



This is your
Insta-Play!™ Kit

This Upgrade Edition boxed set has been tweaked, beaten, broken and retrained, with the stuff in this kit:

- 1 master copy of the Hourani culture Character Sheet (center detachable).
- 1 master copy of our new Turbo Character Generator
- 10 page module, Canyon Burning
- This sheet of quick reference

hey!...if you can't wait to play:

1. First, run yourself through the self-adventure "Night of Secrets" in the Culturebook: Hourani
2. Now make *your own* Hourani character using the Turbo Character Generator sheet.
3. Then introduce 4 new people using the adventure Canyon Burning (includes pre-made PC's).
4. Afterwards, help everyone make their own characters while you design your adventure.
5. Finally, run your own campaign!

Character Generation? See the Turbo Character Generator sheet NEW!

Definitions of words? See our index of the Tome and Culturebook: Hourani

Description of NeverWorld? See pages viii-ix, 203-205 of the Tome.

Combat System? See pages 46-54 for Combat Rules and 63-69 for Combat Skills in the Tome.

Actual weapons and armor are found in each Culturebook (pg. 4 & 5 of the Culturebook: Hourani)

Magic System? Rules: pg. 91-98 of the Tome, Wizardry Spells: pg. 74-83 in Culturebook: Hourani

Religion System? Rules: pg. 111-124 (Tome), Dragonfay Religion: pg. 62-73 CB: Hourani

Mind powers? We call them Metaphysics, and they're on pages 135-191 of the Tome, plus a full list on the separate experience sheet included in the boxed set.

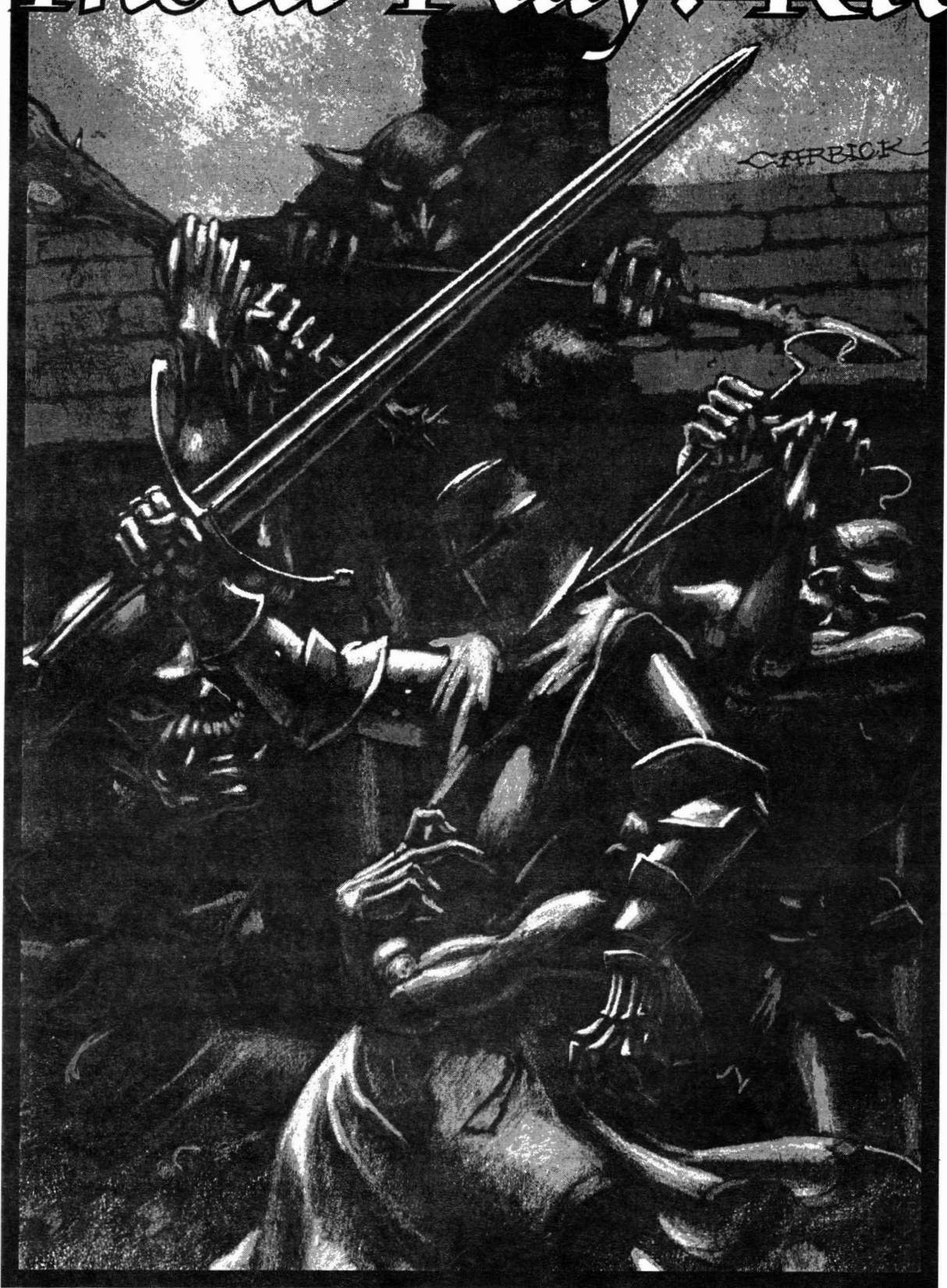
GM's section? See pages 193-210 and 279 of the Tome.

Monster Section? Groam's Lexicon to Fear and Darkness page 210-262 of the Tome. The Krulak, Legendary Beast of the Hourani, is on page 13 of the Culturebook: Hourani

Magic Items? See "Things" on pages 263-278 of the Tome

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Insta-Play! Kit



for the Upgrade Edition of the
NeverWorld Boxed Set

Insta-Play!™ Kit

for the Upgrade Edition of **NeverWorld** Boxed Set #1000

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CANYON BURNING

NeverWorld™

Adventure Module from **ForEverWorld Books**
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PART 1 & 2

These pages are the basics to playing NeverWorld, written into an adventure that has self-contained rules. The target audience is 14 or older, with experience in any of the following: D&D, AD&D, Merp, Role Master, Palladium's FRPG, Warhammer Fantasy, Earthdawn, or any other Fantasy RPG. You will need the following to play:

1. The pages of this module, with the 4 characters & ROC charts cut apart and the Plot for the GM's eyes only.
2. NeverWorld dice (two d10 or ten-siders)
3. Pencils
4. Scratch Paper
5. One person to be the GM and read the plot to Canyon Burning
6. 4 people to play the characters.

DON'T READ ANY FARTHER UNLESS YOU HAVE CHOSEN TO BE THE GAME MASTER!!

If you've played RPG's before, you know why. If you haven't, trust us and just give this to your GM.

Here is a brief synopsis of the NeverWorld Plot system. Every good adventure will contain a *Problem*, *Barrier*, *Key*, *Reward* and *Secret*.

Problem: *Primary:* Pillaging raiders have prevented the folks of Dark Canyon from harvesting their crop for the last five years. *Secondary:* A little villager girl has the answers, but will no longer talk to anyone. *Tertiary:* The surrounding lands are in the middle of civil dispute, and Dark Canyon is a prime battle-asset that should not fall to the mercenaries of the House of Porter.

Barrier: The crop-raiders are of an unknown species to the people, so locals cannot offer much information. The villagers are very desperate to harvest which makes them difficult and unreasonable. The little girl is gun-shy after failed attempts of preaching to the community, so she is stubbornly independent and hard to corner for information.

Key: Either gain mutual respect with the girl and follow her advice, or combat the raiders.

Reward: If the fields are saved, the villagers will harvest and give the players a share in the crop. Enough to pay for a

year's worth of food, lodging and supplies. If the fields are left to burn, the players will be rewarding themselves.

Secret: If the group stays to receive their share, they will be attacked by the villagers while eating the freshly harvested crop. If the crops were left to burn, the villagers will be angry and frustrated. They will have to come back to Cortez because they cannot survive another year without crop-income.

Canyon Burning, Part 1

This scenario is for 4 players. Only read boxed text directly. Other text should be interpreted by you so as not to give away secrets.

A village called Dark Canyon has existed for some 25 years, to the north east of Cortez. It numbers approximately 50 people. They annually harvest a mushroom crop called Ruoriko (roar-E-ko) from the canyon walls. Ruoriko is their only source of income for the village, and is a rare food commodity sold to the highest bidders of the seven city states of Neuron. For the last 5 years, raiders have burned out the crop, the night before it is harvested. You are to find Dark Canyon, defend it against the raiders, and help harvest the crop. For this you will earn a small share of the crop, enough to pay for a year's worth of food and lodging in a nice inn or spacious apartment, and a new suit of styled armor. The Commander Allistar of House Cortez is leading this military operation. His assistant is the Sheriff Dettar. Your guide is a native to Dark Canyon, a traveling Human merchant named Chris Edel. By request for backup Jacob McAllistar, a Journeyman Wizard from the House Groam joins the group.

Since the players are Hourani, they may choose to turn "Natural" at anytime during the game, giving them the more strength, stamina, awareness and confidence, while losing some logic, charisma, etiquette and avoidance. When in natural form, use the numbers on the right of the "P".

Physically they change little, gaining red glowing eyes and wolf-beast appearance. This form is for combat, intimidation, and is linked to the natural survival instinct of the Hourani. Duration is until they wish to change back to human form.

The story begins at the edge of the forest...

Your group starts out ready to travel, with riding horses and supplies for 1 week. It will only take one day of travel to reach Dark Canyon, under haste. You are to follow the laws, protect the villagers and await further orders from Allistar. Commander Allistar has final say on any disputes until this mission is over. The day is sunny with a little summer breeze. Chris will lead the group back to Dark Canyon. The path you follow quickly diverts from the Lord's High Road and plummets down into the forest of the Northern Wilds. The incline is steep, but your horses are capable. Perhaps the saddle is a little loose or your grip is not so tight.

Everyone make a Riding skill roll. For the sake of this introduction, we have calculated all bases for skill rolls, and listed them with the skill on your character sheets. Using the Quick Rules for the skill roll. Check the ROC for the letter of your success (A-H) or a miss.

Those who got a D or higher will make it down the slope. Under a D means they have failed and have fallen off. Subtract 25 Willpower Points if you fell off. This is a temporary loss, regained at 10 points per hour of complete rest (sleep). If anyone fell, the group will be delayed for 1/2 hour.

