

NeverWorld™



A world where science never reigns...



GM's Screen

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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 and ruin all tools used for the skill.
51-75	10% chance, 1 Comprehension	-1 Comprehension
76-100	+1 Logic	-1 Logic

Cultural Skills (any culture) Criticals

Roll	Critical Success	Critical Failure
1-25	50% chance, +2 in this skill	-3 in this skill
26-50	Any S.P.'s for this action are doubled.	Become the butt of jokes. Lose 2 S.P.'s for every witness.
51-75	25%, permanently lowering the complexity by 1.	Lose 100 E.P.'s for over-looking the most essential points of your own culture's skill.
76-100	Shift to an H success.	-3 in this skill

Brewing Criticals

Roll	Critical Success	Critical Failure
1-25	Your own recipe desired by many. Gain 2000 S.P. and 5000 F.P.	The concoction was 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, it will heal 1d10 H.P.	The item made takes on the elements of grapefruit juice or curdled milk; lose 500 S.P.'s
76-100	Attract a new follower interested in learning your secrets. Teaching her the skill will make her an unswayable ally of great power.	Causes critical diarrhea in drinkers who will not be able to function for 3-4 days; you lose 100 S.P.'s per witness.

Fable 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 (GM's should pull out the stops on this one).
76-100	Discover the location of the lair(s) of whatever legendary creature that tortures this land.	Become noticed by the culture's Legendary Beast: it will soon come for you.

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 you animal, giving you +10 to all rolls when working with it (cumulative)	Accident! -1 to Agility and Movement Rate
76-100	Befriend the worst of natural beasts.	The animal turns against you for d10 days.

Terrain Knowledge and Combat Tactics Criticals

Roll	Critical Success	Critical Failure
1-25	+2 in this skill	-5 in this skill
26-50	10% chance for +1 Awareness	Disturb a nest of wild creatures which attacks
51-75	20% chance for +1 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 natives (you know, this could be trouble).

Gods Criticals

Roll	Critical Success	Critical Failure
1-25	Learn of things not yet been taught in your religion, to which your superiors now listen intently. You have some influence in religious decisions.	Discover something that should never have been known. The god takes back the offending message as well as 1 Comprehension and 1 Perseverance from your Advantages.
26-50	+2 in this skill	-10 to this skill
51-75	Your knowledge arms you in opposing the enemy or defending yourself against persecution, 25% chance +1 to Confidence.	Face a test of faith as your god abandons you for an undetermined amount of time. GM's: make this a VERY long time. No channeling or endow. avail.
76-100	Discover a lost holy relic's location during your investigations, with enough information to find it. The relic found depends on the roll's subject.	Face a test of faith as your god abandons you for an undetermined amount of time. GM's: make this a VERY long time. No channeling or endow. avail.

Church Criticals

Roll	Critical Success	Critical Failure
1-25	Any witness not firm in their belief become your followers.	50% chance that each witnessing follower will leave the religion because of your domineering actions.
26-50	Gain a new follower that will be your personal champion.	-1 to Confidence.
51-75	Leaders only: gain a new endowment of the GM's choice at +10.	Leader's only: reduce 1 random endowment to 1 skill point.
76-100	Gain new respect from superiors and 2000 S.P.'s.	Marked as a weak individual within the religion, lose 5000 S.P.'s.

Demonology Criticals

Roll	Critical Success	Critical Failure
1-25	+10 to 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 +10 to your OCF when attacking.	The heat of the UnderWorld cooks your soul. Lose 10 W.P. from your Max permanently.
51-75	Cancel the effects of any Willpower drain from a Critical Failure in Demonolgy.	Leave a trail that any creature of Demonology can and will follow for the next d10 months.
76-100	Choose to become unkillable for the price of your soul (good priests must quit their job). Gain 1 month of time where you cannot die before the Devils show up and cremate your soul (if "killed" you regenerate in 1 day).	Your name is written into the brimstone of afterlife, a calling card to be used when you die. You cannot be ressurected.

Endowment Criticals

Roll	Critical Success	Critical Failure
1-25	+3 in this Endowment	Lose this Endowment. Starts at 10 if rechosen.
26-50	10% chance for +1 to any Advantage up to max.	Your deity curses you with a Warning.
51-75	Your deity pays for WP cost.	Drain your entire powerbase down to 100 pts.
76-100	Your deity pays for the WP cost and adds 100 to your powerbase.	God will ignore the next d10 channelings (GM rolls secretly).

