over the Isle, although no other clouds were in sight and the beams radiated straight down rather than in every direction like sunlight. Eventually the beams ceased and the thunderhead moved away, and Jefty swore that he saw a city riding atop the great cloud. Hours later, Jefty and his companions met five Tristleti (silver elves), one with a golden orb and one with a silver orb floating around his head. As they stood gaping, the silver orb cast a purple beam of light on one of Jefty's companions, who was a Hourani. Keeping close eyes on the Hourani, the elves continued around the party and disappeared into the woods and out of Jefty's knowledge forever. When this silver orb is taken from its silk bag, it will float around its owner's head and highlight any metamorphouns within 50' in purple light.

Orb of Perception: The Orb of Perception is made of solid gold and revolves around its owner's head, searching for surprise attacks. The orb can detect hostile and invisible creatures, see at night utilizing both night and infravision at a 2-mile distance, and adds +2 to its owner's Awareness (not going above the owner's cultural maximum). For its background, read the description of the Orb of Metamorphoun Detection.

Portable Staircase: The Frolidi often speak of the siege of Coruscant, one of their castles stormed during the Dwarven-Elven Wars. In order to win the castle, the dwarves used a magical staircase to mount the castle walls. The Portable Staircase resembles an unusually small stepstool with a wooden base and marble step. When activated, the step becomes a solid marble staircase 3' wide, 40' high, and up to 40' long. The stairs will remain extended until told to retract by the owner.

Ranthor's Crystal Orb: Word of an orc invasion was worrying the Neuon city of Jonaric, and the desperate and belabored generals turned to Grand Wizard Ranthor for help. In response, Ranthor produced some crystal orbs to counterattack the grobber's force. The orcs were eventually repelled, but one orb is said to have not been used. When Ranthor's Crystal Orb is shattered at the holder's feet, a bluish-white force field appears in a half-dome shape before him. Nothing can pass through the field, and it will either move with the owner or stay stationary—whatever the owner commands. The field possesses 4 x owner's WP max in structure points and will remain until destroyed.

Ranthor's Harmonious Flute: Ranthor often attended meetings between two feuding kingdoms and would play his flute when things got rather heated, thus calming down the two opposing Dukes. As for the current whereabouts of the flute, the bard Ishmeal Jotan (of House Illiomis) is known to capture the emotions of any crowd, although it is uncertain

whether or not he is using this flute to do so. Ranthor's Harmonious Flute allows the player to change the emotions of people and animals once for every two minutes of playing. Although the Music: Wind skill is not necessary to play the flute, every 50 skill points in Wind reduces the two-minute factor by thirty seconds. The player must state what emotion she is attempting to place on the listeners, and all targets are allowed a Mental save to escape the effects, with a difficulty of 25.

Ranthor's Staff: Though Ranthor was the last known owner of this staff, it was the Amaranthian named Lagriman who actually constructed it. The staff can be recharged by standing at the center of what used to be the city Mippendentriientulio and calling out for Lagriman's spirit to recharge the staff. This staff can have up to 2d10 Wizardry spells in it, and each spell can be used once, at a skill level of 90 (and emphasis 9). The staff's holder will know what spells are in the staff and can call upon them as he wills.

Raven's Nature: Worn by the legendary Elven Longbowman Raven Airheart during the quest to stop the dark elf Titaniel, this cloak was then lost for many years, truly surfacing only once in the hands of Narsh Vroska, Regent to the Cyclop Emperor. In these days of Discovery, though, the cloak is said to wander its way from adventurer to adventurer, attempting to find its long-dead owner Raven. The cloak remains with an adventurer for 1-4 months (double that time if she is an elf) and then disappear, to continue its quest. This weightless cloak has an absorption of 15 (maximum of 250) and confers invisibility upon its owner when the word "phantom" is used in a sentence. When invisible, only the wearer and her designated friends can see her. This power last 30 minutes and can be used twice per day.

Robe of Deception: This robe was originally made by the Neuonians in the Age of Creation, stolen late in the Age of Myth by House Porter, and is now supposedly worn by the House Lord. And just why is the House Lord the House Lord? Any words spoken by the wearer of this robe will be accepted as truth by all who listen or are within sight (unless they make a successful Mental save with a 100 difficulty). This robe also allows the wearer to appear as any pathway he chooses.

Rod of Chaos: The Rod of Chaos is thought to have been an experiment of Saelex, but no Givers who have possessed the rod have been able to establish this as fact, nor have they been able to keep it long enough from thieves to determine the truth. As far as Takers go, more are interested in using the rod rather than discovering its roots. The Rod of Chaos is one of the few magical items whose past supposedly cannot be seen through magic or metaphysics. This lurid, black crystal rod comes with one charge; to add more charges to the rod, the user must place gems equal to 2 gold or higher into the socket. Each gem placed in the rod turns to charcoal dust and is destroyed but adds one charge. (Note that the rod has no limit of charges.) If a Giver touches the rod, she must successfully make both a Physical and Mental save with difficulties of 50 or go unconscious for d10 days. The rod has 300 structure points.

What follows is the list of the rod's powers. Note that, when any power is used, the wielder will be drained 50 WPs.

- Transfers 50 WPs from any target touched to the user. Costs 1 charge.
- Causes 8 HPs damage to any living creature. This damage bypasses armor, doesn't allow for any soak, and must be healed naturally. Costs 1 charge.
- Causes 10 HPs of poison damage total, doing 2 HPs damage per hour. Costs 1 charge.
- Causes rotting disease that rots off a limb in three days; any healing attempted must be magical in nature. Costs 2 charges.
- Causes 16 HPs damage to any living creature. This damage bypasses armor, doesn't allow for any soak, and must be healed naturally, but causes no rupture. Costs 2 charges.
- Causes an organ to rupture, doing 20 HPs damage. The rupture must be magically healed. Costs 5 charges.
- Causes permanent blindness. Costs 5 charges.
- Causes permanent deafness. Costs 5 charges.
- Causes 5d10 HPs damage, no save, to any True Giver touched. Costs 10 charges.
- Causes curse of choice. Costs 15 charges.
- Power Kill: the target must make a LL save or die. Costs 25 charges.

Rod of Healing: The Rod of Healing is said to be the product of the Amaranthians, made to undo the wrong of the Rod of Chaos. The Rod of Healing is one of the few magical items whose past cannot be seen through magic or metaphysics. This rod, carved of ivory, has 30 gems on it, 3d10 of which are lit; one lit gem equals one charge. As the rod touches a living being, it will do one of the following functions and drain away a certain amount of charges. The rod can be recharged by channeling 200 WPs into the rod per charge. Takers touching the rod must successfully make both a Physi-

cal and Mental save, with difficulties of 50, or go unconscious for d10 days. The rod has 300 structure points.

The rod has the following powers:

- Restores WPs to maximum. Costs 1 charge.
- Heals 8 HPs to any one wound. Costs 1 charge.
- Neutralize 10 HPs of poison damage. Costs 1 charge.
- Cures disease to any one person. Costs 2 charges.
- Heals 16 HPs to any one wound. Costs 2 charges.
- Removes foreign objects from body and heals 6 HPs to area. Costs 5 charges.
- Cures blindness. Costs 5 charges.
- Cures deafness. Costs 5 charges.
- Causes 10d10 structure point damage to any undead touched, no save. Costs 10 charges.
- Removes any curse. Costs 10 charges.
- Restores life to a corpse dead no longer than one day. Costs 25 charges.

Saar Rothzchel: Made in the times when the Human Empire was reigning in the south, this wickedly serrated longsword was forged by the hands of Krizdavores for one of his dark priests named Loridan Mastok. Loridan was a secret elven agent of Krizdavores who sought revenge on the southern humans for the destruction of Driseti forests in the south, and he used Saar Rothzchel to destroy the family lines of each military leader that had flushed out the last of the Driseti warriors during the earliest parts of the Age of Myth. Since that time, Loridan has been forced to fulfill an obligation to Krizdavores, destroying priests of the Pantheon of Vaaldorin.

The sword is 4' long and made of dragonbone, colored matte-black, is indestructible, and remains ever-sharp. Its best feature is an internal mercury slide that runs the length of the blade, giving the wielder a damage shift of +2 on a roll of 60 or better (although this might still have no effect if the final outcome is still a miss). The sword does damage as a broadsword due to its serrated edge. Anyone attacking the wielder suffers the effects of the Wizardry spell Shadow Dancer. Finally, the sword also drinks an additional 2d10 WPs from those it strikes (and never has to be cleaned, because it drinks any blood it comes into contact with); one WP out of every two WPs taken is transferred to the wielder. Those killed by this sword can never be resurrected.