The trails have been overgrown, but occasional signs of travel are evident. The trees are thick with leaves and sunlight poking through to light the way. As the first fork in the path presents itself, Chris studies her map and leads the group forward.

Chris, make a Cartography roll. How? Same as above. Roll percentile dice, add the base for Cartography on Chris' sheet and check the ROC for success. D+ means she decides correctly. A-C means she has caused the group to lose one hour of time, coming back to the same spot. If she missed completely or rolled natural 01-05 (A Critical Failure) then the group is lost for 3 hours.

The forest presents strange and wonderful sights of plants never before seen in the city. An occasional deer bounds away, or a flock of birds takes to the sky above you every so often, disappearing beyond the canopy of the trees. It is known that the Northern Wilds can hold some old secrets, some of which you may recall.

Everyone make a Northern Wilds roll. Roll percentiles, add your base, check the ROC. Then match your success according to the chart below. This is another way of providing more detail in the game when you make your own adventures in NeverWorld.

R.O.C. Success	Effects of your Northern Wilds Roll
miss!	The smell of cherry blossoms occupies your thoughts.
A	Many creatures inhabit these lands.
B	Hunting is plentiful.
C	There is some danger from wild beings and creatures.
D	Goblins and Orcs often frequent here after sunset.
E	Goblins are thieves that carry incurable diseases.
F	Orcs are strong, swift psychotic killers.
G	Faerie folk are not seen here often. If they show themselves, be respectful.
H	An abandoned castle from the Age of Myth is close by in these forests. With a few weeks, you might find it's location and explore it.

The path leads on, turning past sunken boulders, diving under old fallen trees, and winding along streams of crystal water. Many forks in the path make it more difficult to decide.

Chris needs to make 5 successful Cartography rolls (1 per hour) to get the group to Dark Canyon. The rules are the same. For every D+ she gets, the group is 1 success closer.

If it there is still daylight: Far away, the sun descends unto the earth. Your horse is tired, your body fatigued. The long journey has taken a toll on you, and taunting thoughts of a hot steam bath in the city remind you that the wilderness has no mercy. Up ahead, the trail is hugged by a high shoulder of layered rock on each side, some 30 feet apart. The trail continues to descend between the walls, and out of sight. The trees of the forest are perched on the rims of the walls, lofting their shadowy boughs over the trail. Chris speaks up,

"Commander Allistar, this is the beginning of Dark Canyon. The village is only 1/2 hour away."

Everyone make an Awareness Advantage check. Read the Quick Rule to Advantage checks if you haven't already. Use the percentile dice. Check the R.O.C. You must score a D or higher.

For those who made it, write them a note stating the following: There is a small child to the right of the path, some 50 feet away, huddled to the ground. She has one side of her head to the earth.

For those who did not make it, write them a note stating: Your armors are wearing heavy and your under garments are getting sticky.

Ignore this next box if it is still daytime and go on to If no one notices the child...

If it is now nighttime: The summer winds of night air blow through the trees, cooling your body and bringing fresh scents of the land. Your horse is tired, your body fatigued. The long journey has taken a toll on you, and taunting thoughts of a feather-stuffed bed remind you that the wilderness has no mercy. Up ahead, the trail is hugged by a high shoulder of layered rock on each side, some 30 feet apart. The moon illuminates the trees of the forest, perched on the rims of canyon walls. The trail is obscured by darkness. Chris speaks up, "Commander Allistar, this is the beginning of Dark Canyon. The village is only 1 hour away through the darkness."

Everyone make an Awareness Advantage check. Read the Quick Rule to Advantage checks if you haven't already. Their is a difficulty of 10, due to darkness and the wind. Use the percentile dice. Check the R.O.C. You must score a D or higher.

For those who made it, write them a note stating the following: There is a small child to the right of the path, some 50 feet away, huddled to the ground.

For those who did not make it, write them a note stating: Your armors are wearing heavy and the wind is chilling your damp clothes. If no one notices the child or everyone ignores her, then she will be found later in the village. For now, only use the following dialogue box if someone noticed her.

The child does not notice you. You may wait and watch, approach her, call out to her, or ignore her.

1. Wait and watch: She picks herself up from the ground, making hand gestures that are common when showing people directions to a place. She is looking at the ground the whole time. She then runs away through the forest. To follow her would be impossible, considering your current physical condition. You move on, following the trail, searching for signs of the village.
2. Approaching: You decide it easiest to get off your horse, and approach. She is deeply engaged in conversation, with her ear to the ground. "What if they catch me?", she asks. After a pause, she notices you, and picks herself up. You see a small hole of a cave going down into the earth. She waits to be talked to, as is tradition for human children. If you ask Alyssa questions, she can answer anything about the village, but will not talk about the current situation, the mushrooms or her mother. Feel free

to make up the personal details about Alyssa. For details on the village, look to the following pages for the village description. *If Chris also approached:* The girl will smile and stand with her friend. When finished, Alyssa rides with Chris as the group follows the trail into the village.

3. Calling out: She looks up from her meditation. She does not scream or run, but simply gets up and comes towards the group. Her young age conflicts with the confidence in her step as she approaches. Continue as if they approached, starting with *She waits to be talked to....*
4. Ignoring: The Commander agrees that this small child is of no importance. You move forward, down the slope of the trail. Chris mentions that the village is very near.

Welcome to Dark Canyon (meet the people)

In this part of the adventure, players may want more freedom in actions. If you deviate from the boxed text, then go ahead and create the details that are missing. Just remember to be consistent, and stick to the five keys: Problem, Barrier, Key, Reward & Secret. If players wish to have a map, draw your own version of the Dark Canyon with it's locations.

The trail delves between the canyon walls, leading the group towards a soft ground some 300 feet down from the top. The layered rock on each side swings in and out of view as you follow the trail. For short distances, the walls sometimes come so close together that a tunnel is formed overhead. Eventually, the canyon walls are thrown back from view, the path becoming 30 yards wide. You could ride your horse up the steep incline if you had to.

Anyone who has the Mountain Terrain skill can roll. Those who get D+ will know that this canyon was formed by a river that dried up some time ago. The soft earth they travel on is also found in crevices of the canyon, and is quite fertile.

As GM, sometimes you may want to make a roll for your players, to keep suspicion down. Especially in the following example. Use the original copy of the PC Sheets to look at their Awareness advantages.

Make an Awareness check for each player. For those who succeed (D or higher), tell them the following:

A figure at the top of the left canyon wall is watching your party. It is human sized and hidden amongst the brush of the wall. It has a bow, but makes no movement.

Whether Chris sees the guard or is told something is wrong, she will know that "There are 2 guards with shortbows, the other one is probably running back to warn the villagers."

The guard will not attack, seeing the armor that the Commander and Sheriff wear.

The group should decide how they are going to approach the village. If they are paranoid, the people will be paranoid. If they are cautious, the people will be cautious. If they are trusting, the people will be happy and trusting.

Shortly after Chris announces your location, a wall with a gate is seen in the distance. The gate is open, with a guard standing at the entrance. He is panting heavily, dressed in soft leather and holding onto his short sword. There is a short bow with arrows leaning against the wall. "Who are you and what

is your purpose in the canyon?" He shouts, and strains to listen for your reply.

The guard is only looking to keep the village safe. As long as the group does not threaten him or the village, he will let them enter after conversation has passed. Think of your own concerns when meeting strangers, and portray this through the guard.

Your first view of the village is a twisted section that is 30 yards wide and 30 yards deep before turning out of sight. There is a watering hole here for you and your mounts. Beds of straw and thin linen are all about. "Have a rest here, and we will introduce you to the rest of the people tomorrow." A man says. He is at least 60 years old, with a strong frame and taught face. His wavy white hair blows about. He holds a crossed pole that is offered to the warriors, to rest your suits of armor on. "My name is Lloyd Welles, and I am the leader of this village. You will be safe from night visitors here. Please rest yourselves. All questions will be answered tomorrow."

Roll a Human Heroes skill. Use the chart below.

R.O.C. Success	Effects of your Human Heroes Roll
miss!	That bed of straw is inviting you to sleep.
A	This man looks oddly familiar.
B	He looks like a leader, and a warrior.
C	This human was once popular in Cortez.
D	Lloyd Welles was once a Council Member of Cortez.
E	He won many contests of skill and strength in his time.
F	He has a reputation of always telling the truth.
G	He left Cortez because of differences of opinion, and found a group of people that believed in a society without war.
H	Lloyd Welles is a master of all weapon skills, is an expert potion maker, has been an emissary to other cultures and once held the Runeweapon Martyrmaker.

Lloyd will not talk further, and say again that all answers will come in the morning.

After a breakfast of beans and sausage, your group is introduced to the people of Dark Canyon. They are humans with pride in their face, living in houses that are built into the canyon walls. The village offers little city resources, not even an inn or tavern. There is a blacksmith, a medicine woman, an entertainer and a group of farmers. The rest of the woman and children are domestic people who do their daily chores. Large firepits are found about every 20 yards, and the canyon is 300 yards to the next gate.

With the group sitting around one of the stone-ring pits, Lloyd (the village leader) explains to you that for 5 years they have not been able to harvest their mushroom crop. (You can also re-read the opening paragraph to refresh peoples memory). "If this creature or creatures succeeds in burning our fields in the next week, we will be forced to leave for Cortez and start our lives over. Neither I nor my people want to do this."

The group will want to interject with questions, and these are the major points to note. As GM, you will make up answers to any other questions, based on each situation. Once you have created an answer, you must treat this information as fact. If someone wants to or needs to make a skill roll to find out more information, they must have it on their character sheet, and they must score a D+ to get a fully correct answer. You will judge what that answer is.

- The attacks always come 1 to 3 nights before harvest. The enemy lobbs fire onto our hillside, and launches rocks and boulders at any of our warriors. No warriors have ever survived.
- The enemy has never been seen because they hide in the night while attacking. Very large footprints have been found afterwards. No blood was ever found. No siege weapons or trails were found.
- Letting them burn the canyons is not an option. If they suggest this, Lloyd will use his contacts with the city to have the Commander and Sheriff court-marshaled.
- There are 4 guards for the village, each has soft leather, a shield, short sword and short bow. They have 100 arrows made. They have no siege weapons. It will take 2 weeks to make the simplest weapons. More arrows can be made at the normal rate of 1d10 per day.
- There is no magic assistance other than the House Groom wizard in the party. Mundane healing can be done by the medicine woman Sarah Riley.
- The mushrooms grow on the east side of the canyon, all the way up the side, for 100 yards. This is a much larger area to defend than the group can really handle, so they must take out the enemy before it gets to the fields.
- Each town member has a large bucket filled with water that they can use to help put out fires. This will save approximately 25% of the fields. Any more than 25% of the fields that catch on fire will be lost.

