

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.

Community Guidelines

All community guidelines and rules detailed in the Neverafter core rulebook and the Eternal Pizza Party Productions, Inc bylaws apply fully to all official spaces, which include our Facebook page and Discord server. By attending a Neverafter Online event or engaging in a voice or text channel of the server, you agree to abide by the aforementioned rules and guidelines. For the purpose of online events, our disciplinary action policy is adjusted as follows:

- A player's second violation within a 6 month period will result in loss of access to the Discord server for no less than 1 month, which may be limited to between-event interaction or not at the discretion of the staff.
- Repeated or malicious violations will result in a ban from the Neverafter Discord server and Neverafter-related channels of the E3PI server, as well as from future live events. This ban may be temporary or permanent depending upon staff's discretion.

Discord-Specific Policies

During online events, several of the safety procedures enumerated in the Official Rulebook do not apply simply because of the change in medium. The Stoplight Rule is still in full effect and can be used to de-escalate or stop a scene. Additionally, if you need to walk away from a scene, simply log off of the voice channel. You may send a staff member a private message via Discord to address the issue.

Because of the lack of visual medium, the Check In system cannot be used in the same form as it is during live events. If you need to use the Check In system, you can do so via the Check In text channel on the discord server. Simply tag the player and the :ok_hand: emoji. The player can respond with the :thumbsup: emoji, the :thumbsdown: emoji, or the :wave: emoji (as this is the visibly closest to the so-so gesture). The meanings of these match those of the related gestures in the Core Rulebook.

Finally, please remember that it is much more difficult to have a private conversation or an aside with another player or small group or players in a Discord channel. Anything said in a voice channel is heard by everyone in that channel. Similarly, everything typed in a text channel can be read by anyone who has access to that channel. Players should refrain from discussing topics which could reasonably upset other players who are present in that channel.

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

The abilities are:

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.

Umбра

Umбра 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 Umбра ability.

Rolling the Dice

Anytime you wish to attempt an action (referred to as a “Move”) 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, but 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. If you roll two 6s AND you don’t have -1 in the stat you rolled, that is a Critical Success (a “Crit”)! You perform above and beyond what you expected or accomplish something else in addition.

Failing Rolls

During an encounter, if a player rolls 5 failures (6-), they gain 1 Temporary Essence. This Temporary Essence is lost if not expended during the current encounter.

Attributes

Your character has 4 attributes: Health, Skill, 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. Skill is the breadth of your experience and creativity; this directly impacts how many Moves you have access to. 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 Crit. 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. **Please be aware, Essence does NOT function the same way during online events as it does at live events. You do NOT have to spend an Essence in order to use a Move.**

Everyone starts with 5 Health, 5 Skill, 1 Damage, and 1 Essence. You then choose three of the following Boosts to add to your attributes, each of which may be selected multiple times:

+1 Health

+1 Skill
+1 Damage
+1 Essence

Items

All items beyond basic gear (copper/oak armaments, arcane foci, etc.) have set effects during online events, the details of which are contained in the Online Items supplement. A character may carry a set number of items with them during encounters.

Beyond their basic gear, which is not tracked, each character may have up to 1 piece of Permanent Equipment. This is any Jewelry, Artifacts, or armaments made with an Exceptional Component. Additionally, they may carry up to 3 Consumable Items. Players may change the items they have on them between encounters. At the start of an encounter, the ST will note the items you have access to on your Online Character Sheet.

Consumable items or items with special effects may only be used with an ST present.

Item rules can be found [here](#).

Death and Dying

Once a character is reduced to 0 Health, they begin Dying. Characters cannot be reduced below 0 Health. There are four stages to Dying, detailed below:

- Incapacitated: The character has only just fallen. If they are healed from this stage, they may still take an action this round (assuming they haven't already) and suffer no penalty.
- Bleeding Out: A character who is healed from this stage can still take an action on this round, but suffers a -1 penalty to all rolls until they are healed to 3 Health.
- On Death's Door: A character who is healed from this stage cannot take an action during this round and suffers a -1 penalty to all rolls until they are healed to 5 Health.
- Dead: The character is Dead and can no longer be healed. A character who is rendered Dead is out of the encounter (under most circumstances) and must draw from their Death Deck as detailed in the Neverafter core rulebook. They may redraw any Death cards, as characters cannot be retired during Online events.