Sacred Medalian of Kio ("The Faeries' Heart"): Another of Kio's spiritual gifts, this medallion was the elf's mainstay of travel. It was passed on to Sir Patrick O'Brien, who in turn passed it on to Val Zen of Greenborough, who then passed it on to a nameless villager in the same town. This gold heart-shaped trinket makes the wearer immune to faerie enchantments, instills trust in good faeries, and allows the wearer to cast love charms (once per week) that act as a Love potion.

Shield of Magic Deflection: This shield was made by the first humans during the Primordial Wars. Although it was stolen by Felihns shortly after its creation, the Neuonians fought to keep this item in the Neuonian culture. The shield has been seen on the arm of the female Knight Clarissa Torrian. The enchantment on this shield deflects d100% (roll d100 each time) of each magic that would attempt to harm the bearer.

Shimmering Cloak: Brian Eotan, an adventurer who now runs a tavern in Cortez called "Brian's Crying Wyvern," tells his customers of when he and some adventuring friends tried to enter the Black Forest. Actually, only he entered, confident due to this cloak, and he was able to walk out of the forest a couple hours later bearing with him a fistful of Driseti arrows. (Two of them still hang as trophies over his bar.) The cloak makes the wearer's form shimmer in every direction at once, causing all missile attackers to automatically miss on the first shot; all further missile attacks have a difficulty of 50. Also, all melee, thrown, and HTH attacks have a difficulty of 75 on the first swing and 45 on following attacks.

Snakelace: Made by a Wolfihn druid to be a pet, this necklace has been passed down from generation to generation, and the Wolfihn now wearing it is rumored to be an Elementalist in Harndin. This golden necklace, when removed from the neck, becomes a 16' python weighing 250 lbs and in both forms has an absorption of 6 and 300 structure points. The python's initial squeeze attack does 2d10 HPs in the first round and d10 every round after, with a base initiative of 20. When placed back around the neck, the python changes back into a necklace. When returned to necklace form, the Snakelace takes 10 WPs from the wearer in order to restore its lost structure points.

Spectacles of Revelation: The glasses were made by a wizard from Calcasse for a paladin named Jeremy Cristen, whose eyesight was failing him; their current whereabouts are unknown. When worn, the glasses restore vision to 20/20 and also expose any false impression viewed through them, such as invisibility, illusions, disguises, dimness, or secret doors (among other things).

The Bloodstone: This stone used for sharpening longbow arrow heads was found in the ancient silver elf city of Mesnumarion. The Bloodstone passed from the

hands of Flint Melnirk to Paul Syn in the Age of Myth, to Rorion Ashenback of the Age of Discovery, and was last mentioned in this age by Malook Redstone. Unfortunately, it tends to bring death to its owners, as well as to the targets of any arrows it sharpens. To charge an arrow with the power of death, the stone draw d10 WPs of blood per months owned from the user for each arrowhead sharpened. Any target hit with an arrow charged by the Bloodstone will die if a Physical save is failed, instantly losing all blood and turning white, and any charged arrow that successfully hits its target becomes a loathsome black worm that burrows its way down into the earth (thus becoming irretrievable).

The Eyepiece of Knowledge: Eons ago, this eyepiece was forged by the first Cyclopunomin scholar and handed to the king of Mt. Nym. During the Age of Myth, it belonged to Krienou Illatiou. Since Krienou's death, the Eyepiece passed on through the hands of Groam, then Khybern, and finally to Tholin Drux, who later became king of the Glangdla of Mt. Nym. Rumor has it that the Eyepiece currently rests in the Glangdla's royal vaults. This device allows the user to read or write any language, read all magical inscriptions, view one person's aura per day as per the metaphysical power View Pathway (S6), and write poetry or prose with a base of 90.



The Holy Lance: This weapon was created during the Primordial Wars to stop the invasion of the Dragons Prime and then disappeared for quite awhile, only to be recovered by Sir Patrick O' Brien right before he went to settle an old debt between himself and the dark dragon named Bliss. Besides killing Bliss, the weapon was used to slay Bomph and Tophet as well, and since then has been held in secrecy at an undetermined temple of Iedranc, the God of Forbidden Knowledge in the Church of the Morning Light. The lance can only be wielded by a True Giver and must be used to attack dark dragons or Drexaeternum. Damage remains the same as a Hourani lance, but the Holy Lance has the following powers:

- Damage shift of +3 when attacking Dragons
- + 10 to OCF
- + 5 to all saves of the user
- Senses evil dragons up to 200' in front of the weapon
- Halves all damage from Dragon's breath (and quarters it if the save is successfully).
- Prevents priests and worshipers of the Dragonwright religion from coming within 5' of the lance and causes 6 HPs & 30 WPs of damage to them if struck by it.

Thorn Arrows of Orion: Before Orion became a Great Dragon, he sought out and destroyed many evils across the lands, one of which was the demon Minion. Only six of these arrows, forged from the seeds of Minion's tail, were ever made, and only one was ever used (previous to the Light and Darkness Wars). The other five arrows have been dispensed to families of longbow users, to protect the areas against the same darkness that caused the Unholy Ages. One the arrow strikes a target (body, target, or wall), an extremely thorny and deadly plant instantly sprouts its way through the target, up to a 50' radius. If alive, the subject dies instantly (no saving throw) unless immortal or undead; for these latter two creatures, the plant reduces speed to half normal and subtracts 30 from OCF and DCF. These arrows are powerful enough to even kill a young adult Dragon. If the dead subject is to be resurrected, the plant must first be removed.

Totem of Animalship: To those who do not know of this item, the Totem might resemble a long club or walking stick carved with various animal heads around its top. Though created by the Wolfihn, a saucy Duke in the lands of Per-Saal currently carries this totem, in order to convince commoners that he "is one with nature." The totem allows the holder to communicate with up to ten animals of the GM's choice.

Trol Slayer: This item was created during the Dwarven-Elven Wars. Supposedly, a unit of dwarves (called the Trol Slayers) armed with these weapons attempted to clear a path through the canyons south of the Hegragorial Mts (a theoretical surprise route to the Majestic Kingdom). Historians believe this route would have brought the dwarves to the back door to one of the largest, unprotected elven cities during this time. Unfortunately, the unit was wiped out by a large, unexpected number of Trols, and all but one of these weapons was thrown into a nearby lava pit and destroyed forever. The only sword to survive was on the body of one trooper who had been washed downstream and thus missed being picked clean by the Trols. Composed of ivory magically hardened to the strength of steel, this longsword does +5 damage when used on anything other than Trols. Against Trols, the sword has even more functions:

- + 10 OCF
- + 10 DCF
- Complexity of a Hourani shortsword
- Does damage as a Hourani greatsword, with a +1 damage shift.

Trumpet of Tears: This trumpet is well known within the dwarven community and was constructed and used during the Dwarven-Elven Wars. The trumpet was tested during a battle the dwarves were losing and significantly changed the outcome to favor them. Nearby dwarves plugged their ears to avoid the detrimental effects of the horn, and all those unfortunate enough to hear the horn lost 10d10 WP and got watery eyes (with Physical saves reducing this loss to half). When word got back to the elven command, assassins penetrated the dwarven stronghold and killed the horn's designer, to prevent any more such devices from being created. Its last known location was at Aka-Demiand, being used against the Bock.

Wand of Air: The four types of elemental wands (air, earth, pyrotechnics, and water) were made by Wolfihn Elementalists during the Primeordial War. Although many copies were made of the prototypes, the prototypes themselves were never sent into combat and were eventually stolen. Wolfihn bands caught up soon enough with the supposed bandits in the Bearmihn hunting grounds and wiped them out to the last man. However, the last robber, while dying, laughed and spat blood at the Wolfihn, revealing that their battle had just been a ruse to allow a small party to split up and hide the wands forever. Now, every so often, when the Wolfihn (especially the young and eager ones) remember this tale, they become stirred up enough to put together search parties to find the wands. Still, the items have never been located.

The Wand of Air is made of blue crystal and essentially has ten charges; after a function is used, 1/10 of the wand crumbles to dust. When all ten charges are used, the wand is completely destroyed. The wand has the following functions:

- *Energy Bolt.* The user can creates a blue bolt of pure energy that automatically hits its target, causing 6d10 HPs of damage (halved by a successful Physical save). Targets are limited to line of sight.
- *Fly.* This function allows the user to naturally fly for 4 hours at a movement rate of 17, with the ability to carry twice her weight.
- *Cyclone.* The wielder can summon a cyclonic wind in a 45' x 45' area, destroying anything in its way, and throwing everything hundreds of feet up into the sky. The effect takes seven rounds to complete, as follows:

1. Small breeze: No effect other than tousled hair.
2. Strong gusts: Anyone in the area must make a successful Awareness check to keep her bearings
3. Strong winds: Everyone in area must make a successful Agility check or be knocked down.
4. Cyclonic winds: The wielder at this point can take control of the cyclone and whisk away the targets of choice
5. Strong winds.
6. Strong gusts.
7. Small breeze.