During your talks, a woman dressed in bright white and very well kept wanders over to listen. She begins to make negative remarks about the plans. Lloyd answers back, "Margaret, perhaps the idea of making the impossible happen is too much for you. You should take your daughter and hide until this is over." The woman Margaret calls for her daughter to stand by her side. The young girl you saw in the forest comes to her. "Alyssa and I will not stand to be talked to in such ways." Margaret looks at the group of newcomers with a blazing glare. "You have no right to meddle with our lives." She points out, and struts away dragging Alyssa by the hand.

Make an Awareness Check for the group. If anyone gets a D+, write them the following:

Alyssa looks away from her mother and stares long and hard at Chris as she runs to keep up.

Aside from other questions, Lloyd will make sure that provisions, room & board are given freely to the group. They will stay in some of the empty houses left behind from previous villagers.

Everyone make a Comprehension check. If anyone gets a D+, tell the group that there are at least 10 times the number of houses built as there are families. At some points, the population level dropped quite drastically. If asked about it, Lloyd will tell them that many people have left in search of easier living.

Canyon Burning, Part 2

Personal Missions to Fulfill

The personal missions are not written with dialogue boxes, in order to bring out a unique story that depends on each player. This makes the adventure different for every group of players. As the GM, you are to read the section for each player to yourself, and be the Non-Player Characters such as Alyssa, Lloyd, Margaret, etc., creating the answers and questions as you go. Keep things simple and be consistent.

CHRIS must protect Alyssa from her mother and anyone else wishing Alyssa harm, then bring her with back to Cortez. During the time that Chris approaches Alyssa, the following facts will be revealed to Chris:

- "I made a new friend since you've been gone." Alyssa's friend lives in the forest. If asked further, she's never seen the friend. He lives underground. He is hard to understand.
- "Wanna see my green stone?" This friend has given her a bright chalky green rock. Alyssa is to throw the rock into a fire pit at night, when the guard who sleeps often is on duty. This will happen tomorrow night. The stone does not give off any magical feeling, but Alyssa believes it to be powerful.
- **Chris notices the diminished population.** Chris first brought Alyssa here 11 years ago and left the infant at Margaret's doorstep. At that time, there were 500 people living here. Now there are only 50. Most of them left after the first mushroom crop was picked, to go and sell the crop for profit. None ever returned.
- 6 years ago, the mushrooms were first found growing. 1 year later the raids started.
- "I'm going to run away soon." Alyssa is being abused by her mother, and tells Chris that she's going to run away. She asks to go with Chris before the group leaves.

Alyssa tells Chris the following. "If I call my friend, he will come to burn the crops. If the crops burn, then we can't pick the mushrooms. The mushrooms are bad to eat right away. They make people crazy for a while. When I was 5, many people died the night they picked the mushrooms."

JACOB must gather a large sack full of mushrooms and ride immediately to Cortez. It is easy enough to go the fields and pick them, since there is only one guard watching at any time. He may be misconstrued as the raider coming to burn the field.

- If he picks the mushrooms before the raiders come, he will have to leave immediately and let the rest of the group face the enemy.
- If Jacob waits until the real raiders come, this will make things twice as difficult to successfully get the mushrooms, since he will be obligated to stop the raiders first.

As the GM, it is up to you to provide the details of Jacob going to pick the mushrooms. You can make it as easy or

difficult as you like, since the true consequences come from the reaction of the group. Some Suggestions:

- If the mushrooms are eaten, Jacob must make a Physical Save. Have him roll d100 + Physical Save, difficulty 40. See Quick Rules in Part 1 for Saving Rolls. If he succeeds, he will become ill and regurgitate for 1d10 hours. If he fails, he blacks out for an unknown time. *As the GM, keep all information unknown to Jacob. If the group saw him during the time of blackout, let the players describe what his actions were.* (What Jacob will not remember is becoming a raving maniac, becoming insanely jealous of the other party members and trying to attack them. He will use spells first and could possibly kill the other party members.)
- Some other obstacles you might try: A) the horses might be guarded, costing Jacob time or explanations for why he is leaving. B) He might not know the way back, especially if he did not use his Cartography skill to draw a map on the way here. C) He might meet up with the Trol, who has been watching from a distance. The Trol is only interested in getting the mushrooms, not killing Jacob. See the Combat section (The Attacker) at the end if it comes to blows.

The **COMMANDER** and the **SHERIFF** must start convincing the natives to leave their homes and come to Cortez. As the GM, you are to remind them of their mission, and ask them:

- How will they do it?
- What do the people have to gain from leaving?
- When will they do it?
- Who will they talk to?
- What will they do if the people refuse to leave?

The House Cortez believes this canyon to be a prime location for a scouting base during the war. House Cortez wants the canyon before House Porter or the rest of the Neunionians get the canyon. If the people refuse to leave, the Commander is under orders accept the final decision, fight off the raiders (if they haven't already) and leave for Cortez.

During the talks, you can have the players roll A) Etiquette advantage checks to start negotiations, B) Charisma advantage checks when they need to persuade, and C) Foreign Affairs skills checks when necessary.

A wrench to throw in the works: The House Porter is backing up the Neunionians in this war. The people who live in this canyon are Neunionian. If he understands this, Lloyd Welles may wish to give the canyon to the House Porter to better support the Neunionian Humans (not understanding the true evils of the House Porter). The Commander and Sheriff will have to prove that the House Porter only takes advantage of people and will do much worse to this village and its people than fortify it for war.

The Plan (save or burn?)

Everyone in the group must either Fight the Raiders or Deal with the Villagers. After the personal missions of the characters are started (not necessarily finished), they must go on to make a decision which will affect everyone. Since the

villagers are meek, the group has the power to enforce the decision, and neither decision is going to be correct. The most important thing is that the consequences of their decision are understood, and that you as a GM will create a reaction for Lloyd the leader, the group of villagers and Alyssa appropriately.

Margaret will accuse Chris of stealing Alyssa, since Alyssa is running away. Margaret will make demands that her child be left in the village, and ask the Commander for help. Margaret will say that Chris is a Thief, which is not a good influence on a child. This could bring about all kinds of problems. If the situation gets extremely tense or weapons are drawn, Alyssa will turn natural, showing her Hourani heritage. When Chris turns natural, the same fur colors and markings will make it obvious that Alyssa is a relative of Chris. Margaret will then spurn the "demon-child" and abandon Alyssa.

Fight the Raiders or Deal with the Villagers

Setting up to defend the canyon

- A map should be drawn with a winding canyon, 30 yards wide at the base and 200 yards wide at the top. A good scale would be 1 inch = 5 yards.
- Half the canyon is growing fields. The slope of the canyon walls will be approximately 45 degrees. The mushrooms grow on the east side. Trees grow at the edge of the canyon and create a forest on each side.
- The other half is the village, which has homes built into the walls, a watering hole, Lloyd's home and the medicine shack.

Ask the Commander to create a battle plan, deciding where everyone will be stationed for the defense. The commander should roll the Ambush skill. If he gets a D+, the group will have a free attack when the raiders come, and then 2 more rounds where the raiders can only make DCF rolls. After that, combat will be normal.

Alyssa's warning sign

On the second night of waiting in ambush, Alyssa will throw the green stone in the fire pit that is closest to the fields, and call the Trol. The Trol will burst out of the earth, under the fire pit and use handfuls of the embers to create the mortars of fire which it will lob at the field after 10 rounds of combat.

COMBAT: The attacker

The number one rule: don't give any secrets away.

- The Trol is the only raider, but the group is expecting more than one. Let them continue to expect more.
- The Trol can only be damaged by natural lethal weapons (the Hourani's claws while in natural form) or magic (Jacob's spell Ledorian's Disks). The group does not know this. When they attack, describe damage from their swords, bows, etc. as you normally would, but without blood loss. Any attacks which would normally shatter or dismember the Trol (more than 30 points of damage) will instead break the weapon.
- If they do figure out the claws and spells rule, don't tell the players how many Health Points it has left.

- When the Trol is near dead, have it fall over and play dead. It can gain a surprise attack on careless players. The Trol has been trying to kill the mushrooms ever since the 6 years ago when they started. He is not afraid of the humans learning it's secrets, but he does not want the other Trols below ground to eat the mushrooms, fearing the power it will give them. The Trol will ignore any attacks until someone uses their natural claws or the mage uses Ledorian's Disks spell. Meanwhile, he gathers the fiery material and lobs it into the fields. Trol's stats:

HP 161 WP 75 Move 4.4 Height 18 feet Weight 3250 lb.
Advantages: Stamina 3, Strength 3, Reflex 2, Awareness 2.
Skills: Nightvision 150', Hunting, Ambush, Swimming, Concealment & Camouflage, Club Weapons. **Damage Bonus +20, Initiative Bonus +20, Soak 15** (includes 6 from natural armor)

Fist Attack Cost 60, Parry Cost 20, OCF 100, DCF 50, Damage: A3 B6 C9 D12 E18 F26 G32 H48

Club Attack Cost 35, Parry Cost 12, OCF 90, DCF 50, Damage: A8 B14 C18 D24 E30 F40 G45 H50

Dodge: DCF 30 **Special:** Trols can only be damaged by items not of this earth, magical or natural weapons. In this adventure, only the claws of the Hourani in natural form will do damage, or the Ledorian's Disk spell that Jacob has. As GM, you should let them continue to attack the creature without giving them information about how much damage is done. They should notice that it does not bleed from their weapon attacks.

How combat works: Once the players are within range of the Trol, using melee or missile weapons, use this flow:

1. Everyone rolls Initiative (see Quick Rules for definitions)
2. Whomever has the highest amount of points, takes action.
3. Every action has an initiative cost. See weapon description for details. Those who pass must lower their initiative to the next highest person.
4. When no one can take action, go to step 1 until combat is over.

The After Effects

The outcome can only be determined by the actions of the players. Use your imagination to interpret how the Non-Player Characters will react.