When a character is reduced to 0 Health, they immediately enter the Incapacitated stage. At the beginning of each round after, they advance 1 stage.

Moves

Each player receives all Basic Moves for free. Basic Moves note the default Ability rolled to execute that Move. A Storyteller MAY allow you to roll with a different Ability, but this is entirely

dependent on their discretion and never sets a precedent.

When using a Move, you have to describe what it is you're doing. The result of your Move will always be filtered through your description. For example, if you use Discover Secrets by rolling Arcanum and opening your occult senses to search for the residual magic of a ritual, you wouldn't be able to find evidence of a carefully planned ambush.

Players also select a number of additional Moves from their Paths and Roads equal to their Skill. These Moves represent the character's specific strengths and abilities. They may be chosen from any Roads and Paths the character has learned, as well as from the Common Road. **Your character does not need to possess a specific Live Event Ability in order to choose the Online Game equivalent.** For instance, a Scrapper who has not yet spent XP on Heat of Battle for use during Live Games may still select Heat of Battle as one of their Online Event Moves.

In addition, the character automatically receives an Advantage Move and a Disadvantage, based on their chosen Origin.

The full list of non-Basic Moves (including the Origin Advantages and Disadvantages) is at the end of this document, directly after the Donation Rewards.

Non-Basic Moves have the following traits to indicate how they function:

Active: This move requires the character to declare its use. This must be done prior to making any associated Ability Rolls. A player may only use one Active move at a time.

Formation: This ability requires the character and allies to stay close together. If any members benefiting from a Formation ability leave the melee range of the character who used the ability, the Formation ends for all users. A character can only benefit from one Formation at a time. A character cannot benefit from both a Formation and the Hide from Sight basic move.

Limited: This action can only be taken a certain number of times per encounter. The amount refreshes at the start of a new encounter.

Passive: This move is always present. A character can benefit from any number of Passive moves at one time.

Reroll: This move allows the character to make a reroll. This can be used after the initial roll is made.

Basic Moves

The following are the Basic Moves of the Neverafter Online System.

Defend an Ally: The character chooses an ally. If that ally is attacked, the character makes a roll to Defend. On a 7-9, the character and ally divide the damage evenly, with the higher number going to the Defender on an odd number. On a 10+, the ally takes no damage and you take half round up. On a Critical Success, the attack is negated completely. *Bellum*

Discover Secrets: The character attempts to investigate a mystery, discover information, or find hidden threats. The Ability used determines what kind of information you can receive. On a 7-9, you may ask the ST one question, on a 10+ you may ask two questions, on a Critical Success you may ask three questions. On a miss, you are caught off guard or you reveal something to an enemy. *Ability Varies*

Engage in Battle: The character engages an enemy with a weapon they have at their disposal, be it melee, ranged, or magic, focusing on dealing damage. This move carries a high likelihood that the enemy will counterattack. On a 6-, the opponent outmaneuvers the character and takes no damage. On a 7-9, the character deals their base damage to the target. On a 10+, the character inflicts +1 damage to the target **or reduces any damage from a counterattack by 1**. On a Critical Success, the character inflicts +2 damage to the target **or reduces any damage from a counterattack by 2**. *Ability Varies*

Help an Ally: The character may attempt to help an ally performing another action. This is performed after the initial roll is made. Only one Help action may be made per roll. On a 7-9, they provide a +1 bonus to the original roll. This increases to a +2 on a 10+, and a +3 on a Critical Success. *The same ability as the original action*

Hide from Sight: The character attempts to move stealthily. On a 7-9, they succeed at not being noticed. On a 10+, they provide one ally of their choice who attempted a Hide from Sight roll at the same time a +1. On a Critical Success, they provide all allies who attempted a Hide from Sight roll at the same time a +1. *Umbra*