Wand of Earth: A brother to the Wand of Air, this wand is made of granite and has ten charges; after any function is used, 1/10 of the wand crumbles to dust. The wand is completely destroyed after ten uses. It has the following powers:

- *Wall of Granite.* An 8' high, 30' long, 3' thick wall of granite will rise from the ground. The wall can be raised anywhere within 100' of the wielder and has 300 structure points.
- *Pass through Stone.* This ability allows the user to walk through 10' of rock for every 10 WPs channeled into the wand. If the user runs out of WPs while still embedded in the rock, he will die immediately.
- *Turn to Stone.* This ability allows the wielder to turn any one inanimate object up to 3' x 3' x 3' into stone, permanently.

Wand of Pyrotechnics: This wand is made of cooled lava and has ten charges; after a function is used, 1/10 of the wand will turn to dust. When the wand has been used ten times, it will be completely destroyed. The wand has the following powers:

- *Firewhorl.* The caster can produce a whirling orb of ire centered on any point within 150' and spinning in concentric circles as it searches for its target. The firewhorl does 10d10 HPs damage to everything within its blast radius (20') when it finally explodes. All targets within range can halve the damage by making a successful Physical save.
- *Mystic firewall.* Although not made of true fire from the elemental planes, this mystical fire causes damage to anyone attempting to pass through it. The maximum size of the wall is 50' cubed, and can be manipulated into the proper volume as desired by the caster. Anyone walking through the wall takes 5d10 HPs damage per round (treat as magical fire damage). The wall lasts for 5 rounds and can be cast up to 50' away.
- *Fireskin.* The user's skin bursts into flames, making him immune to fire damage less than the equivalent of lava or molten metal (and even damage of this type is halved). When the user is in this state, non-magical items worn are *not* affected by the flames, and the wearer does an extra 20 HPs of damage when attacking in melee combat.

Wand of Water: This wand appears as an non-cold, non-melting icicle and has ten charges. When a function is used, 1/10 of the wand will melt away. When all ten charges are used, the entire wand will have disappeared. The wand has the following powers:

- *Steamblast.* The wielder can direct blasts of steam to erupt from the wand, angling out 45°. The steam does 7d10 HPs, with a successful Physical save halving that damage.
- *Walk on water.* The wielder can walk unrestricted on water for one hour.
- *Fog command.* Much like the Elementalist spell "Release the Fog," the wielder can create the same type of fog from a point of origin (which can move, if the target moves). Also, any creature touched by the fog will be surrounded by a 10' radius circle of fog for the power's duration. The beginning radius of the fog is 20', and sight within the fog is limited to 2'. The fog lasts for 30 minutes.

Warlord Helm of Silmarin: Created before the Light and Darkness Wars by black worm-hearted necromancers for the elven western noble Lord Silmarin, this helm is part of a full-plate dress. Both the Sword of Darkness and the Magus Styro with whom Lord Silmarin travelled with made him paranoid enough of mind mages and priests to invest his entire fortune into making this helm, to ensure his privacy and protection. Unfortunately, the helm was lost during the Light and Darkness Wars and has never been recovered to this day.

The helm protects the wearer from all mind-affecting psionics, spells, or channeling powers. At the same time, no metaphysics or spells can be used by the wearer or by anyone else within 5' radius. In addition, anyone forcibly trying to remove the helm from its wearer will be attacked by two death spells in succession, each one doing 15d10 HPs of damage; anyone surviving the first spell is allowed to stop removing the helm, in order to avoid the second. (Note that these death spells do not affect the helm's wearer.)

Plots

Adventure sessions should begin by being based on something about the characters, whether it be their backgrounds (genus level), careers, equipment, or some aspect of their culture (such as a ritual or social activity). By using these things, you can create a homeland that becomes a point of reference to the characters; and every future encounter will be compared to their homeland, giving them a true pride in their own culture.

Watch for signs of tedium in your players. If they aren't grasping the concept you're trying to project, you should move on to something more exciting. Likewise, don't feel discouraged if players don't understand what they are supposed to be doing right away; take them by the hand until they start making their own moves. A good plot involves a lot of challenge and a fair amount of results left to the roll of the dice. A better plot involves players who always take the initiative and drool at the thought of diplomatic role-playing as much as hacking up things. By gradually allowing players the freedom to make choices, you can move your plots from one to the other.

Assume that each player is at an individual understanding of what role-playing is. Each person usually wants something different for her character, which usually relates to how much she understands the game. This individualism is grounds for solo adventuring and plots within plots, if you can tie in specific details for each person that relate to the things she likes best. In any case, always follow the Problem-Barrier-Key-Reward-Secret theory so that you know where you're going. Subplots and solo adventures can be great fun

because those people not involved in the subplot only see the end result of the action and will often react to what they don't understand in a realistic manner.

Let's say, for instance, that Greyleaf Treehopper (the Sheriff of Trevin Valley) goes off into the woods right during the war preparations and doesn't return for three days. Search parties sent to find him retrieve only his clothes—a bad sign. Meanwhile, the valley and castle are under siege and people are upset at the Sheriff for not being present. However, right when things look their darkest, Greyleaf returns with a powerful ally and wrestles control of the valley back from the enemy.

This scenario was actually played out as a solo adventure. Greyleaf left town in order to forge an arrow to slay the Fell Demon—a powerhouse of the enemy. However, his attempts to make the arrow were too extreme, and the resulting explosion left him in a strange dream involving the world's creation and the birthplace of all Dragons. Treeleaf instinctively wanted to investigate the surrounding area when he awoke and discovered a great Dragon imprisoned in a nearby cliff wall since the dawn of time. He managed to break down the barrier enough to free the beast, which returned with him to the field of battle and saved the valley. However, while Greyleaf was gone, none of the other characters knew what was going on, and the players' attitudes cycled through confusion to despair to anger to hope to gratitude in only about four hours of play.

People will remember the times when they've struggle against all odds to make something happen, and the end result is often not as important or as meaningful as the road actually travelled. Note that Treeleaf wasn't trying to save the world but just a little valley of about 2000 people. Likewise, characters don't always need to save the whole world but just need a challenge to overcome and appreciation for the acts they do perform, and no amount of gold or magic items can usually replace this feeling of achievement. GMs should not always need to hand out a year's salary or a priceless item every time the character's achieve something; players should simply get lots of barriers to overcome, and should be rewarded with gratitude, stature, worth, trust, and respect, and then (finally) with gold.

Continuing with a recurring problem is the best way to keep the group focused, although the end result of solving the problem does not have to be the same every time. The most classic problem is the "all-powerful enemy" or "archenemy" problem, and a GM has a lot of ground to choose from: legendary beasts and evils, tyrants, demons, devils, psychopaths, villains, assassins, outlaws, murderers, dark knights, crazed beasts, black wizards, priests of darkness, etc. (Of course, don't neglect those Taker groups out there; they might want to challenge some knights, lawmakers, paladins, white wizards, well-behaved monsters, and pleasant townfolk, at a bare minimum.) In either case, using one archenemy who always manages to slip away at the last minute is one method of continuing a game over years. Note however, that although an archenemy will usually invent some strange method of escape, you should *never* bring him back from the dead more than once unless you want your players to lynch you. Remember too that archenemies are not always at the mercy of the adventurers; they have their own powers and cunning and will strike hard in the softest spots when least expected (and don't we all hate it when they do that?)

Some other common problems for Givers to overcome are as follows:

- finding or becoming a leader for the people
- developing or enforcing a set of laws of the land
- recovering and retaining a powerful artifact
- spreading a theology or philosophy
- restoring a relationship
- escaping the law and proving one's innocence
- finding love
- restoring a damaged land
- teaching people skills
- collecting and destroying the inherently evil objects of the world
- curing incurable diseases
- freeing one's people
- making a map of the world
- recording the existence of other cultures
- finding True Magic

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"Journey of a Thousand Miles"

It was nighttime, a mildly cold wind blowing across the grasses of a lonely hill. There, atop the hill stood a lone figure, his loose patchwork robes whipping lightly about him. The man stood as still as a statue, eyes cast skyward at the bright, full moon.

Suddenly, in a flurry of movement he brought both arms overhead, fingers outspread.

"Come to me, my champions," came a voice from inside the hood of the robes, a deep gravely voice which trembled ever so slightly.

Up above, the brightness of the moon began to wane; a seeming shadow spread across its gleaming surface as if the Gods themselves had spilled ink upon it. As the moon went completely dark, with only an aura of light visible from the edges, a nearly searing radiance lit up one side of the hill.

Three disks of light each taller than a man blossomed into existence near each other, perfectly aligning. The man turned from the moon and pulled back his hood, revealing the wrinkled face of a Human, with bald head and nearly black eyes sunken like pits into his skull. He descended the hill slightly, towards the disks, and finally stopped in front of the leftmost one.