If the fields were saved: The villagers will harvest the mushrooms. Since they have not had Ruoriko for 5 years, they will be hungry to taste them before the ceremony. Ruoriko has psychotic effects on the consumer, releasing their inner-killer. Everyone who eats mushrooms will violently attack anything that moves, whether it is friend or foe. We suggest that you decide whether the players will make it out of the canyon, and how much damage they take.

If the fields were burned: Margaret will violently attack Chris, to get Alyssa back (unless Alyssa shows her natural form). Lloyd will be traveling back with the group, to have the Commander and Sheriff court-martialed. The villagers will be packing up to come with, since they cannot stay. If Jacob made it out before the attacks, some villagers or group

members may be blaming him somehow, in which case Jacob would have to deal with the accusations.

Alyssa's secret: The Trol once led Alyssa to a cavern of forgotten wealth, left behind from the Age of Myth. Alyssa will tell only the people that were self-sacrificing, honorable and/or helping Alyssa. This includes some of the village members, Lloyd and group members that behaved as above. This is enough wealth for the entire village to start anew and build themselves a small keep, attracting knights to defend it. Those involved with the discovery will have to decide for themselves what to do with the riches. It is important to emphasize with players that they should follow the nature of their character.

Handing out Points

Experience: For everyone that played, they should receive 100 EP x the Life Level of the character. For any of the following actions committed during the game, players get 100 EP each time.

- Every successful Advantage Check (D+).
- Giving up personal inclinations to play in character for the length of the game.
- Fighting against the odds and winning.
- Fulfilling a goal or obligation for your character.

Chris should earn 100 EP every time she...

- ...saves Alyssa from harm (physical or mental).
- ...deceives others into doing her will.

Jacob should earn 100 EP every time he...

- ...saves anyone from harm.
- ...gives up personal choices or essential things for someone else.

The Sheriff should earn 100 EP every time he...

- ...upholds the laws of the city-states (if you do not own the Hourani or Neuonian culturebooks, use Laws from today's society).
- ...saves anyone from harm.
- ...follows the orders of the Commander, against personal choices.

The Commander should earn 100 EP every time he...

- ...makes a decision meeting the needs of the group and the village.
- ...shows integrity in tempting situations.
- ...saves anyone from harm.
- ...convinces anyone to become a Giver. (This is a Pathway description, defined as "the ability to do what is right and best for everyone, even at personal cost.")

Spending EP's

We suggest using these Experience Points as a bonus for new characters that are generated by your players. To spend EP's as starting points for a new character, divide by 40 first. To see how Characters are generated, please use the new Turbo PC Maker included with the Insta-Play!™ Kit..

IF on the otherhand, players wish to continue with the same characters, they should transfers all details to a Hourani Character sheet, and use the included white cardstock sheet that describes metaphysics and spending experience points.

NeverWorld : The Rolling Outcome Chart or ROC

Roll total	Success	Initiative Points	Experience Points**	Mages Bonus
200+	H	150	100 EP	-60
125-199	G	144	50 EP	-40
90-124	F	135	25 EP	-20
75-89	E	120	10 EP	-10
60-74	D	100	--	0
50-59	C	83	--	+10
40-49	B	67	--	+20
30-39	A	50	--	save
1-29	miss!	*	--	save

* On a 1-29, Initiative will equal the roll.

** Experience is only for the skill used.

Mages Bonus: If the target must save from a Wizard's spell, this is the modifier based on the spell casting.

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40-49	B	67	--	+20
30-39	A	50	--	save
1-29	miss!	*	--	save

* On a 1-29, Initiative will equal the roll.

** Experience is only for the skill used.

Mages Bonus: If the target must save from a Wizard's spell, this is the modifier based on the spell casting.

Having multiple R.O.C.'s makes it easier for everyone. Please copy and cut apart for your players.



NeverWorld™ Quick Rules

Rolls in NeverWorld

Rolls in General: Using two ten-sided dice, one represents the tens place and the other the ones place. 01-05=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 (Rolling Outcome Chart). A D or higher is considered true success.

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 + the appropriate save - 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 used in the equation -- roll + 5xattribute - penalties.

Skill: Roll + Skill base +/- modifiers. Check the ROC. If player does not have the skill, they cannot roll.

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 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.

Soak: Any damage that you soak using Soak Rate must be subtracted from Willpower Points instead.

Death: 0 health = unconsciousness. Below 0 health = death.

Healing: For properly bandaged and cleaned wounds, characters regain their Heal Rate per month, which can be divided into days. Willpower is regained 10 per hour of sleep.

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. The average of these skills divided by 10 is the Emphasis Level. It represents the talent in a given field.

Emphases form Masteries. The average of the Emphases within a broader field is the Mastery which represents a character's 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 is averaged with Social Level and Fiscal Level to form 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.

A character can start the game by getting together with the GM and creating a new Job or Profession.

A character can also start the game as a freelancer with neither responsibilities or restrictions of a Job or Profession. A freelancer will always have a Professional Level of "0".

Magic

Combat Initiative cost: 5 x Complexity of the spell.

Willpower Cost: 7 x Complexity of the spell - Power

Tolerance. This can be subtracted from Magic Powerbase instead.

Saves: If the target makes appropriate saving roll, the spell is only 50% effective.

Money

The basic monetary equation is as follows: 1 gold = 80 silver = 400 Fiscal Points. A Fiscal Points 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 choose the path of kindness and compassion, giving to others. With this they get Extra Chances, a powerful and mystical thing that can reverse any deadly spot once it is spent.

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. A Taker can dominate and command someone if they fail a Mental Save, difficulty is Taker's SL (Social Level) x 5.

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 character. If you follow this simple rule NeverWorld will be your true Lifetime Experience! Enjoy.

ForEverWorld Books

PO Box 430 Manitowoc, WI 54221-0430

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NeverWorld™: Commander Bellin Allistar Aorik

Pathway: True Giver Race: Metamorphoun
 Culture: Hourani Sub Culture: House of Cortez
 Current Life Level: 7 Professional Level: 7
 Career: Commander Fiscal Level: 8
 Social Level: 8

Strength 2/4	Comprehension 3	Appearance 1
Agility 2	Awareness 5/8	Charisma 3/1
Dexterity 2	Logic 5/3	Etiquette 3/1
Stamina 4/6	Perseverance 5	Style 4
Reflex 5	Confidence 5/8	Avoidance 3/A

Saves: *Physical* 75/95 *Mental* 115/135 *Social* 70/35

Movement Rate: 6.4 / 7.4 Lifting Capacity: 560/2000

Health Points: 55/70 Willpower Points: 200/225

Power Tolerance: 40

A middle aged Hourani with green eyes, red hair and tan skin. He is left handed, has an average build and stands 5' 10", weighs 192 lb. Wears full plated armor, carries short swords, a metal mace, metal kite shield and a crossbow w/ 10 bolts. Has 3 gold rings on right hand, diamond earring in the left ear. Also has a waterskin, bedroll, firstaid kit. Rides a horse with Cortez colors on the saddle. Has 25 gold and 50 silver as funds provided by the House.

Skills

Ambush 70, Bandaging & Bones 46, Captivation & Seduction 9, Cartography 50, Fields/Plains Terrain 63, Foreign Affairs 40, Forestry Terrain 61, Mountain Terrain 53, Natural Form 76, Northern Wilds 11, Politics 44, Prowling 27, Public Relations 46, Human Heroes 80, Strategy 64, Swimming 20

Combat

Initiative Base: 50/65 Soak Rate: 8/10 Damage Bonus: 2/10

Short Sword: Attack Cost 15, Parry Cost 6, OCF 88/98, DCF 88/98, Damage: A1 B2 C4 D5 E8 F12 G18 H24

Metal Mace: Attack Cost 30, Parry Cost 12, OCF 113/123, DCF 63/73, Damage: A4 B4 C6 D12 E18 F24 G30 H36

Crossbow: Attack Cost 10, Reload Cost 90, OCF 80, Damage: A3 B6 C9 D12 E15 F18 G21 H30

Howling Wind Hand to Hand: Attack Cost 40, Parry Cost 20, OCF 85/95, DCF 45/55, Damage: A1 B2 C4 D7 E10 F14 G18 H25

Full Plate Armor: Absorbs 31 per hit, Max 310

Shield Block Cost: 8, DCF 65/76, Metal Kite Shield: Absorbs 25 per hit, Max 250

Dodge Cost: 20, DCF 65

Commander: The two House of Cortez members have orders to investigate Dark Canyon. You are to survey the canyon's usefulness as a fortified area for future battles in the civil disputes to come. To the villagers, you are *sent to save this year's harvest from being burned again*, thus saving the villagers from financial ruin. Afterwards they are to convince the villagers to leave for Cortez, before the mercenaries of House Porter come through this area. This will allow the House Cortez to seize the canyon area and begin fortifications without interruption.

NeverWorld™: Sheriff Johnathan Dettar Aorik

Pathway: Confident Giver Race: Metamorphoun
 Culture: Hourani Sub Culture: House of Cortez
 Current Life Level: 7 Professional Level: 7
 Career: Sheriff Fiscal Level: 7
 Social Level: 8

Strength 2/4	Comprehension 2	Appearance A
Agility 4	Awareness 4/7	Charisma 2/A
Dexterity 4	Logic 2/A	Etiquette 2/A
Stamina 3/5	Perseverance 3	Style 1
Reflex 4	Confidence 5/8	Avoidance 3/A

Saves: *Physical* 85/105 *Mental* 80/100 *Social* 40/5

Movement Rate: 6.3 / 7.3 Lifting Capacity: 560/2000

Health Points: 47/62 Willpower Points: 175/200

Power Tolerance: 40

A middle aged Hourani with brown eyes, blonde hair and tan skin. He is right handed, has a sculpted build and stands 6', weighs 208 lb. Wears plated leather armor, uses a long sword to attack and short sword to defend. He is especially good with his longbow (20 arrows). Has a waterskin, bedroll, field medical kit, flint & tender, bowyer/fletcher kit in backpack. Rides a horse with Cortez colors on the saddle. Has 5 gold 27 silver from personal funds.