Hinder a Foe: The character attempts to impede the target, making it easier for others to hit. On a 7-9, the target gains the Hindered condition for one roll. The next attacks made against a Hindered target gains a +1 to hit, and the next roll made by a Hindered target takes a -1 to hit. On a 10+, the condition lasts for two rolls. On a Critical Success, the condition lasts for three rolls. Multiple Hinder effects do not stack. *Ability Varies*

Use an Item: The character tries to use either a consumable item or an item with a limited number of uses (like a Gem set in Jewelry). On a 6-, the player is unable to activate the item, but the item/use is not expended. On a 7-9, the character uses the item, but opens themselves up to danger. On a 10+, the character uses the item with no complications. On a Critical Success, the item gains an additional use which is lost if not used during this encounter. *Artis*

Get Creative: This Move covers anything not covered by another Move. It cannot take the place of a Road, Path, or Origin Move, but can otherwise attempt to do something beyond the abilities laid out on your character sheet. The Storyteller has the final say as to whether or not something is possible, its effects, and the level at which success is possible (for example, it could be ruled that something only works on a 10+). A successful use of this Move never sets a precedent as to what is possible or what effects it will have. *Ability Varies*

Online Event Move List

The following is the full list of Online Event Moves for characters to select from.

The same move cannot be taken more than once by a character.

Common Road Moves

- Determination: The character may increase their Arcanum, Artis, Bellum, or Umbra bonus by 1. This cannot raise an ability above 2. *Passive*
- Forage: The character gains 3 Forage rolls, which can be used at any point during the event. These components are immediately available. *Passive*
- Prepared for Anything: The character may carry either 2 additional Consumable Items or 1 additional Permanent Item. Once this choice is made, it cannot be changed. *Passive*
- Resilient: The character gains +1 Maximum Health. *Passive*
- Resolve: The character gains +1 Maximum Essence. *Passive*

Arcanum Road Moves

- Arcane Bolt: When Engaging in Battle with Arcanum, the character can take a -1 to the Arcanum roll to deal +1 damage. *Active*
- Arcane Flurry: If the character targets the same opponent with an Arcanum attack two rounds in a row, they gain +1 to Arcanum attack rolls against the opponent. This ends when they do not make an Arcanum attack against that target. *Passive*
- Focus Expertise: The character gains +1 damage when using Arcanum to Engage in Battle. *Passive*

Note: A character must have at least 1 Skill from a specific Arcanum Path to deal that damage type with Arcanum attack rolls.

Charlatan Path Moves

- Invisibility: The character may use Arcanum instead of Umbra when attempting Hide from Sight rolls. *Passive*
- Spite: Once per round, when the character is dealt damage, they may impose a Hinder on the attacker. This Hinder lasts a number of rolls equal to the amount of damage dealt. *Passive*

Druid Path Moves

- Thorn Armor: The character makes an Arcanum roll to grant damaging protection to a target. On a 7-9, the next time the target (which can be the character) is dealt damage, they deal 1 damage to the attacker. The damage increases to 2 damage on a 10+, and 3 on a Critical Success. *Active*
- Verdant Barrier: The character can make an Arcanum roll to shield some allies from attacks, but prevents the allies from attacking as well. On a 7-9, the character and one

ally cannot be targeted by anyone not included in the Verdant Barrier for the rest of the round. An additional ally can be added on a 10+, and a third ally can be added on a Critical Success. *Active*

Geomancer Path Moves

- Earthen Armor: The character makes an Arcanum roll to grant the target protection. On a 7-9, the target reduces the next instance of incoming damage by 1; on a 10+, the target reduces the next instance of incoming damage by 2; on a Critical Success, the target reduces the next instance of incoming damage by 3. *Active*
- Stoneskin: The character may use Arcanum instead of Bellum when Defending an Ally. *Passive*

Medium Path Moves

- Cleansing Blast: The character can make an Arcanum roll to attempt to remove a Hinder effect currently on a target. On a 6-, the target takes half the character's damage rounded up. On a 7-9, the target is healed of the Hinder and also takes damage. On a 10+, the target is healed of the Hinder and does not take damage. On a Critical Success, an additional target is cured of Hinder. *Active*
- Spirit Tether: The character can make an Arcanum roll to halt a target's progress towards death. On a 7-9, the character prevents the next instance of the target's death level increasing, but opens themselves up to danger. On a 10+, the character succeeds with no complication. On a Critical Success, the next two instances are prevented. This can only be used on a target who is Dying but not yet at Dead.