Silhouetted in the disk's light stood a nearly eight foot tall, lean man with pointed ears. The black of his eyes and hair and his olive skin contrasted with the light so greatly that the robed man could make out his features with very little difficulty. The pointed ears revealed his general breed.

"By what name are you known, friend Bock?" the robed man asked.

The figure within the light bowed his head slightly. "I am Mustaka," he said, his dialect of High Speech rough-sounding, "martial journeyman and practitioner of the First Grains of Viku-Jorta."

"Please step forward out of the portal and then stand fast," the robed one commanded.

The man stepped out of the light and onto the hillside, and his eyes went wide with amazement as he surveyed the grass and shrubs.

The robed man sidestepped to the second portal. Within its light stood a tall young man with the fairest of skin, its muted color blending with the utter whiteness of the portal's light. His black robes were trimmed with a gold fabric, the robes themselves tied at the waist with a tasseled, gold-colored sash.

"Greetings, friend Hourani," said the old man. "From what family of the great Aorik clan do you draw your lineage?"

"I am Victor Capriti Aorik," the man said simply.

"Please step from the portal and stay your ground," ordered the old man.

Sidestepping yet again, the robed man went to the last portal, then stood aghast. It was empty.

"What...?"

"They call me Daphne," came a woman's low voice, from behind.

The old man turned quickly, robes fluttering, and peered up the hillside into the pitch-black darkness, looking for the last of his visitors.

"Over here," the woman's voice said again, still from behind.

The robed man turned and discovered a woman of average height standing only a step outside the glowing portal. She was garbed in off-gray and black, and the smile she wore revealed subtle dimples in her cheeks.

"Well, I passed the tests and finished the quests," she said in a sarcastically cheerful voice, letting down her dark-brown hair down from a tight bun. "Where's the booty?"

"You..." began the old man.

"And I hope that black and gold is just a fashion statement," she said, crossing her arms as she inclined her head over to the robed man from the second portal. "Please tell me that this isn't a Hourani wizard from House of Groam. They can be so... arrogant."

The young man from the second portal turned abruptly, his fair skin disappearing under a quickly sprouting layer of fur, his snout elongating, solid muscle filling up the space in his loose robes. Glowing red eyes swivelled and focused on the woman.

"Enough!" yelled the old man, his voice booming like thunder, sending all save Mustaka to their knees, hands clasped over their ears.

"Now," the old man said gently as Daphne and a now fair-skinned Victor lifted themselves from the ground, "I will begin my story."

"I am called Solumnus. Many years ago I left the first clue to a great journey in the libraries of each of the known races. It seems that only three races brought the quests to fruition in the allowed time—by the first lunar eclipse at the end of the first millennia of the Age of Discovery. Your forefathers would be proud indeed to know that you are standing here today."

"And what is the reward for our endeavors?" asked Victor, pleased to see Daphne readying her hands over her ears out of the corner of his eye.

Solumnus sighed. "Patience. One of you three," he said, "will be my champion in a great conflict. A champion to adventure further into this world of ours, gaining much in the way of knowledge and power along the way. So, I suppose, my champion's prize will be great experience and developed skill, as well as the enjoyment of a grand adventure. As you have each come this far already, I know that these things appeal to you in one form or another."

Suddenly the man with the pointed ears called Mustaka broke in. "What are the merits of this quest, if you please?"

Solumnus raised an eyebrow. "You deserve to know that much before consenting to this final test. But where to start, oh, where to start?" he mused.

The lonely hill was silent for a long moment before the old man began to speak again, his voice missing some of its frailty. "In the beginning there were three races—the True Elves, the Dragons, and the Cyclopunomans—each of them immortal. Possessing the same skill, knowledge, and power, the Three decided to take up specialized roles in the world: the True Elves became the protectors, the Dragons became the providers and killers, and the Cyclopunomans became the creators and teachers. They each strove toward the same goal: to maintain the eternal balance of life. I will not bore you with the history, but let it be known that two of the three races departed this world, leaving one behind—the Cyclopunomans. And they journeyed away to places in this world known only by the Cyclopunomans themselves... that is, at least, until recently. A single Cyclopunoman has emerged from hiding. His name is Kyrulan, and the passing millennia have changed him, for he no longer seeks balance. Instead, he seeks utter domination of this world through the skill and power of mortal beings, though they are not aware of his manipulation. This is why a champion on the other side is needed."

Mustaka bowed his head once more before returning to an eyes-front position.

"Very well," said Victor finally. "Where do we begin?"

"Do you all consent to the final test? I will warn you that great danger and death lie in wait for you, once you are inside."

"Sure," said Daphne, a confident smile on her face. "I do."

"I also," intoned Victor.

Mustaka nodded to the affirmative.

"Very well, then," said Solumnus as he turned around to face the hillside. With a gesture of his hand, several large shrubs bent away from each other, revealing a small cave entrance. "Within the cave you will find four guardians. Each guardian guards the entrance to a gate which leads to the next guardian. Each of the four will pose a test or riddle to you which must be solved, and in most cases failure means death. Be on your guard at all times, my intrepid adventurers, and enter at your will."

Victor strode haughtily ahead, his face steady and sure. Daphne crinkled her nose in disdain at the Hourani, then fell in behind him. The bright smile she flashed at Mustaka brought no response to his face.

Upon entering, the three found themselves in an elaborate, yet dank, entrance hall. A never-ending series of epic designs had been carved into the walls and floor. The entire area, as well as the hallway beyond, was lit by small steel lanterns swinging on chains from the ceiling.

Daphne peered down the hallway, her eyes fixing on something in the distance briefly. "You know," she began with a sly look on her face as she turned to Victor, "I'm just not sure why you're even trying to pass these tests, mage. You won't be able to beat me, so you might as well turn back now."

The Hourani glanced sidelong at the Human woman. "Oh please. Spare me." After examine Mustaka for a second, he pushed Daphne out of the way and walked down the corridor.

Mustaka, cocking his head to one side, stepped forward to follow the mage.

"You know, you probably don't want to do that," said Daphne, stopping the martial journeyman with one outstretched palm. "You sure are a tall one," she noted, briefly losing her train of thought as she looked up into the eyes of this dark-haired giant.

"Why should we not follow?" Mustaka asked, his interest practical rather than curious.

"Just want to show the mage that he should learn his limitations. Those Hourani think they know everything," she answered, looking cheerily down the hallway. "Just watch."

Victor had walked all of twenty paces, a self-righteous smirk on his face, when he nearly tripped on a loose floor stone—a sensation quickly followed by that of something very sharp hitting him in his left shoulder. Diving forward, he hit the floor much harder than he would have liked, but upon hearing six distinct whistles above his head he counted himself lucky.

After pushing himself up with his right hand to a sitting position, he looked towards his shoulder and found a bone-tipped dart embedded in it.

Grimacing, he muttered a few simple words in an arcane language and was relieved to see that no purple

glow emanated from under his skin. The darts had not been poisoned.

"Damn you!" he yelled suddenly, as slender fingers yanked the dart from his flesh.

"Not poisoned, huh?" Daphne asked, looking at the dart tip. Mustaka stood just a stride behind her. "Hmm, I figured with seven ports that they'd just try to overload the victim with poison, but I guess I was wrong."

Victor glared at her. "You saw the trap?"

"Of course," she answered matter of factly.

"And why, praytell, did you not TELL me about it?" The mage's words seemingly dripped with a venom of their own.

"You're a mange, and you didn't ask, so I just assumed you were omniscient."

"Why, you..."

"Perhaps," Mustaka interrupted serenely, "we should simply continue onward."

After several hard stares between the Hourani and the Human, the trio did just that.

Another forty yards further down the hallway, having traveled the distance without further incident, they arrived at a doorway that opened up into a large room. All three stopped dead at the door, not sure of what they were to do next.

"Please enter," bellowed a voice from inside.

In a sarcastic show of gallantry, Victor gestured for Daphne to go first. Another argument almost broke up, but finally, with a frown, Daphne walked inside first, followed by the others.

The room was made from blue crystal and lit by a single candle resting in its center. Each facet of the room's crystal reflected the light and multiplied its brilliance. Seated crosslegged on the other side of the candle was a blue-skinned, bald man.

"I am the first guardian of the cave," he announced. "You may still turn back if you wish." When he received no response, he continued. "I offer a test of willpower and patience. The penalty for failure of my test is death. Who will be first?"

Less than a heartbeat later, Mustaka stepped forward and took up a crosslegged position across from the guardian.

The guardian smiled briefly. "Very well. You shall be first. My test is this: We shall stare into one another's eyes until one of us blinks. The one who blinks is the loser. Do you understand the terms of my test?"

Mustaka nodded.

"Then let us begin."

Immediately they locked eyes, their gazes inseparable. The play of the light on the crystal, while disorienting to Victor and Daphne, had no effect on Mustaka. He became a seeming statue once again.

Minutes passed and still their gazes were unwavering. The minutes finally stretched to hours. Still neither man had reacted to anything around them.