Rituals and Sacrifices ROC

Success	Rituals	Sacrifices
A	Regain half your WP's	Regain 1/10 your WP's
B	Regain all your WP's	Regain half your WP's
C	Gain d10 x 100 FP's worth to treasury	Regain all your WP's
D	Gain an additional 10d10 followers	Gain an additional 10d10 followers
E	Double the ritual's effect	Double the sacrifice's effect
F	Add 1 point to channeling skill (max 100)	Add 1 point to channeling skill (max 100)
G	20% chance to learn randowm endowment at 10 pts	20% chance to learn randowm endowment at 10 pts
H	Gain 1 extra champion	Receive 1 random endowment at 10 points

The ROC (Rolling Outcome Chart)

ROLL	1-29	30-39	40-49	50-59	60-74	75-89	90-124	125-199	200-399
Outcome	<i>miss!</i>	A	B	C	D	E	F	G	H
<i>Init Pts</i>	*	50	67	83	100	120	135	144	150
<i>EP Pts</i>	--	--	--	--	--	10 ep	25 ep	50 ep	100 ep
<i>Magic Save</i>	--	saved	+20	+10	norm	-10	-20	-40	-60
<i>Endow. Save</i>	--	saved	saved	saved	norm	-10	-15	-20	-100

Basic Combat Criticals

Roll	Critical Success	Critical Failure
1-25	Knock opponent unconscious.	Your weapon breaks and is useless. Buy a new one
26-50	Your damage bypasses all of target's armor/shield Absorption.	Weapon slips out of hand! Lose all actions for 1 round.
51-75	Gain free attack on same opponent only	You slip & fall! Lose all action for 2 rounds.
76-100	Stun your opponent for 1d10 minutes, GM rolls secretly	You take 2d10-8 damage to yourself from own weapon.

Advanced Melee Combat Criticals

Roll	Critical Success	Critical Failure
1-25	Shift +1 on Rupture Chart	Your weapon breaks. Shift -3 to damage til replaced/repaired.
26-50	Your damage bypasses all of target's armor/shield absorption.	Weapon slips out of hand. Spend 50 Init to find and pick up.
51-75	Gain free attack (no init cost) on same opponent only.	You slip & fall. Before attacking you must spend 100 Initiative points to get up.
76-100	Stun your opponent for d10 minutes, GM rolls secretly.	You take 2d10-8 damage to yourself from own weapon.

Advanced Fired/Thrown Combat Criticals

Roll	Critical Success	Critical Failure
1-25	Bypass all armor/shield and shift +1 on Rupture Chart.	String snaps or thrown missile snags on pouch/clothes.
26-50	Bypass all armor/shield and shift +2 on Rupture Chart.	Strike foot, friend, etc. in front 45 degree arc with a D success damage.
51-75	Bypass all armor/shield and shift +3 on Rupture Chart.	You slip & fall. Before attacking you must spend 100 Initiative points to get up.
76-100	Gain free attack on any opponent in front 45 degree arc	Strike foot, friend, etc. in front 45 degree arc with a D success damage.

Advanced Dodge, Duck & Shield Block Combat Criticals.

Roll	Critical Success	Critical Failure
1-25	The initiative cost is reduced to 1 point	Opponent's attack will by-pass all of your armor.
26-50	If your opponent did not roll a Critical Success to hit, they must now roll on the Critical Failure chart.	You slip & fall or lose your shield if blocking. You may spend 100 init points to get up or re-arm shield.
51-75	Opponent loses one weapon. Natural melee weapons are temporarily useless for d10 rounds	Your "fake-out" backfires. The damage is shift _1 as you step into the swing. Armor/soak still absorbs normally.
76-100	The initiative cost is reduced to 1 point and opponent is either knocked on their back or slips and falls.	Opponent gets a second attack without spending Init Points. Everything else in the Flow of Combat goes as normal.

Advanced HTH Combat Criticals

Roll	Critical Success	Critical Failure
1-25	Your damage bypasses all of target's armor/shield Absorption.	Trigger a pressure point on self, your limb is useless for 3 rounds.
26-50	Your damage bypasses all of target's armor/shield Absorption.	Telegraph your attack! Opponent has a +25 to strike back.
51-75	Gain a free attack (no Init cost) on same opponent only.	You slip & fall. Before attacking you must spend 100 Initiative points to get up.
76-100	Stun your opponent for d10 rounds, GM rolls secretly.	You take d10 HP + your Damage bonus to hand or foot.

Rupture

Level	Effects
1	<i>Skin:</i> Broken, torn, lacerated or punctured
2	<i>Muscle:</i> Torn, cut or punctured
3	<i>Bone:</i> Simple hairline fracture
4	<i>Bone:</i> Serious or compound fracture
5	<i>Artery:</i> Punctured, slashed or ruptured
6	<i>Organ:</i> Punctured or ruptured
7	<i>Organ:</i> Excavated (1 only)
8	<i>Organ:</i> Total excavation or disembowelment
9	<i>Nervous System:</i> Paralysis
10	Dismemberment, decapitation or bisection

INITIATIVE COSTS - skills performed in battle:

Complexity multiplier

x2	for Parries
x5	for Magic Spells, Endowments, Channeling Powers, Melee combat
x6	for Thrown Weapons
x7	for Bow weapons
x9	to Load Crossbows
x1	to fire Crossbows
???	for Metaphysical powers, see Chapter

Shock roll: Physical Save, difficulty is 5x Blood Loss + any Head Rupture negatives.

☞ Critical Success: Continue as normal. You may add 50 WP to one roll this round.