Skills:

Ambush 42, Concealment & Camouflage 16, Bowyer & Fletcher 52, Dark Pawns 30, Fields/Plains Terrain 83, Forestry Terrain 66, Grapevine 30, Mountain Terrain 53, Natural Form 76, Northern Wilds 6, Pass without Trace 22, Prowling 32, Repair 26, Riding 90, Swimming 20, Human Heroes 60

Combat

Initiative Base: 40/55 Soak Per Hit: 7/9 Damage Bonus: 2/10

Short Sword: Attack Cost 30, Parry Cost 12, OCF 33/43, DCF 73/83, Damage: A1 B2 C4 D5 E8 F12 G18 H24

Long Sword: Attack Cost 50, Parry Cost 20, OCF 65/75, DCF 25/35, Damage: A3 B6 C9 D12 E15 F18 G22 H30

Longbow: Attack Cost 63, OCF 112, Damage: A4 B8 C12 D16 E20 F24 G28 H36

Howling Wind Hand to Hand: Attack Cost 40, Parry Cost 20, OCF 80/90, DCF 10/20, Damage: A1 B2 C4 D7 E10 F14 G18 H25

Plate & Leather Armor: Absorbs 10 per hit, Max 80

Dodge Cost: 20, DCF 55

Sheriff: The two House of Cortez members have orders to investigate Dark Canyon. You are to survey the canyon's usefulness as a fortified area for future battles in the civil disputes to come. To the villagers, you are *sent to save this year's harvest from being burned again*, thus saving the villagers from financial ruin. Afterwards they are to convince the villagers to leave for Cortez, before the mercenaries of House Porter come through this area. This will allow the House Cortez to seize the canyon area and begin fortifications without interruption.

NeverWorld™: Christine Edel Aorik

Pathway: Neutral Taker Race: Metamorphoun
 Culture: Hourani Sub Culture: House of Raidir
 Current Life Level: 3 Professional Level: 7
 Career: Thief Fiscal Level: 6, Social Level: -4

Strength 1/3	Comprehension (A)	Appearance A
Agility 3	Awareness 4/7	Charisma A/-2
Dexterity 2	Logic (A)/-2	Etiquette 2/A
Stamina 2/4	Perseverance 4	Style 2
Reflex 3	Confidence 3/6	Avoidance 3/A

Saves: Physical 55/75 Mental 55/75 Social 35/0

Movement Rate: 6.4 / 7.4 Lifting Capacity: 560/2000

Health Points: 55/70 Willpower Points: 200/225

Power Tolerance: 40

A adult aged Hourani with black eyes, black hair and black skin. She is left handed, has a lean build and stands 5'7", weighs 138 lb. Wears studded leather armor, carries short swords, 6 throwing daggers and a crossbow. Has 3 Poison bolts that do an extra +10 damage, small grappling hook, 50' fine rope, lock picks, 20' high tension wire, hooded cloak, general repair kit, magnifying glass, flint & tender, 3 small leather pouches. Also has a waterskin and bedroll. Rides a horse with Neunionian colors on the saddle. Has 11 Gold and 34 Silver.

Skills:

Ambush 52, Bandaging & Bones (-19), Escape 65, Fields/Plains Terrain 62, Forestry Terrain 56, Grapevine Gossip 48, Mountain Terrain 53, Pass w/o Trace 42, Pick Locks 64, Pick Pockets 64, Poisons 22, Prowling 82, Pursuit & Evasion 44, Scaling 74, Swimming 40, Traps 38, Tumbling 50, Voice Control 4, Human Heroes 34

Combat

Initiative Base: 35/50 Soak Per Hit: 6/9 Damage Bonus: 1/5

Short Sword: Attack Cost 30, Parry Cost 12, OCF 48/63,

DCF 28/43, Damage: A1 B2 C4 D5 E8 F12 G18 H24

Throwing Dagger: Attack Cost 12, OCF 59/74, Damage: A0 B0 C2 D4 E5 F6 G8 H15

Crossbow: Attack Cost 10, Reload Cost 90, OCF 50, Damage: A3 B6 C9 D12 E15 F18 G21 H30

Howling Wind Hand to Hand: Attack Cost 40, Parry Cost 20, OCF 35/50, DCF 35/50, Damage: A1 B2 C4 D7 E10 F14 G18 H25

Studded Leather Armor: Absorbs 5 per hit, Max 40

Dodge Cost: 20, DCF 45

Chris the Traveling Merchant: You are actually a female Hourani from House Raidir, specializing in thieving skills. You travel in disguise as human (not difficult as long as you wear human clothes and do not shapeshift). You did indeed grow up in Dark Canyon, but travel often and have never been around for the annual harvest. You are *the only* friend of the little girl Alyssa. Chris came to Cortez last year, to drum up interest in getting help for the people of the canyon. Until the recent civil war activity, no one would help. Now the House Cortez is more than willing to send along a couple warriors. Chris doesn't care much for the other villagers, and only wants to get Alyssa away from her "mother". Chris is actually the mother to Alyssa, and must get her out of Dark Canyon before her Alyssa's puberty begins and her shapeshifting starts (this is still months away for Alyssa).

NeverWorld™: Jacob McAllistar Aorik

Pathway: Assertive Giver Race: Metamorphoun
 Culture: Hourani Sub Culture: House of Groam
 Current Life Level: 5 Professional Level: 5
 Career: Jmnyman Wizard Fiscal Level: 5
 Social Level: 6

Strength 1/3	Comprehension 3	Appearance A
Agility 3	Awareness 2/5	Charisma 1/-1
Dexterity A	Logic 5/3	Etiquette 2/A
Stamina 1/3	Perseverance 3	Style 2
Reflex 2	Confidence 4	Avoidance A/-3

Saves: Physical 35/55 Mental 85/105 Social 25/-10

Movement Rate: 5.7/6.7 Lifting Capacity: 200/1160

Health Points: 32/55 Willpower Points: 160/190

Power Tolerance: 40

An adult Hourani with blue eyes, brown hair and brown skin. He is left handed, has an average build and stands 5'10", weighs 188 lb. Wears hooded wool cloak & black silk robes, carries throwing daggers, backpack, parchment, ink & quill, book on demonology, (2) Heal Potions will restore 1d10+Stamina in HP, field medical kit, magnifying glass. Also has a waterskin, bedroll and 2 large sacks. Rides a horse with Groam colors on the saddle. Has 14 gold and 67 silver.

Skills:

Astronomy 14, Captivation & Seduction (-6), Cartography 20, Dark Pawns 10, Engineering 32, Fields/Plains Terrain 63, Legendary Evils 14, Prowling 17, Public Speaking 20, Pyrotechnics 22, Stage Magic 14, Human Heroes 14

Magic

Disks of Ledorian 30 - 6 disks, damage: 30 each, range 60 feet, automatically hit target, armor will absorb as normal.

Freys Plates of Spellbinding 30 - provides armor as below. Lasts until destroyed, used on self or touch.

Invisibility 20 - adds +100 to Prowl, +100 to melee OCF, +70 to any DCF rolls, -200 to any missile attack on wizard, lasts for 3 combat rounds (9 seconds).

Staff of Groam 38 - creates weapon as below, lasts for length of combat or 1 hour, whatever is shorter.

Combat

Initiative Base: 20/35 Soak Per Hit: 5/9 Damage Bonus: 1/5

Staff of Groam: Attack Cost 25, Parry Cost 10, OCF 60/75, DCF 35/50, Damage: A4 B8 C12 D16 E22 F34 G45 H60

Throwing Dagger: Attack Cost 12, OCF 49/64, Damage: A0 B0 C2 D4 E5 F6 G8 H15

Howling Wind Hand to Hand: Attack Cost 40, Parry Cost 20, OCF 35/50, DCF 5/20, Damage: A1 B2 C4 D7 E10 F14 G18 H25

Frey's Plate Armor: Absorbs 30 per hit, Max 180

Dodge Cost: 20, DCF 45

Jacob the Wizard Adept: You are to follow the orders of Commander Allistar in stopping the raiders, and have a special mission. Gather as much of the Ruoriko mushroom *before* the harvest starts, and bring it back to House Groam within 24 hours of it being picked. This can only be done if you ride your horse to near-death as soon as you pick a sack full of Ruoriko. For this you will receive 2 spells of your choosing to learn. If you wait through the traditional ceremonies of harvesting, the mushrooms will be useless.

ForEverWorld Books' Turbo PC Maker for NeverWorld™ HOURANI

The following is a step-by-step guide to generating a character for NeverWorld, using **Culturebook: Hourani**. You will need the following:

1. The Tome of NeverWorld
2. The Culturebook: Hourani
3. A Pencil
4. A scratch pad
5. your NeverWorld dice
6. A copy of the Hourani or Generic character sheet*
7. A calculator for the math-challenged

*Generic Sheet: Pages 291-294 of the Tome can be taken to a copy shop and put on an 11x17 sheet of paper, for a booklet effect.

Take a moment to envision your fantasy character, including looks, skills, attributes, gear, personality, reputation and desires.

- I. *Front side, 1st Box:* Enter your Character Name using examples in the Culturebook. Note that anytime you need to look up something, use the Index. Write down your own name for Played By: and enter a Pathway of **Neutral Taker** (selfish) or **Assertive Giver** (group oriented). Put a 1 in Extra Chances. Give your character and Attitude description.
- II. *2nd Box:* Fill in Race: with **Metamorphoun** and Culture: with **Hourani**. Leave Current Life Level and Max Life Level blank for now. Choose a Sub Culture based on the following Table, then a starting Career from that sub-culture. In NeverWorld, your character can have the skills of many other careers (magic, thieving, protective armors, etc.), but you are still only hired for one specific job or profession.

Subculture	Starting Career(s)
Balentin (Metaphysicians)	Medic, Guardian
Cortez (Honorable Men of Arms)	Recruit
Feznoth (Holy Priests of Dragonfay)	Initiate
Groom (Wizards)	Wizard's Apprentice
Illiomis (Entertainers, Artists)	Itinerant
Porter (Dishonorable Men of Arms)	Employee, Mercenary
Raidir* (Females, Priestesses)	Maiden, Specialist
Rosenthal (Dark Priests of the Dragonfay)	Black Pawn
Wayne (Historians)	Monk

Use your culturebook to look up career descriptions. Career Requirements: **Mastery, Pathway, Advantages, Required Gear, Pre-requisites**. *All Hourani Females come from the house Raidir, but are capable of being a specialist in any other house except Feznoth and Rosenthal.