"How much longer do you think that they can go on like that?" Daphne asked of the Hourani finally, both of them now sitting against one of the walls, waiting.

"I don't know," Victor answered, "but I hope that he wears the guardian down before it's my turn."

"Is that an admission of weakness that I hear, mage?" Daphne whispered with a smirk.

"No," he responded, trying to keep his voice down. "It is simply an evaluation of the case at hand."

"Of course it is," Daphne said coyly.

Another several hours came and went, finding Mustaka and the guardian still conducting their test of wills. Time became tedious.

"You did not give a surname when you emerged from the portal," Victor noted groggily. "What is your family name, anyway?"

"And why do you want to know?" asked Daphne, still quite alert.

"Call it a mage's curiosity."

"Well, Victor, in my line of work, you don't let anyone know anything about you unless it's utterly necessary."

"Well, pardon me!" the Hourani said, trying to quiet his voice down as soon as he realized that he was on the verge of yelling.

"Fine." She nodded towards the two competitors. "So what's wrong with Mustaka's ears? They have points to them."

"I noticed them myself, but I cannot say that I know for sure."

"But you have an idea," she prodded. "I can see it on your face."

Victor said nothing.

"Well, I'd ask him," said the woman, "but it seems that he's a wee bit preoccupied at the moment. Want to share that wealth of knowledge with me?"

"He may be an elf," Victor said finally, "a different race of being altogether than us."

"Elf?" asked Daphne, cocking an eyebrow in disbelief. "Never heard of 'em." She shook her head. "An elf."

More hours passed. Finally, as both Daphne and Victor were about to fall into sleep, a voice broke the silence.

"You were a worthy competitor," it said.

The Human and Hourani looked up and saw the guardian stand and bow his head. "You have defeated me," the blue-skinned man said, "and you may now pass through to the next guardian."

Mustaka stood and began walking towards a door which hadn't been there a moment before.

"Well, here goes nothing," muttered Daphne as she took a seat in front of the candle.

The guardian looked down at her briefly before turning into blue crystal and shattering into dust.

"Damn!" she yelled, rolling backwards and right up to her feet. "What did I do?"

Victor pondered as he watched Mustaka proceed through the door. "It seems that, for some reason, if one passes the test, we all pass the test. Makes no sense, really."

"Well, never feed gift hens to the wolves, or so my papa used to tell me," Daphne said, following Mustaka through the door. When the elf paused on the other side of the door, she explained, "That means you shouldn't pass up opportunities given to you."

The Human and mage, taking one last look at the crystal room, followed Mustaka as he continued on his way.

There was a simple and short corridor leading to the next doorway. The trio entered and found themselves in a plain-looking room with wooden planks lining the walls. In the center, behind a stone table, stood an old man with a short white beard.

"Enter. I am the second guardian of the cave," the old one said with a jovial smile. "I offer a test of skill and guile. The penalty for failure of my test is death. Who will be first?"

Daphne burst out laughing. "Out of my way, boys," she said, striding forth. "This one's all mine."

"Very well," said the guardian, beaming, as Daphne approached the table. "You are the first, then." He spread three identical, wafer-thin tiles on the table. "My test is as follows: I have several ivory tiles here which are the same on one side, but different on the other." He began to deftly turn over the tiles one by one. Two of the three tiles showed crossed bones, and one showed a scarlet diamond.

"And?" Daphne asked, eyes fluttering innocently.

"And, I will rearrange these face down before you in full view. You will then choose the tile that you believe to be the diamond tile. If you are correct, you pass my test and live. If not..."

"Understood."

"Then we shall begin, mortal."

Slowly the guardian turned over the tiles, lingering on the diamond. Then, abruptly, the test began. The old man, whose hands were the only visible part of his body not wrinkled, went into a flurry of movement. He moved the tiles faster than thought, each piece of ivory becoming a blur.

All in the room, including the guardian, watched Daphne's face looking for a reaction of some kind, but her happy-go-lucky smile did not falter. Several long moments went by and finally the guardian stopped rearranging the ivory tiles.

"I have finished my chore. It is now your turn." The guardian placed his palms on the table. "Choose."

"Hmm. Before I choose, I'd just like to take a moment to thank you for the challenge," Daphne said. She lifted up his hand and brought it to her lips, kissing it gently. "Whatever the outcome of this test, know that you have taught me much."

The guardian withdrew his hand, seemingly indifferent. "Choose," he prompted.

Her hand floated down to the tiles, first touching the face of each in turn. "Which?" she whispered to herself. Closing here eyes momentarily, she laid her palm out on the center tile. "It's got to be this one."

"Do you choose that tile?"

"Yes," Daphne answered, losing her smile for a moment.

"Wrong!" the guardian yelled with glee as he picked up the tile and showed it to Daphne.

"It does have a diamond on it," she responded, pointing at the tile of ivory in his hand.

"What?" intoned both the guardian and Victor. But sure enough, the tile that he held had a scarlet diamond on it.

"But, but I..." And the guardian vanished along with the three tiles and the table.

"I'm just that good," Daphne said with a musical tone, turning to face her companions.

"His hands were moving so fast," Victor remarked. "How did you ever guess which tile it was? Are you a metaphysicist?"

"I didn't guess, and no, I'm no mind-reader. The trick was figuring out not which tile to choose but where the tile was," the woman told him. When she received only questioning stares from both of them, she revealed the crossed-bones tile concealed in her palm. "I got automatically suspicious when he said 'several' tiles instead of simply saying 'three'. With a little observation of his body positioning after he'd rearranged the tiles, I figured out that he pulled the ancient up-the-sleeve trick. A common con, really. So I slipped it out of his sleeve and then replaced this tile with the diamond tile, palming the one with the crossed bones."

"No," said Victor. "I just saw you touch his hand, not go up his sleeve."

She tossed the crossed-bones tile to the mage and winked at Mustaka. "Hey, that's what being a thief is

all about. I used to run that con to pay for bread, at least when I wasn't picking pockets. The streets can be tough."

"I figured," Victor noted glumly, slipping the tile under his sash as they proceeded through the newly formed door.

The new corridor led them on quite a long walk.

"It was just a hop and a skip from test to test before," said Daphne, walking abreast to Mustaka and the mage. "Why is it different now?"

"Perhaps to test our commitment to the game," Mustaka speculated. The others could only nod their heads in agreement. Mustaka didn't speak much, but when he did, it meant something.

"So what exactly are you?" Daphne blurted to Mustaka before she could think better of it.

He grinned slightly. "I am a Bock—a desert elf. You should know that."

"Why?"

"It was your people, the Mulgrayne, who had contact with us long ago. That is how I speak your language, friend thief."

Her eyes suddenly betrayed anger. "For one," she said, "I'm not a dirty Mulgrayne—I'm of Neuonian stock. And for another, how do you know that I'm a friend? Last I checked, we were all competing to become Solumnus' champion."

He grinned again. "I apologize for my misjudgment, but I cannot tell the difference between Human breeding stock. We simply used to border the Mulgrayne before the sands came. And as to the other, I know that you are a friend because you are obviously an incredible asset—you posses skills that neither Victor nor I posses. You are simply valuable."

"Oh." Daphne mulled over that for a long while.

After more hours of straight walking, the group came to the next door and stepped through. The room beyond was carved out of solid marble, with the exception of the far doorway, which seemed to be covered by a sheet of lightning. And in the room's center, leaning on a sword nearly his own height, stood a very well-muscled man wearing only a leather thong.

"I am the third guardian," he said, "and my terms are that you must kill me to get to the next door. But know that I heal as fast as I am hurt, that my sword can penetrate any armor, and that the only way that I can die is by contacting the magic field behind me." His smile revealed a row of sharp teeth. "And there is no way that you will get me to walk into it."

"Uh, aren't you going to ask if we accept your terms?" chimed Daphne.

"You have gone too far and there is no turning back," answered the guardian. "You have no choice but to fight."

With a loud cry, the guardian leaped into the air, eyes wide in battle fury, sword over his head and descending with deadly force. Halfway through his leap, though, he was intercepted by a blurred form; a fist crashed into the guardian's ribcage just under his armpit and sent him reeling off into a wall.

Mustaka landed in a low fighting stance, ready to pounce. "You have been scathed by the First Grains of Viku-Jorta, guardian. Do you wish for more, or do you yield?"

The guardian stood, unfazed. "More."

With another leap, he brought his sword around in a vicious arc toward Victor's neck. The arcane words still lingering on his lips, the Hourani brought up a metal-banded staff that hadn't existed a moment before, deflecting the sword enough so that it only sliced deeply into his far shoulder during the guardian's follow-through.

Out of nowhere Daphne landed on the guardian's back and swung a cord garrote around his neck, locked her legs around his shoulders, and began pulling with all of her might.