☞ D success or higher: Continue as normal

☞ C or lower: You are in shock and cannot take any mental or physical action for this round unless you have a Metaphysical Imagination Engine engaged to counter.

☞ Critical Failure: You slip into unconsciousness until treated or dead.

Coma Roll: If you spent the last round in shock, you may attempt to overcome by making a Mental Save, difficulty is any Head Rupture negatives.

☞ Critical Success: You can enter back into full action combat.

☞ D success or higher: You are able to roll for Init, but actions are limited to movement & metaphysics.

☞ C or lower: Stay in shock for the round.

☞ Critical Failure: Character slips into a coma for a length determined by the GM (usually 1 day for every WP lost from blood.) In any event, the character must still be treated by a healer before

Bloodloss

Bloodloss is equal to the total of all your Rupture Levels. You must subtract this many points of Willpower before each round of combat due to Bloodloss, until you break combat and treat the wounds.

Dissabilities

There is a difficulty of -5 x your total Ruptures on any roll made, until the Ruptures are treated. After Ruptures are treated, only physical actions have the Dissability difficulty.

Critical Nucleus

Any Rupture to the head will cause that character to make an immediate shock roll including the new difficulty from the head shot. The same goes for any creature that has a different Critical Nucleus, such as a Vampire's heart.

M.A.R.C.

Movement: If your target has broken combat, subtract 5 times their MR from your OCF. If you are riding a creature while attacking, subtract 5 times your MR if moving in different direction, or add 5x if moving in same direction.

Atmosphere: Subtract 5 from OCF for: darkness, blinding light, fog, extreme heat, slippery surface, rain, heavy winds, noxious smell, lack of oxygen, attacking from moving mount/platform, etc. Only 1 visual element can be in effect.

Range: (for missile attacks) Short range = 2xOCF Long range = OCF/2. Medium range is normal.

Cover: (from missile attacks) Whatever percentage of your target is covered should be subtracted from OCF. If target is 100% covered, subtract 100 points. If attacker is still successful, consider the target to have a hink in defense or they moved slightly.

Subtracting Damage from your character

Considering that you have not avoided damage all together:

- Subtract Damage from the Shield if you attempted a shield block.
- Subtract Damage from the Armor (metal armor can only absorb 1/2 normal for Concussion Damage- see below).
- Reduce the Lethal damage by subtracting your Soak Rate off of Willpower points (you can opt not to soak).
- Subtract remaining Lethal damage from HP's and Non-Lethal from WP's.
- Determine any Ruptures and Bloodloss.

When damage is taken, make sure to establish it as a separate wound instead of taking away from the total. This is important to record blood loss and healing.

Pick Pocketing		Population		Multiplier in FP	Pass without Trace	
ROLL	Outcome	Village		x5 FP	Cultural Skill or Mystically	+40
Crit Fail	Prison	Town		x15 FP	Stone	+20
miss	--	City of 5k+		x25 FP	Hard Soil	+5
A	1	City of 10k+		x50 FP	Marsh	0
B	2	City of 25k+		x100 FP	Tall Grasses	-5
C	3	City of 50k+		x200 FP	Forest	-10
D	4				Soft Soil	-15
E	6				Mud	-25
F	8				Sand	-40
G	13				Snow	-60
H	20					
Crit Success	Unique Item					

Type of Fear	Difficulty	Bonuses
Hostile/Dangerous Animals, Goblins	5	--
*Monsters, 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, Legendary Evils, Adult (or older) Dragons	250+	Legendary Evils

Bonuses vs Fear: The character's skill rating for the listed skill should be used as the bonus value

Prestidigitation Criticals

Roll	Critical Success	Critical Failure
1-25	20% Chance for +1 to Avoidance	All resources required for this skill are destroyed
26-50	10% chance for +1 to Dexterity	Take 5 H.P.'s 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

Subterfuge Criticals

Roll	Critical Success	Critical Failure
1-25	Skill's effects are undetectable 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% +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 WP's.	Find yourself day dreaming, wishing you were sly as a cat rather than as brash as an elephant. Lose half WP's.

Athletics Criticals

Roll	Critical Success	Critical Failure
1-25	All witnesses become admirers. Each one raises your SP by 2	Your bad move is continuously repeated on the street; lose 5 SP's for each witness.
26-50	Gain a powerful ally who admires your work and will help you out when possible.	Break a bone causing 2x Size Level in HP damage. (no soak)
51-75	+3 to this skill	-6 to this skill
76-100	15% chance +1 Stamina	-1 to Agility or Strength

Magic Criticals

Roll	Critical Success	Critical Failure
1-25	Tap a universal pocket of free energy! No WP to cast spell.	Ouch! You touch an anti-magic pocket. Spell costs twice normal WP
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 WP permanently.	Increase the cost of spell by 10 WP permanently.
76-100	Spell occurs instantly and costs no Initiative points.	Roll on the Magic Instability Chart

A Miss on the ROC means your magic sputters and creates some inconsequential thing of random substance, color, size and duration.

*Runic magic is not included because it is so extreme and has it's own rules. See Culturebook: Rublug.