Using your scratch pad and the culturebook, look up the Family Trade Table on page 3. You may choose to come from the average category of lineage (51-55) or you may roll to take your chances at something better. Write down your family's Genus Level and your Bonuses on the scratch pad. Write the **Family Trade** on the bottom of the 6th Box. Look at your chosen career's Genus Level on the same table, and write this next to your family's level.

- III. *3rd Box, Advantages:* In the current column, place a 1 in Strength, a 1 in Reflex, and a 2 in Perseverance. From page 6, Culturebook, copy the max column. In the adjust column, put a +2 in Strength and Stamina, +3 in Awareness and Confidence, -2 in Logic, Charisma and Etiquette, and -3 in Avoidance.

(These adjustments will modify your current column, creating a second set of numbers for any ability that involves these advantages such as Lifting Capacity, Encumbrance, Saves, etc).

Find your Advantage requirements for your Career, in the Culturebook. If your character's current advantages do not meet requirements, you can raise them using:

- A. You get 1 free Advantage point of your choosing.
- B. Any free advantages from your Family Trade roll.
- C. Starting Points (a.k.a. skill points) from your Family Trade roll. It costs 25 Starting Points for every level raised, which is totaled on your scratch pad. *Example: Raising strength from 1 to 2 costs 25 points. 2 to 3 is still 25 points. This is different than when raising Advantages using Experience Points.*
- D. Your Hourani Adult Age gives you 405 Starting Points.
- E. If you are desperate, you may also take Disadvantages of up to -10 in any given Advantage, and move those points into a different advantage at a 1 to 1 ratio.

You can raise other advantages besides your Career requirements, but you should save at least 300 points for skills. After meeting the requirements of your Career, put an A (average) in the current column for every Advantage that is 0. Keep your career page marked as you will need it later. *Underneath the Advantages box, for Saves:* Multiply the total of the current column by 5 and enter for Physical, Mental and Social. After the numbers, repeat process, this time with adjusted advantages.

- IV. *4th Box:* Choose an Age from the Adulthood column on page 2 of the Culturebook, Hourani Age Delineations. Choose a Gender. Select an Eye Color from Blue, Brown, Green or Hazel and a Hair Color from Red, Brown or Blond. These are the common colors, but you may choose differently if you want to be oddly unique. Choose a Skin Color from any example of the Human Race.

For Handedness, choose a number between 1-100. Roll Percentile dice. If you get that number, your character is Ambidextrous. If not, choose between right and left.

For Birthdate, choose the month and day, then subtract your age from 1000 to determine the year.

Movement Rate will be two numbers. 5 in Unnatural Form, 6 in Natural Form. Add to both of these .1 x Agility + .2 x Reflex.

Enter a Size Level of 4. Lifting capacity is $80 + (\text{Strength}^2 \times 120)$, repeat using adjusted strength (for when in Natural Form). Encumbrance Max is $30 + (\text{Strength}^2 \times 50)$, repeat using adjusted strength. Look at your strength and stamina, then choose Build such as thin, average, husky, muscle-bound, etc.

For Sleep Level, add $5 \times \text{Stamina} + 5 \times \text{Awareness}$. Repeat for adjusted adv. Choose a Height, normally between 5 and 6 feet. Choose a Weight, normally 100-140 Female, 160-200 Male.

In the Double Lined section of Box 4: In order to find your Professional Level, you must first choose skills. We will do PL towards the end.

Social Level is figured from the following: Look at your

career requirements (Culturebook). You receive 1 point for every *type* of Mastery required. (Example: If you need Scholastics 3, you get 1 point. If you need Scholastics 3 and Combat: Blades 4, you get 2 points. Scholastics 3, Combat: Blades 4 and Dark Arts 2, you get 3 points.). Add these points along with the Genus Level of you and your family on your scratch pad, and divide by 3. This is your Social Level. To find your Social Points, look on Table 11 in the Tome (page 28) and find the minimum number of points required, writing this into Social Pts.

Cost of Weapons in Culturebook pg 4	Arrows/Bolts = 1 FP per 1
Melee/Charging = 50 FP per WC	Bows = 50 FP per WC
Thrown = 10 FP per WC	Crossbows = 100 FP per WC

Fiscal Level is your worth in assets. You have spending money of 5000 FP + 5000 per family's Genus Level. Write this total on scratch pad. Look up Required Gear for you career, then make your purchases from either Culture list on page 109-113. You must spend all your FP to get the highest starting Fiscal Level. Using the total value of your assets purchased, look on page 32 of the Tome to find your Fiscal Level and write this along with Fiscal Pts on your character sheet.

Experience Points should be 0. EP Bonus is 5% for every Awareness Level (do not include adjustment).

Last Section of Box 4: Healing Rate is your (Health Factor of 4 + Stamina + Perseverance) x Size Level. Repeat using adjusted Stamina and adding 1 to Health Factor for Natural Form. Typical Hourani have 24/36. Your Max Health Points are 25 x Stamina Modifier on page 10 of The Tome. Repeat using adjusted Stamina. Typical HP's are 25/40. Your Max Willpower Points are 105 + 5xStamina + 5xConfidence + 10xPerseverance. Repeat for adjustments. Typical WP's are 125/150. Your Power Tolerance is 40. Any Powerbase points you might get will come when you advance past beginning careers.

V. Box 5 is used when advancing your character. Leave this blank.

VI. In Box 6: Any possessions purchased should be written here. Money should be listed on the next line. Any Friends, Enemies, Allies or Pawns with specific names will be written here in the future. As you advance, these people can add to or subtract from your character's Social Points.

VII. Box 7 is used after you begin adventuring, with the exception of Personal Goals.

VIII. The Mastery List of Skills: Open your character sheet to the middle. Start by turning to the Native Skills section (pg. 5-7) of your Culturebook. Fill in any points to skills as it states. Your Natural Form skill should have a 100, since you are an Adult character. Under Masteries such as Culture where the skill lines are blank, put the points on left, the skill name next and the complexity of the skill in the parenthesis. Complexities are found by looking up the skill in the index and turning to that page. Note the skills you cannot learn from this culture, listed under Unknown Skills.

You have 405 Starting Points - total points spent on advantages + possible points from Family Trade roll. You need to assign points to the required skills of career Masteries first.

Turn to your Career requirements (culturebook). Look at your required Mastery Levels. *Masteries* (ex: Combat) are the average of *Emphasis Levels* (ex: Blades), which are the average of *Skill Ratings* (ex: Longsword, Shortsword, etc.) divided by 10. Combat, Cultural and Magic Masteries require you fill in the skills from the Culturebook. See the pre-generated character in the back of the Culturebook for examples.

Looking at your first Mastery requirement, choose 1 Emphasis you prefer. Multiply the **min** number next to it x 10 x required Mastery level. Deduct this from your starting points and spread them out amongst the same number of skills as the **min**. (Example: Scholastics 3. Choices are: 6 skills from Archaic Science or All 3 skills from History or All 3 skills from Research. Archaic Science will cost 180 starting points, applied to 6 different skills in the emphasis. History or Research will only cost 90 starting points, applied to all skills of the emphasis.) Things to note:

- Combat skills are found on page 4 (Culturebook), the Weapons Chart. The WC is the same as complexity, written to the right of the skill. Emphases on pg 64-66 (Tome)
- Magic skills require 1 level of Logic for every spell skill, or a Logic of 5 for Magic Theory which gives characters no limit to the number of spells they can learn.
- The maximum for any starting Skill Rating is 100.
- You may have more than the **minimum** skills in an emphasis, but the average of all skills, divided by 10 must equal the Mastery requirement.
- You may have more than 1 emphasis of skills, following the same rules as above for mastery requirements.

After you have spent Starting Points on career requirements, you may spend the remainder on any other skills. You do not have to have an Emphasis to put points into additional or non-career skills. (Example: Putting 40 points into the just the Potions skill under Professional Crafts, under Brewing).

IX. When all Starting Points are spent, calculate the Emphasis levels for career and non-career Masteries.

- Skills must meet the **minimum** to make an Emphasis.
- Average the skills and divide by 10, rounding down.
- Write this number into the box to the right of the Emphasis.
- Now calculate Masteries by averaging the Emphasis levels and writing this number to the right of the Mastery.

X. To calculate Professional Level, find the average of your required Mastery levels and round down. This goes in the Double Lined section of Box 4 on the front. Look at the Special Skills section within your career. If your PL meets the requirements, you may choose from the Special Skills listed in your career description.

XI. Calculate your Life Level by averaging PL (Professional Level), SL (Social Level) and FL (Fiscal Level), rounding down. Write this in Box 2, on the front side. Max Life Level starts out equal to Life Level.

XII. Turn to page 36 (Tome) to fill out your combat sheet on back the back of your character. Remember to repeat the step if it involves adjusted advantages. For Step 3, Heal Rate, use the rate calculated by this list, that was written into the 4th Box on the front of the character sheet. For Step 10, your Damage Bonus is Lift / 200.

NeverWorld™ Hourani

Character Sheet

Character Name: Played by:	Pathway: Attitude:	Extra Chances:
---	-------------------------------------	-----------------------

Race: Metamorphoun Culture: Hourani Sub Culture: House of	Current Life Level: (PL + FL + SL) / 3 Maximum Achieved Life Level: Career:
--	--

ADVANTAGES

PHYSICAL	current/max/ adjust	MENTAL	current/max/ adjust	SOCIAL	current/max/ adjust
Strength:	{ } [5] +2	Comprehension:	{ } [7]	Appearance:	{ } [6]
Agility:	{ } [5]	Awareness:	{ } [10] +3	Charisma:	{ } [4] -2
Dexterity:	{ } [5]	Logic:	{ } [8] -2	Etiquette:	{ } [4] -2
Stamina:	{ } [5] +2	Perseverance:	{ } [8]	Style:	{ } [6]
Reflex:	{ } [6]	Confidence:	{ } [8] +3	Avoidance:	{ } [3] -3

Physical Save: /	Mental Save: /	Social Save: /
------------------	----------------	----------------

Age: Gender: Eye Color: Hair Color: Skin/Fur Color: Handedness: Birth Date:	Movement Rate: / Size Level: 4 Lifting Capacity: / Encumbrance Max: / Build: Sleep Level: / Height: Weight:	Professional Level (PL): Social Pts: Social Level (SL): Fiscal Pts: Fiscal Level (FL): Experience Points: EP Bonus:
--	---	--

Heal Rate: / Max: Health Points: / Max: Willpower Pts: / Power Tolerance: 40	Magical Powerbase: Channeling Pbse: Metaphysical Pbse:
---	---

Special Career Skills: <i>These are skills that are not already found on your Mastery List of Skills.</i>			
Lvl	Skill Name & Compl	Lvl	Skill Name & Compl

Special Bonuses:

BEGINNING PERSONAL POSSESSIONS

Career Assets:	
Gold (per oz coin):	Silver (per oz coin):
Friends:	
Enemies:	
Pawns:	
Followers:	
Family Trade & Background:	

Obligations: Missions: Adventures: Personal Goals:

Comprehension Table: Complexity Bonus: Maximum Skill Increase: Days subtract off learning time:
 Cost to raise skills with EP's: 5xComplexity (+/- bonus) per skill point. *Magic requires Logic. **Channeling and Endowments require a religious career.
 An "x" next to any skill indicates that it is an Unknown Skill, and must be learned from outside the culture due to adventure or retro-generation.