Even as the Bock landed three blows in rapid succession on the swordsman's midsection, the guardian brought the pommel of his greatsword backwards, smacking the thief neatly in the center of her forehead, sending her falling limply to the ground. His next blow sent the elf tumbling backwards.

He smiled savagely, then looked up just in time to see Victor cup both hands together, his staff gone, and aim in his direction. The golden bolt of pure magical energy that streamed from the mage's palms pierced the guardian's skin first with the precision of a needle and then widened, until an eyeblink later the guardian was nearly torn in half and lying prone on the floor.

"I guess he was wrong," Victor said as he knelt by the thief's unconscious form... and, just as he finished his sentence, found himself sprawled on his back lying in a small puddle of his own blood. "Then again..." was all that he could force out from his lips.

Drawing on the power of every muscle in his body, the mage sat up to find that Mustaka was fighting toe-to-toe with the warrior guardian. The burst of inspiration flooded his mind in that instant and he found himself standing, his eyes glowing a fierce red. "Enough!" he yelled in an incredibly deep tone, the rush of power from taking natural form of the beast enveloping him.

The tête-à-tête combat between the Bock and guardian abruptly stopped, the guardian turning to

look in at the mage. "I am impressed, Hourani. You have finally brought out the beast to play with me."

"Let us end this now, guardian. Come get me!" And under his breath he began mumbling the arcane formula that he had created but a moment before.

The guardian smiled and bowed sarcastically to the mage. And then he charged, sword swinging over his head. Victor growled as he intoned the last syllable of the formula, a magic portal opening up directly in front of the guardian as he charged.

Mustaka saw another gate simultaneously open even as the guardian entered the one thrown in front of him. The guardian's last scream was horrifying even to the Bock as the other portal's doorway opened into the magical field, the swordsman realizing his fate a moment too late.

Taking Human form, the mage again knelt at the thief's side. "Are you alright?" he asked of her, Mustaka quickly joining them.

"M-my n-name is Daphne Asker," she said weakly. "Tasker."

Out of nowhere Victor produced a small vial of green liquid. "Drink this," he told her. "It will make you feel much better. It is magical."

Mustaka lifted her head slightly so that she could touch her lips to the vial. "Drink," he said softly. "I do not have so many friends in this world that I can bear to lose even one."

The thief slowly drank the green, soupy liquid, the welt on her forehead dissipating even as she did so. The small, glass vial faded out of existence when the last drop was drained from it.

Daphne sat up slowly. "I feel... just fine," she said, shocked. "Ya' know, that really, really stung."

The mage allowed himself a chuckle as he, too, drank a vial. A gash still remained in his shoulder but it was relatively painless.

"One more door," Daphne said as she stood. "Who's going to be the champion?"

"I wish both of you luck in that endeavor," said Mustaka.

"And to you, my friend," said the mage clasping a hand firmly on the martial journeyman's shoulder. "You, too, are an asset."

The Bock smiled briefly, the only hint of emotion that either of the others had seen out of him, and they smiled back.

The room shimmered around them and the trio found themselves in a room made of solid steel. A voice echoed through the room saying, "I am the last guardian of the cave. I am the room. Defeat me and you shall be the champion. Fail and you die. Let us begin."

From the floor in front of the group a pillar of steel melted upwards, slowly forming until an hourglass sat atop a seeming altar. Small shards of steel were inside the glass, slowly falling from top to bottom.

"If the far door has not been opened by the time the hourglass runs out, you will die."

"Wonderful," commented Daphne.

At the far side of the room a head-sized opening melted out of the wall.

"Tell me the far door is not on the other side of that opening," mumbled Victor.

And then the room spoke again. "The area between the opening and the far door is an anti-magic zone. Anything of magic will have no effect in that space."

"Wonderful," commented the mage.

All three rushed to the opening and tried to squeeze together in order to peer through at the same time. The far door was ten feet on the other side of the opening's wall and a large lock occupied most of the space in its center.

"Everybody out of the way," ordered Daphne. "How much time do you think we have?"

"Not much, probably less than an hour for all the shards to fall," answered Victor in an all-too-true assessment. "I've used up my entire power base, but if I take every bit of energy I have left, I think I can slow down the time around the hourglass... probably."

"Power base?" Daphne asked, turning briefly as she took a small sack from her belt.

Victor simply pulled up his left sleeve to reveal a stylized forearm band with a single quartz stone set in the center. "A place where I can store magical energy. It is empty." And, resting his hand on top of the hourglass, he began to whisper.

"What are you doing?" Mustaka asked of the thief.

"In my line of work, you never know what kind of situation you might run into," she explained, removing a set of lockpicks and a large handful of quill-thin wooden dowels. "Sometimes this trick works if the owner of an establishment keeps guard dogs. You stay out of the room and, if you're lucky, and the wind is blowing right, they can't smell you."

Attaching a pick to the end of one dowel and a turn-bar to the end of another, she began linking the already fitted pieces together. After it was long enough she began feeding both through the opening, adding dowels as she went until the tools reached the lock.

A self-satisfied smile crossed her face. "Here's where the fun begins, Mustaka. This is the biggest test of my skill that I've ever had." Going to work, she ignored Victor's gasp as he fell to his knees.

"The mage has succeeded," Mustaka informed her. "The metal shards are falling much more slowly. But they still fall."

"Journey of a Thousand Miles"

Considering the circumstances, the thief worked with amazing precision, tumbler after tumbler. "Damn good lock," she murmured, "but I know I can do this."

Rivulets of sweat began running down her forehead, the salt stinging her eyes, but still she worked. Nothing in the world could stop her from completing this test. And then, finally...

"Got it!" Daphne shrilled. "The lock's picked! Now I just have to open it."

Both the Bock and Hourani waited with baited breath as the seconds passed, Daphne Tasker making no movement.

"What is the problem?" Victor queried pessimistically.

And the thief bowed her head in defeat. "The door is too heavy."

"What do you mean too heavy?" asked the mage, almost frantically.

"What I said: that is one solid door. I picked it and it's unlocked, but it's just too heavy for my tools to push open. I can feel the dowels about to break when I put pressure on them. I just can't push it open." She turned to face the mage, her eyes full of worry.

"I don't have any energy left in me," Victor informed her. "And even if I did my magic won't work out there. It seems that we have lost."

"Not yet," the Bock broke in, his tone measured. Brushing the two others aside he looked through the opening toward the door. "I am still a martial journeyman, an initiate to the First Grains of Viku-Jorta."

"Your fighting style," Victor put in. "And?"

"The teachings of the next level of Viku-Jorta are innate inside of me. It is simply a matter of digging deep enough within my mind. I must bridge the gap and become a martial master—I must learn the Winds of Viku-Jorta. It is a possibility that is within me."

"Do what you can," said Daphne as she edged further away from him, not understanding. "I hope that you aren't just trying to ease our nerves in our last moments."

"I speak the truth," Mustaka said as he nodded to both of them and took up a full-front stance at the opening. Closing his eyes he brought both hands up in front of him, one over the other, and began to hum a single, low note.

Minutes passed as both Victor and Daphne watched the shards of metal slowly sift into the bottom of the hourglass.

"Not much left," Daphne noted.

"Not much," agreed Victor.

"This is it. I just want you to know that, for a House of Groam wizard, you're not such a bad friend."

Smiling back at her, the Hourani said, "And for a mundane Human, you make quite the friend as well. If the afterlife takes us in different directions, know that I will remember both of you fondly."

They clasped hands and held each other closely as the last few shards began to flow to the bottom.

"Cha!" yelled Mustaka, a sound which was even louder than Solumnus' bellow, flinging both hands forward. A loud, staccato thump was heard by all followed by the squeaking of hinges—pure music to their ears.

And then the trio stood back at the entrance to the cave.

Solumnus, facing them, was beaming. "You are truly worthy of being my champions!"

"All of us?" asked Daphne.

"Of course. I taught you all a lesson with these trials. The first of them which brought you here in the beginning showed you that you could accomplish things beyond your perceptions—meet any challenge. These last trials taught you that each race alone is weak. Could any one of you have completed all of these last four tests and survived? I think not!"

"You have shown us the power to the Age of Discovery," Mustaka remarked. "Whereas each race may have been powerful alone, a combined force of culture and skill and power from a variety of races is the ultimate answer. The power is in the understanding of each other—a world with no boundaries."

"You have truly earned the title of martial master, my champion."

"Well, I am a bit bored," said Victor. "What say we begin fulfilling our duties as champions, Solumnus."

Again the old man smiled. "Very well," he said, handing a scroll to the mage. "This information will take you on your way to the quest of a lifetime, or several lifetimes for some. I wish you the best of luck."

The trio bowed in unison to Solumnus before descending the hill, unsure of where they were or where they were going. But they were together, and what a force that togetherness was.

