

Neverafter Online

In these difficult times, it is uncertain when we will next be able to see each other, to join together as a community, run around the woods, and collaborate in both telling and living the story of Neverafter. However, it is in times like this when it is more important to come together as a community. Friendship, creativity, and fantasy are especially valuable in times of great stress, and so we have created a way that we might still enjoy the story that serves as the framework for the bond we share. Even if we can't rent a campsite, dress in costume, and beat the hell out of Walter, we can still embody our characters and participate in something we love and that brings us together.

Game Mechanics

Neverafter Online runs in an extremely simplified version of the Powered by the Apocalypse system, detailed below:

Abilities

The first thing to do is choose your character's abilities. There are four of these to choose from; these are the same as the Roads in Neverafter LARP. Everyone has a -1 in one ability. You may choose to have a +0 in one ability and a +1 in each of two abilities or a +2 in one ability and a +0 in each of two abilities. In summary, choose one of these combinations and assign each value to an ability:

-1	+0	+1	+1
-1	+0	+0	+2

Anytime you wish to attempt an action that the ST decides has significant narrative stakes, the ST will tell you to roll 2d6 plus one of your attributes. If you roll a 10 or higher, you've succeeded in what you set out to do. If you roll a 7-9, you achieve a partial success; you didn't quite get the result you want, you succeed at a cost, or you have to make a hard choice. If you roll a 6 or lower, you have failed and the ST may impose consequences on you as a result.

Arcanum

This ability is used for any feats of magic. Using magical attacks, creating shields, boosting others with magic, or performing rituals are all the purview of Arcanum.

Artis

Artis deals with creativity, craftsmanship, and innovation. Acts of Artis in Neverafter Online include treating wounds, creating or using objects, fortifying structures, repairing equipment, or finding creative solutions to problems involving technical prowess.

Bellum

Any feat that involves great strength, martial prowess, or endurance falls under the purview of Bellum. Characters may use this attribute to make a frontal assault with a weapon (or their fists), attempt to physically intercept a blow, perform a feat of might, or execute a brilliant military tactic.

Umbra

Umbra actions involve cunning, subterfuge, or charisma. A character wishing to move stealthily, strike a target from the shadows, manipulate a mark, or steal would roll their Umbra ability.

Attributes

Your character has 3 attributes, Health, Damage, and Essence. Health is, of course, the amount of punishment your character can suffer before they are unable to continue acting, either due to overwhelming injury or death. Damage represents the offensive power of your character's method of attack, be it with a mace, dagger, bow, or spell. Essence is your connection to the supernatural forces of the Neverafter and your ability to draw upon them. You can draw upon this power to treat a single roll as if it were a 12. You may even do this after you see the result of your roll, but be warned that there is no way to refresh Essence in Neverafter Online.

Everyone starts with 5 Health, 1 Damage, and 1 Essence. You then choose one of the following to add to your attributes:

- +3 Health
- +2 Health, +1 Damage or Essence
- +2 Damage, +1 Health or Essence
- +2 Essence
- +3 Damage

Gameplay FAQ

What program do we use?

Neverafter Online will run on our official Discord server and will be moderated by an ST. In most cases, we expect to run stories that will require you to split into groups, each moving to different voice channels with a separate ST.

What can I do?

Now that your character has their abilities, you might ask what, specifically, you can do with them. That's up to you. Ask yourself, "Is this something my character could attempt at a live Neverafter event?" If the answer is "Yes," you may attempt it in Neverafter Online. For instance, if your character is a Pyromancer, it is perfectly reasonable for you to attempt to immolate your enemies with a fireball. However, the same character would probably not be able to lift their opponent off the ground and chokeslam them. An ST has the right to tell you that an action is outside of the scope of your abilities, but that is the only real limitation on what you can do.

Can my character die?

No. There can be consequences for your character, but character death is not one of them.

Do I get XP?

No. As it is not a regular event, there will be no XP gained and no possibility to learn abilities. However, there is a list of rewards that you can opt to purchase (see below).

What does it cost?

Neverafter Online is pay-what-you-want. This could be nothing. You can choose to donate to us or not, and either way we will be grateful to you just for being a part of the community. There is, however, a list of rewards below, similar to our original crowdfunding campaign, which you can purchase.

Is there a limit on how many people can play?

There is no limit, but there are some limitations. Because we may need multiple STs to handle a large group of players online, we will require people to pre-register for the event. There is a Google Form you can use to sign up which can be found either on our official Neverafter LARP Facebook page or via the link below. Additionally, because of the importance to the Plot Team

of fully experiencing your entrance into the Neverafter, we are only allowing this for characters who have been played at a live Neverafter event.

[The Google Form to pre-register can be accessed by clicking here.](#)

Will this still benefit the Cancer Hope Network?

At the end of the year, we donate at least one third of all proceeds to the Cancer Hope Network. If we have any donations, that will be factored into our donation at the end of the year.

Donation Rewards

These are the rewards you may receive for donating. You may donate as much as you wish and receive any of the rewards any number of times.

Aether Coin (\$10): You get an Aether Coin.

Live off the Land (\$10): 3 random Common or Rare Components

Traveller's Kit (\$10): 4 random consumable items

Artisan's Kit (\$15): 3 random consumable items from a specific Via Artis Path

A Rare Treasure! (\$15): 2 random Rare Components and a random Exceptional Component

An Exceptional Find! (\$20): 2 random Common Components and a random Exceptional Component of a type that you choose. You may choose Gem as a type.