[illegible]

Myth & Lore []

Fabled Lands & Beasts (9 min) ☐

- x ___ Ariela & Overview Peak (13)
- x ___ Black Forest (10)
- x ___ Brown Sea (11)
- x ___ Burning Lands of Jor (10)
- ___ City States of Neoun (9)
- x ___ Draygardene (14)
- x ___ Eppela (11)
- x ___ Heg Mt. Kingdom (10)
- x ___ Icy Death Ocean (10)
- x ___ Imp. Lands of New Mulgra (10)
- x ___ Isle of Lars (11)
- x ___ Khybern Island (11)
- x ___ Lidi-Eldeveran Valley (12)
- x ___ Majestic Empire (12)
- x ___ Mt. Kabi (13)
- x ___ Nation of Yucazon (10)
- ___ Northern Wilds (12)
- x ___ Ogre's Pot (10)
- x ___ Olde Mulgra (12)
- x ___ Ontonoma Plains (11)
- x ___ Province of Winter (13)
- x ___ Silver Gulf (10)
- ___ Southern Barrens (12)
- x ___ Strongen Range (11)
- x ___ Thokmolin (10)
- x ___ World's Crown (10)

Fortune Telling (min 2) ☐

- ___ Astrology (8)
- ___ Bones (7)
- ___ Cards of Fate (9)
- ___ Crystals (14)
- ___ Palms (12)
- ___ Stones (6)

Heroes & Heroines(min 4) ☐

- x ___ Beastish (13)
- x ___ Dwarves (12)
- x ___ Elves (11)
- x ___ Giants (14)
- x ___ Grobber (15)
- ___ Humans (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)
- ___ Outfitting (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 of Fidei Draconus(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)
- ___ Disease (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)
- ___ Chariots (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) ☐

- x ___ Arctic (12)
- ___ Cities (8)
- x ___ Desert (13)
- ___ Dungeoneering (14)
- ___ Fields/Plains (6)
- ___ Forestry (7)
- ___ Jungle (12)
- ___ Mountains (11)
- ___ Navigation (9)
- ___ Spelunking (10)
- x ___ Swamp (10)

Endowments (cont)

- ___ ()
- ___ ()
- ___ ()
- ___ ()
- ___ ()

INITIATIVE BASE

SOAK PER HIT

HEAL RATE

/

/

/

= 5Reflex + 5Awareness - Encumbrance Difficulty.

= Size Level + Stamina. Every Damage point soaked subtracts off of Willpower pts instead.

Pts Gained Per Month = (Health Factor + Stamina + Perseverance) x Size Level

MAX Health Points:

/

MAX Willpower Pts:

BLOOD LOSS: Willpower Points Lost Per Round (Total of Ruptures) Also, your Bloodloss x 5 is subtracted from all rolls.

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

Boxes with a “/” will need to be repeated, adding Adjusted Advantages from Natural Form

OCF

DCF

Init Cost	WEAPON NAME		Type	Weight		WC		Attack		+Adv		+Spec		Defense		+Adv		+Spec		Diff		DCF	
	Attack	Parry						Skill	Skill	Bonus	Bonus	OCF	OCF	Skill	Skill	Bonus	Bonus	DCF	DCF				
										/	/	/	/			/	/			/	/	/	/
										/	/	/	/			/	/			/	/	/	/
										/	/	/	/			/	/			/	/	/	/
										/	/	/	/			/	/			/	/	/	/
40	20	HTH: Howling Wind	HTH				10			/	/		-20			/	/		-20			/	/

WEAPON NAME	Damage				Range				# of Missles on Person	Damage Bonus
	A	B	C	D	E	F	G	H		
										B /
										C /
										D /
										+
Howling Wind	1	2	4	7	10	14	18	25		

ARMOR TYPE	Prowl Diff	Absorb & Max	Current Points	Wt

Init Cost	EVASIVE MOVE	1/2 HTH	+ Adv Bonus	-Enc Diff	-Skill Diff	= DCF
20	Dodge		/		-20	/
8	Duck		/		-20	/
	Shld Block		/		-20	/

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

Difficulty: Melee, Bow & HTH 2WC, Thrown 3WC, Crossbow = WC

Advantage Bonuses: HTH, Melee & Thrown 5Ref + 5Strength, Missile 5Dex, Aiming add +10xConfidence

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

FOR USE WITH THE *NeverWorld* Character Sheet.

PLEASE MAKE PHOTOCOPIES OF THIS SHEET.

For ease of play, the Metaphysics list and the rules on earning and spending experience points are listed on this separate sheet. Include it with your regular character sheet. It is to be used after the game session to spend Experience Points, or during the game session to track which Metaphysical Powers your character might have.

Character's List of Metaphysical Powers

The Spheres of Consciousness

The Novice

Sphere 1:

The Physical Self

- ☐ Diagnosis
- ☐ Sense Time
- ☐ Increase Physical Learning
- ☐ Body Precognition
- ☐ Pain Barrier
- ☐ Control Metabolism
- ☐ Resist Needs
- ☐ Close Minor Wounds
- ☐ Rapid Recovery
- ☐ Slow Toxins

The Apprentice

Sphere 2:

The Intellectual Self

- ☐ Empathy
- ☐ Imagination Engine
- ☐ Recall
- ☐ Sense Invader
- ☐ Virtual Precognition
- ☐ Fear Barrier
- ☐ Insanity Barrier
- ☐ Thought Maze
- ☐ Stresslessness
- ☐ Touching Metaworld

The Voyager

Sphere 3:

The Spiritual Self

- ☐ Enhance Sense
- ☐ Empower
- ☐ Engage
- ☐ Embellish
- ☐ Link
- ☐ Projection
- ☐ Soul Asylum
- ☐ Self Surgery

Sphere 4:

Personal Space

- ☐ Propel
- ☐ Sense Power
- ☐ Union Communique
- ☐ Psychometry
- ☐ Transposition
- ☐ Personal Illusion
- ☐ Telekinesis
- ☐ Open
- ☐ Mauling Hand
- ☐ Control Temperature
- ☐ Personal Shield
- ☐ Diagnose Others
- ☐ Healing Hand

The Master

Sphere 5: *Touching*

- ☐ Community
- ☐ Teleport Non-biologicals
- ☐ Memory Implant
- ☐ Single Illusion
- ☐ Reaching Out
- ☐ Reading
- ☐ Anticipation
- ☐ Shove
- ☐ Smash
- ☐ Puncture
- ☐ Slash & Chop
- ☐ Union Shield
- ☐ Restoration

Sphere 6: *Knowing*

- ☐ Talking Walls
- ☐ Reflection
- ☐ Truth
- ☐ View Pathway
- ☐ Telepathy
- ☐ Symbiotic Telepathy
- ☐ Power Rape
- ☐ Power Vault
- ☐ Association
- ☐ Restore Link

Sphere 7: *Controlling*

- ☐ Enhance Fears
- ☐ Relay
- ☐ Teleport All Matter
- ☐ Erase Memory
- ☐ Character Makeover
- ☐ Incapacitate
- ☐ Persuasion
- ☐ Systems Manipulation
- ☐ Possession
- ☐ Destruction
- ☐ Reconstruction

The Grandmaster

Sphere 8:

Immediate

- ☐ Consciousness
- ☐ Ordered Reality
- ☐ Molecular Alteration
- ☐ Transformation
- ☐ Panoramic Illusion
- ☐ Communication
- ☐ Temporary Mind Fusion
- ☐ Switchboard

Sphere 9:

Collective

- ☐ Consciousness
- ☐ Enhance All Senses
- ☐ Adjust Personal Reality
- ☐ Summon Otherworld Entities
- ☐ Mass Persuasion
- ☐ Non-Existence

Sphere 10:

Unconditional

- ☐ Cognizance
- ☐ Ascension
- ☐ Adjust Total Reality
- ☐ Precognition
- ☐ The Unforeseen
- ☐ Extinction
- ☐ Evolution
- ☐ Incarnation

Earning Experience

Examples of how to earn experience:

- Every successful Advantage Check will earn you 100 points to spend freely.
- Every skill roll of E or higher earns you points on the ROC to be spent only on that skill.

Other actions that earn you experience to be spent freely (100 pt. each unless stated):

- Completing a night of adventuring: 100 x LL
- Giving up your personal inclinations to play the character's faults or differences.
- Playing in character for the entire game.
- Fighting against all odds and winning.
- Fulfilling a goal written on your character sheet.
- Finishing off an entire Adventure (an additional 100 x Life Level)

Givers Only:

- Saving a life or giving up something essential to your character for someone else.
- Accepting the responsibility of leadership and producing a plan that is successful.

Takers Only:

- Deceiving everyone into doing your will.
- Dominating someone or taking a life.

Remember to add your EP bonus for all experience you receive.

At the end of every session after the players are done spending their EP's, they must subtract 1 point from any one skill of their choice which was not used during the game. They must do this for each Life Level they currently have.

Example: You originally learned Tailoring when the character began adventuring. Now your more of a Mage than anything else and you haven't used tailoring since. This would be a good skill to subtract points from. If you started with 70 Tailoring and have a LL of 5, it would be 65 at the end of that night's session. Or you could subtract 1 point from five different skills or any combination thereof. A skill can never drop below 20 in this fashion, because 20 represents the basic knowledge of the skill that you never forget. Remember that if your character is sitting in Downtime for the whole session, they do not subtract any points.

Changing and Updating

ADVANTAGES: These are raised at the rate of 1000 x the next level. This is different than buying advantages during character creation.