Still standing on the hillside, the one known as Solumnus watched his new champions. "I truly wish you luck, my children," he said, his face melting and reforming itself. "And I beg you to forgive my deception but, as few beings know, only an immortal can best an immortal and I doubt that even such heroes as yourself could handle the truth of my being. Such is the often the case in this NeverWorld that we call home."

Then, shaking his fist at the sky he yelled, "My champions will defeat yours, Kyrulan—of that you may be sure!" Then, smiling, he crossed his arms and turned to the west.

And with the single eye in the center of his forehead, he took a long moment to view the slowly rising sun.

NeverWorld™

Character Sheet

Character Name:	**Pathway:**	**Extra Chances:**
Played by:	**Attitude:**	

Race:	**Current Life Level:** (PL + FL + SL) / 3
Culture:	**Maximum Achieved Life Level:**
Sub Culture:	**Career:**

ADVANTAGES

PHYSICAL	current/max/ adjust	MENTAL	current/max/ adjust	SOCIAL	current/max/ adjust
Strength:	{ } / [ ] /	Comprehension:	{ } / [ ] /	Appearance:	{ } / [ ] /
Agility:	{ } / [ ] /	Awareness:	{ } / [ ] /	Charisma:	{ } / [ ] /
Dexterity:	{ } / [ ] /	Logic:	{ } / [ ] /	Etiquette:	{ } / [ ] /
Stamina:	{ } / [ ] /	Persevearance:	{ } / [ ] /	Style:	{ } / [ ] /
Reflex:	{ } / [ ] /	Confidence:	{ } / [ ] /	Avoidance:	{ } / [ ] /
Physical Save:		**Mental Save:**		**Social Save:**	

Age:	**Movement Rate:**	**Professional Level (PL):**	**Heal Rate:**
Gender:	**Size Level:**	**Social Pts:**	**Max Health Points:**
Eye Color:	**Lifting Capacity:**	**Social Level (SL):**	**Max Willpower Pts:**
Hair Color:	**Encumbrance Max:**	**Fiscal Pts:**	**Power Tolerance:**
Skin/Fur Color:	**Build:**	**Fiscal Level (FL):**	**Magical Powerbase:**
Handedness:	**Sleep Level:**	**Experience Points:**	**Channeling Pbse:**
Birth Date:	**Height:** **Weight:**	**EP Bonus:**	**Metaphysical Pbse:**

Special Career Skills: ***These are skills that are not already found on your Mastery List of Skills.***

Lvl	Skill Name & Compl	Lvl	Skill Name & Compl	**Special Bonuses:**

BEGINNING PERSONAL POSSESIONS

Career Assets:

Money/Furs/Trading Values:

Friends:

Enemies:

Pawns:

Followers:

Family Trade & Backround:

Obligations:
Missions:
Adventures:
Personal Goals:

Mastery List of Skills

Comprehension Table: Complexity Bonus: Maximum Skill Increase: Days subtract off learning time:
Cost to raise skills with EP's: 5 x Complexity (+/- bonus) per skill point.

Combat [ ]

Blades (2 min) ☐
___ _____( )
___ _____( )
___ _____( )
___ _____( )

Axes/Hammers (1 min) ☐
___ _____( )
___ _____( )
___ _____( )

Blunt (2 min) ☐
___ _____( )
___ _____( )

Chains (1 min) ☐
___ _____( )
___ _____( )

Hand To Hand (1 min) ☐
___ _____( )

Lances/Pole Arms (1 min) ☐
___ _____( )
___ _____( )

Fired Weapons (2 min) ☐
___ _____( )
___ _____( )

Thrown Weapons (2 min) ☐
___ _____( )
___ _____( )

Cultural Skills [ ]

Culture:_____ **(4 min)** ☐
___ _____( )
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Dark Arts [ ]

Prestidigitation (4 min) ☐
____ Escape (5)
____ Pick Pockets (3)
____ Pick Locks (8)
____ Pyrotechnics (11)
____ Stage Magic (14)

Subterfuge (4 min) ☐
____ Ambush (14)
____ Concealment & Camoflage (12)
____ Pass w/o Trace (9)
____ Prowling (4)
____ Pursuit & Evasion (13)
____ Scaling (8)
____ Traps (16)

Domestic [ ]

Farm (All) ☐
____ Dowsing (2)
____ Husbandry (9)
____ Identify Veggies (12)
____ Planting & Cultivation (18)

Home (5 min) ☐
____ Antagonize Foreigners (1)
____ Cooking (5)
____ Fishing (4)
____ Herb Lore (14)
____ Hunting (11)
____ Repair (12)
____ Trapping & Fur Trade (8)

Entertainment [ ]

Athletics (4 min) ☐
____ Acrobatics (10)
____ Tumbling (9)
____ Cultural Dance (2)
____ Cultural Games (5)
____ Juggling (6)
____ Running (6)
____ Swimming (5)
____ Wrestling (9)

Drama (4 min) ☐
____ Acting (12)
____ Captivation & Seduction (13)
____ Direction & Scrpt Wrtng (15)
____ Mime (9)
____ Props and Costumes (11)
____ Swordplay (4)
____ Voice Control (13)

Music (3 min) ☐
____ Composition (19)
____ Horn (15)
____ Percussion (14)
____ Singing (13)
____ String (14)
____ Wind (15)

Leadership [ ]

Civilian (Both) ☐
____ Grapevine (6)
____ Public Speaking (15)

Military (All) ☐
____ Discipline (16)
____ Motivation (17)
____ Strategy (18)

Statecraft (4 min) ☐
____ Commerce (18)
____ Foreign Affairs (20)
____ Law (19)
____ Politics (18)
____ Public Relations (17)

Magic [ ]

School:_____**(5 min)** ☐
____ Theory (19)
____ _____( )
____ _____( )
____ _____( )

Myth & Lore [ ]

Fabled Lands & Beasts (9 min) ❑
- ____ Ariela (13)
- ____ Black Forest (10)
- ____ Brown Sea (11)
- ____ Burning Lands of Jor (10)
- ____ City States of Neoun (9)
- ____ Eppela (11)
- ____ Heg Mtn Kingdom (10)
- ____ Icey Death Ocean (10)
- ____ Imp. Lands of New Mulgra (10)
- ____ Isle of Lars (11)
- ____ Khybern Islands (11)
- ____ Majestic Empire (12)
- ____ Mt. Kabi (13)
- ____ Nation of Yucazon (10)
- ____ Northern Wilds (12)
- ____ Ogre's Pot (10)
- ____ Olde Mulgra (12)
- ____ Ontonoma Plains (11)
- ____ Province of Winter (13)
- ____ Silver Gulf (10)
- ____ Southern Barrens (12)
- ____ Strongen Range (11)
- ____ Thokmolin (10)
- ____ World's Crown (10)

Fortune Telling (min 2) ❑
- ____ Astrology (8)
- ____ Bones (7)
- ____ Cards of Fate (9)
- ____ Crystals (14)
- ____ Palms (12)
- ____ Stones (6)

Heros & Heroines (min 4) ❑
- ____ Beastish (13)
- ____ Dwarves (12)
- ____ Elves (11)
- ____ Giants (14)
- ____ Grobber (15)
- ____ Humanoids (10)
- ____ Hourani (15)

Prof Crafts [ ]

Armorsmithing (All) ❑
- ____ Chain (9)
- ____ Helmets (10)
- ____ Plates (9)
- ____ Shields (8)

Arts (2 min) ❑
- ____ Casting & Jewelry (18)
- ____ Painting (13)
- ____ Poetry, Prose & Clgphy (13)
- ____ Sculpting (14)

Brewing (3 min) ❑
- ____ Alcohol (6)
- ____ Beer (5)
- ____ Wine (7)
- ____ Poisons (9)
- ____ Potions (15)

Leatherworking (All) ❑
- ____ Armor (9)
- ____ Barding (9)
- ____ Outfitt ng (8)
- ____ Shoes & Boots (10)

Smithing (3 min) ❑
- ____ Bronze (10)
- ____ Farm Tools (9)
- ____ Gold (14)
- ____ Scientific Instruments (15)
- ____ Siege Tools (8)
- ____ Silver (14)

Trades (1 min) ❑
- ____ Carpentry (9)
- ____ Ceramics (7)
- ____ Masonry (6)
- ____ Roper (2)
- ____ Ship Building (17)
- ____ Tailoring & Weaving (10)

Weaponsmithing (3 min) ❑
- ____ Bladed (14)
- ____ Blunt (12)
- ____ Pointed (13)
- ____ Bowyer & Fletcher (9)

Religion [ ]

Church (All) ❑
- ____ Education (18)
- ____ Order (13)
- ____ Theology _____ (15)

Gods (All) ❑
- ____ Opposing Deities (16)
- ____ Patrons (15)
- ____ Channeling Power (20)

Demonology (2 min) ❑
- ____ Dark Pawns (10)
- ____ Demons (11)
- ____ Devils (12)
- ____ Legendary Evils (8)

Endowments (No Emphasis)
- ____ _____( )
- ____ _____( )
- ____ _____( )
- ____ _____( )
- ____ _____( )
- ____ _____( )
- ____ _____( )
- ____ _____( )
- ____ _____( )
- ____ _____( )

Scholastics [ ]

Archaic Science (6 min) ❑
- ____ Algebra & Early Physics (19)
- ____ Astronomy (18)
- ____ Bandaging & Bones (17)
- ____ Cartography (15)
- ____ Chemistry (19)
- ____ Diesease (20)
- ____ Engineering & Architect (19)
- ____ Mathematics (15)
- ____ Philosophy (16)
- ____ Surgery (20)

History (All) ❑
- ____ Age of Discovery (10)
- ____ Age of Myth (14)
- ____ Heraldry (13)

Research (All) ❑
- ____ Bookkeeping (13)
- ____ Experimentation (16)
- ____ Sage Science (19)

Travel [ ]

Carts & Ships (3 min) ❑
- ____ Barges, Traders, Fish. Boats (11)
- ____ Canoes/Rafts/etc (10)
- ____ Carts, Wagons & Plows (11)
- ____ Char ots (13)
- ____ Longships (15)
- ____ Royal Fleets (15)
- ____ War - Rowing (17)
- ____ War - Sailing (18)

Animalship (3 min) ❑
- ____ Breeding (13)
- ____ Combat (10)
- ____ Riding (5)
- ____ Stunts (9)
- ____ Training (16)

Terrain Knowledge(5 min) ❑
- ____ Arctic (12)
- ____ Cities (8)
- ____ Desert (13)
- ____ Dungeoneering (14)
- ____ Fields/Plains (6)
- ____ Forestry (7)
- ____ Jungle (12)
- ____ Mountains (11)
- ____ Navigation (9)
- ____ Spelunking (10)
- ____ Swamp (10)

Endowments (Continued)
- ____ _____( )
- ____ _____( )
- ____ _____( )
- ____ _____( )
- ____ _____( )

INITIATIVE BASE		= 5Reflex + 5Awareness - Encumbrance Difficulty
SOAK PER HIT		= Size Level + Stamina. You may soak this many Damage points of each attack by expending equal Willpower pts instead.
HEAL RATE		**Pts Gained Per Month** = (Health Factor + Stamina + Perseverance) x Size Level

BLOOD LOSS: Willpower Points Lost Per Round (Total of ruptures)

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30

OCF DCF

Init Cost		WEAPON NAME	Type	Weight	WC	Attack	+Adv	+Spec	-Diff	=	Defense	+Adv	+Spec	-Diff	=
Attack	Parry					Skill	Bonuses	OCF		OCF	Skill	Bonuses	DCF		DCF
		HTH:													

WEAPON NAME	Damage								Range in feet			# of Missles on Person
	A	B	C	D	E	F	G	H	S	M	L	
HTH:												

Damage Bonus
B
C
D+

ARMOR TYPE	Absorb Rate	Max Points	Current Points	Weight

Init Cost	EVASIVE MOVE	1/2 HTH	+ Adv Bonus	-Encum Diff	-Skill Diff	= DCF
	Dodge					
	Duck					
	Shld Block					

ROLL	1-29	30-39	40-49	50-59	60-74	75-89	90-124	125-199	200-399
Outcome	*miss!*	A	B	C	D	E	F	G	H
Init Pts	*	50	67	83	100	120	135	144	150
EP Pts	--	--	--	--	--	10 ep	25 ep	50 ep	100 ep

Initiative Costs: Melee 5WC, Thrown 6WC, Bow 7WC, Crossbow 9/1WC, Aimed 2x, HTH WCxSize Level. Parry 2WC, Dodge 2SL+Enc Dif, Duck SL+Enc Dif, Block SL+1/10 Shield weight.
Difficulty: Melee, Bow & HTH 2WC, Thrown 3WC, Crossbow = WC
Advantage Bonuses: HTH, Melee & Thrown 5Ref + 5Strength, Missle 5Dex, Aiming +10Confidence
Evasive Advantages: Dodge 5Agility + 5Reflex, Duck 10Reflex, Shield Block 5Reflex + 5 Strength *Evasive Init Cost:* **Dodge:** 5xSize Level, **Duck:** 2xSize Level, **Shield Block:** 2xSize Level + 1/10 Shield Weight

Quickrules

Rolls in Neverworld

- **Rolls in general:** Using two ten-sided dice, one represents the tens place and the other the ones place. 01-06 = critical fumble (very bad). 96-00 critical success (very good). 00 = 100. When rolling a 00 you roll again, adding this onto your dice roll--repeat until you DON'T get a 100. Add or subtract any modifiers. Compare this number to the ROC chart.
- **Saves:** You roll an Advantage save when a set of Advantages is being put to the test in some way by the GM (physical, mental, social). Roll + 5attribute ratings in the appropriate column - any penalties. A "D" success or above is a successful roll.
- **Advantages:** Rolling advantages is identical to "saves" as above except only one attribute is added into the equation--roll + 5attribute - penalties.
- **Skill:** Roll + skill level + (Emphasis Level in that field x appropriate Advantage) - (2 x skill difficulty) +/- modifiers.
- Willpower: When a willpower roll is called by a GM--roll + any willpower points you would like to add to the roll. A "D"+ = success. But beware--a failed will roll is automatically a critical failure.
- **Miscellaneous:** A GM can call a roll for nearly anything. Roll + any modifiers the GM allows. The GM also dictates the required success level.

Combat

- **Initiative:** Roll + initiative base. Consult the ROC for initiative points. Every action, no matter how small, costs initiative points.
- **Attack:** Roll + OCF (Offensive Combat Factor) .
- **Defend:** Roll + DCF (Defensive Combat Factor) for parry, dodge, duck, or shield block. Subtract the defender's total from the attacker's total and find this number on the ROC.
- **Damage:** If the number is below the "A" level on the ROC, it is a miss. If the final number equals an "A" or better success apply that amount of damage, based on weapon, to the character hit. If the defender was wearing armor: damage dealt - shield absorption - armor absorption - soak = actual damage taken.
- **Death:** 0 health = unconsciousness. Below 0 health = death.
- **Healing:** For properly bandaged and cleaned wounds, characters heal 1 health point/day with light activity and 10 points/week of bed rest.

Definition of special energies/powers:

- **Magic:** an energy drawn from the cosmos itself used by mages (for example: the wizard).
- **Metaphysics:** the power of the mind and collective consciousness harnessed by metaphysicians.
- **Channeling:** the power of the gods, channeled through the body of a priest.
- **Using powers in Combat:** Initiative costs are 5 x complexity of skill, unless otherwise specified.

From skills to Life Level:

- You start with skill levels. This represents the ability your character possesses in that skill.
- ***Skills form an Emphasis. A certain number of skills must be possessed in each field to get an Emphasis (listed on the character sheet). The average of these skills divided by 10 is the Emphasis level. It represents the talent in a given field.***
- Emphasis' form Masteries. The average of the Emphasis' within a broader field is the Mastery, which represents a characters level of expertise in a very broad field.
- Masteries form Professional Level. The average of the Masteries required by your profession make up the professional level. This represents how talented you are in your chosen profession (should you choose to have one).
- Professional Level helps to form Life Level. Professional Level averaged with Social Level and/or Fiscal Level (depending on culture) is the Life Level. This represents the overall achievement of the character.
- Social Level is determined by Social Points; which are added or subtracted according to your character's actions and who they know.
- Fiscal Level is determined by the value of your character's assets. You can have a negative Fiscal Level if you are in debt.

Careers:

- A character can start the game with a Job or Profession. This means that the character has a Professional Level and can reap the rewards and must bow to the restrictions thereof.
- A character can start the game by getting together with the GM and creating a new Job or Profession to be played. After this, as above, the character gets the benefits but must abide by the restrictions of the Profession.
- A character can also start the game as a freelancer with neither responsibilities nor restrictions of a Job or Profession. A freelancer will always have a Professional Level of "0".

Money:

- The basic monetary equation is as follows: 1 gold = 80 silver = 400 Fiscal Points. A Fiscal Point is the same as 1 dollar. Listings can use any one of these forms of currency, just equate dollars to gold or silver for game play.

Pathways:

- Pathways give insight into your character--there are Givers and Takers. There are no neutral characters.
- Givers take the path of kindness and compassion, giving to others. With this they get Extra Chances, a powerful and mystical thing that can get them out of tight and/or deadly spots.
- Takers take the path of selfishness and greed, taking from others. With this they get the ability to dominate others, intimidating or browbeating others into fear or submission.

Mutual respect:

Neverworld can be a very fun and exciting game if the players respect what the Game Master is trying to accomplish and the Game Master respects what the players are trying to build within their characters. If you follow this simple rule Neverworld will be your true Lifetime Experience! Enjoy.

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