The stipulations are:

1. The cost is 1000 E.P.'s times the number of the new level. If you want to raise your comprehension from level 2 to level 3 then the cost is 3×1000 E.P.'s or 3000 E.P.'s. Level 3 to Level 4 would be 4000 E.P.'s, and so on.
2. When raising a Disadvantage, the cost is 1000 times the absolute value of the existing level. If you were at -4, it would cost $4 \times 1000 = 4000$ pt. to get to -3. If you are at -1, it will cost you 1000 to get to Average.
3. Physical Advantages can rise to their limit without the aid of anyone else. Once a character has reached Midlife, they can no longer raise their Physical Advantages without Magical or Metaphysical help.
4. Mental Advantages can rise to level 4 without outside help. After this the character must have an Ally whose Mental Advantage is as high or higher than that of the character's Racial Limit. This Ally must be willing to guide the character in gaining their new advantage.
5. Social Advantages can go up as long as the character has an Ally, Acquaintance or Enemy that is 1 level above them in the desired area.
6. New Advantages can only begin when the character reaches a new Life Level. You may start as many new advantages as you have E.P.'s for, when you gain a new LL.

The maximum level for any Advantage is 10. Almost all mortal limits average 5 and the absolute maximum in any physical advantage for any mortal is 8. Supernatural limits are 9. Legendary beasts and beings are 10. Gods, Deities and other Ascended Beings are well above this rank.

SKILLS: As long as the skill is under 100, every point you wish to raise the skill will cost Complexity x 5 x the amount you wish to increase. *Example: Raising your Potions skill (complexity 15) from 10 to 35 is going to cost $15 \times 5 \times 25 = 1875$ Experience Points.* For most skills, you must have a teacher or book that helps you increase your knowledge until you have an Emphasis Level of 6 or higher with that skill area. Also check the Comprehension advantage to see if you qualify for bonuses, and how high you can raise a skill per expenditure.

To raise a skill past 100, the cost is Complexity x 50 x the amount of increase.

LEARNING AND BUYING NEW SKILLS: You must have a teacher to learn a new skill. Many teachers require that you trade physical or mental labor, others demand payment (especially the Magic skills). A good rule of thumb for teacher's prices is 100 F.P.'s per complexity of the skill for every 20 points that the teacher helps you with. The number of days required to learn a new skill is = skill's Complexity - your Comprehension. After the required time of study & practice, the player can determine if the skill was learned. You must make a Comprehension check, difficulty is 2 x Complexity of the skill. Must get a D success. If successful, your starting points in that skill are = Perseverance + $1/10$ Teacher's Skill rating + $1/10$ Teacher's Education Skill rating + 1 for every success over D. You cannot add willpower to this roll, nor do criticals or

Natural 100's have any effect on your roll. If you fail, you must spend another day studying before you can roll again.

POWER TOLERANCE: You may raise Power Tolerance any time you wish with Experience. The cost is 100 EP x the level you wish to raise it to. Example: An Orc raises their PT from 0 to 1, it costs 100 EP. From 1 to 2 is 200 EP. From 2 to 10 would be $300 + 400 + 500 + 600 + 700 + 800 + 900 + 1000 = 5200$ EP. You may wish to spend your Life Level bonus on EP instead of getting a free advantage level. If so, the LL bonus will give you 5 pt. towards PT.



LEVELS: Your levels are usually increased by other factors that are not raised with experience. PL, FL, and SL are raised when skills, assets or social points increase. LL is only raised when your PL+FL+SL changes.

A special note on Life Level: If you should lose a Life Level you do not receive additional bonuses for regaining that LL. This is why you should write down your LL max.

USING DOWNTIME TO SPEND E.P.'S: Downtime is the "off-season" for you character. It is used to build long goals or strong bases. Downtime is chosen by the group when they all have tedious things to accomplish whether separately or together. You do not earn any kind of experience during this time, but you do maintain your skills and you can increase other things like Social and Fiscal Level.

If you state that your character is going to sell jewelry for 6 months, then you get 6 months of income from that business (income is found in the Career description). If you decide your working as an entertainer for 6 months, you can earn some income and gain some publicity points. What you decide to do in the off season is up to you. It is also a good idea to spend some money during this time: investing in a business, training troops, going to school; anything that will increase your knowledge and power.

ForEverWorld Books

Catalog entry for 1997

NeverWorld:

A Lifetime Experience

- 1000 The NeverWorld Boxed Set \$38.00
- 1100 The Tome of NeverWorld* \$25.00
- 1101 Culturebook: Hourani** \$15.00
- April 1102 Culturebook: Neunians \$18.00
- tba 1103 Culturebook: Rublug
- tba 1104 Culturebook: Wolfihn
- tba 1105 Culturebook: Driseti
- tba 1106 Culturebook: Felihn
- tba 1107 Culturebook: Bock

NeverWorld T Shirts

- 2031 Rublug Dwarves at night \$17.00
- 2032 Rublug Dwarves in battle \$17.00
- 2161 Birdmihn casting Glyphs \$17.00

#1000

The NeverWorld Boxed Set

We, you and I, live in a sliver of time somewhere in the Third Age. History forged us from the melding of Beast and Man, Elf and Dwarf, Giant and Metamorph - and their battles against the dark Grobber race. Our surroundings tempered us in the jaws of Dragons, Demons and UnderWorld cults. Each nation has only survived through cultural isolation.

Now the scent of change is on the winds, and the key to survival is knowledge. Only by learning the myth & lore of forgotten cultures will the answers be revealed. This knowledge is critical to your life's quest in the Third Age, called the Age of Discovery. Along the pathway is power, fortune and glory. Slay the Legendary Beast, claim your reward... begin a new legend. This is NeverWorld, and it is waiting for your fresh footprint.

Includes:

- The Tome of NeverWorld 304 pg. rules
- Culturebook: Hourani 128 pg. supplement
- GM's Screen,
- Full Color Map & Post-it style notes
- 2 ten sided dice
- VIP membership registration card (Limited to first print only)

NeverWorld is the world where science never reigns. Your character is the culmination of your chosen abilities, skills, powers and resources, born from one of 35 cultures! Make Cross-cultural characters using any or all Culturebooks! Track each adventure on your customizable full color map! Tweak the combat system to your advantage! Reward yourself for your actions, and face the consequences for misdeeds!

#1100 - 304 pg.

The Tome of NeverWorld*

* Included in the Boxed set, requires a Culturebook for character generation. see Boxed Set desc. #1000. Sold to those players in the group who want their own copy of the rules, without having to buy the entire boxed set.

#1101 - 128 pg.

Culturebook: Hourani**

** Included in the Boxed set, requires the Tome for system rules and play.

Hourani are metamorphs, born part Human, part Wolfihn. Creating a comfortable niche in human society, they carry on with their own laws, religion and social life. Included in the book: Hourani weapons and armor, the eight houses of careers, 60 Wizardry spells, three classes of priests, history of the City States.

#1102 - 144+ pg.

Culturebook: Neunians

UNIQUE inclusion: For every GM who needs a village on the fly: A Society Generator to make Villages, Towns and Cities *in a hurry*, for any FRPG!

For every person that wants humans to get the power they deserve in fantasy RPGs, this supplement is for you! This Culturebook explains in 5 skill descriptions the true power of humanity! Includes Cultural skills: Corner, Desire, Endure, Sympathy & Synergy! 135 more Wizardry spells. Neunian equipment, weapons & armor. Cult of Derimidos and Church of Morning Light with character classes and endowments. Stats for the Cymerial Warrior legendary beast!

As always the spells, careers and endowments are cross-cultural! Start a Neunian character or expand your current Hourani character with these new abilities!

The Culturebook™ series requires The Tome of NeverWorld or the Boxed Set, sold separately.

#1103 - 144+ pg.

Culturebook: Rublug

The Outpost dwarves that were separated from the World's Crown. Once cursed to burn from the sun, they now believe daylight travel is possible. Only the bravest leave the mountain fortresses of Diamond Heart, Overview Peak, Aka-Demiand, Rubystrike, The Vault, B.I.G., and Slagsdome. With them come Dwarven armor (the best in NeverWorld), new military careers, Runeweapon magic emphasis, Dwarven Pantheons and new Priest careers.

The Culturebook™ series requires The Tome of NeverWorld or the Boxed Set, sold separately.

#1104 - 144+ pg.

Culturebook: Wolfihn

Standing 12 feet tall, these Beastish are the peacekeepers of the Nation of Yucazon and the Sentinels to the Province of Winter. They fight the undead Mulgrayne, and heal the vast forests abandoned by the elves. The first Size Level 5 character race to be played! This gives new meaning to combat power, and pits characters against the greater foes found in the Tome. Includes Elemental magic, the followers of Druidism, and the Cultural Skill: Treemorphing! The Culturebook™ series requires The Tome of NeverWorld or the Boxed Set, sold separately.

#1105 - 144+ pg.

Culturebook: Driseti

The Driseti are wood elves, fortified in the Black Forest, surrounded by Wolfihn, Bearmihn, Ice Giants and Rublug. None but elves shall enter. The Driseti are Earthworshippers, striking down others who defy the chaotic powers of nature. Includes the magic's of Shamanism and Faerie Enchantment. Careers include the Shaman and Spirit Slayer (infamous longbow warrior). Cultural skills include Treehopping, Wolf-bond and Dimness- their natural invisibility. The Culturebook™ series requires The Tome of NeverWorld or the Boxed Set, sold separately.

#1106 - 144+ pg.

Culturebook: Felihn

Sly, devious and painfully arrogant, these agile cats are the rulers of the Ontanama plains. While they wield no magic, they are each natural assassins and warriors. Some are thieves, some blood-priests, some are Denjihn guard for Breol, city of gold. All are corrupt. Cultural skills include First Strike, super Leaps and Nine Lives. The Thelis cheetahs are swift, silent and deadly. The Talothian tigers bring personal justice to the plains. The Ansalish lions claw their way up to the dictator's stool. The Kaytish lynx slyly acquire everyone else's hard earned rewards. The Culturebook™ series requires The Tome of NeverWorld or the Boxed Set, sold separately.

NeverWorld T-shirts

Our 3 most popular shirts, with art by Gary Kwapisz (Conan the Savage, Punisher War Journal) Sizes XL, XXL, XXXL

- 2031 Rublug Dwarves at night (Black)
- 2032 Rublug Dwarves in battle (Gray)
- 2161 Birdmihn casting Glyphs (White)

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