Necromancer Path Moves

- Leech Life: When the character uses the basic move Engage in Combat using Arcanum, they heal 1 damage on a roll of 10+. *Passive*
- Raise Dead: The character can make an Arcanum roll to raise a target who is Dying. The target is set to 3 Health, can deal 1 Damage, and cannot spend Essence. The target cannot be healed by any means while in this form. All of the target's base abilities remain the same. The target cannot use any actions besides Engage in Combat. On a 7-9, the target will remain for up to 2 rounds, or when it returns to 0 Health, whichever comes first, and then returns to the same level of dying. This increases by 1 round on a 10+, and an additional round on a Critical Success. On a 6-, the target advances one level of Dying. The same target cannot be subject to Raise Dead more than once within the same encounter. *Active, Limited*

Psychic Path Moves

- Fugue: The character can use Hinder a Foe using Arcanum on an already Hindered target. The effects stack. *Passive*

- Mental Override: The character can use Arcanum to force an opponent to deal damage to another target. On a 7-9, the opponent will attack a target on this action. On a 10+, the attack deals +1 damage to that target. On a Critical Success, they will deal an additional +1 damage to that target. *Active*

Pyromancer Path Moves

- Fireball: The character can use Arcanum to attack multiple nearby targets with one Arcanum roll. On a 7-9, the character may add 1 additional target; this increases by 1 target on a 10+ and 1 target on a Critical Success. *Active*
- Scorch: When the character uses the basic move Engage in Combat using Arcanum, they Hinder their target for 1 roll on a roll of 10+. *Passive*

Shaman Path Moves

- Bestial Might: The character can make an Arcanum roll to imbue allies with extra strength. On a 7-9, an ally deals +1 damage on their next attack action. The duration increases by 1 attack on a 10+, and an additional attack on a Critical Success. *Active*
- Snake Skin: The character reduces the duration of all Hinders on themselves by one roll, to a minimum of 1 roll. *Passive*

Stormcaller Path Moves

- Static Charge: Once per round, when the character is dealt damage with a melee attack, the attacker cannot deal damage for the rest of the round. *Passive*.
- Zephyr's Stride: Once per encounter, the character may avoid damage by moving out of range. They make an Arcanum roll; on a 7-9, they avoid all damage but lose their next action; on a 10+, they avoid all damage and can still take their next action; on a Critical Success they receive a +1 bonus on their next action. This ability is not considered used on a 6-. *Active, Limited*

Tidal Adept Path Moves

- Frostbite: The character gains a +1 bonus on Arcanum rolls to Hinder targets. On a Critical Success with a Basic Hinder a Foe move, the Hinder bonuses and penalties are doubled on the first roll. *Passive*.
- Whirlpool: The character can attempt to Hinder multiple targets at once with an Arcanum roll. On a 7-9, the character may add 1 additional target; this increases to 2 additional targets on a 10+ and 3 additional targets on a Critical Success. *Active*

Artis Road Moves

- Creative Mindset: The character gains a +1 bonus on Artis checks to Use an Item. If the item does damage to a target, the damage increases by 1. *Passive*
- Well Armed: The character may carry an additional Permanent Item during encounters. *Passive*

- Well Stocked: The character may carry an additional 2 Consumable Items during encounters. *Passive*

Alchemist Path Moves

- Ingenuity: The character may instantly create and use an Alchemical Bomb or Flash Bomb with an Artis roll. On a 6-, the bomb goes off prematurely and the character takes the effect. All other effects are the same as the Use an Item action. *Active*
- Manipulate Aura: The character may make an Artis roll to change a target's damage type. On a 7-9, one target (which can be the character) changes their damage type to any besides Iron or Bane for the next attack. This increases by 1 attack on a 10+, and an additional attack on a Critical Success. *Active*

Cook Path Moves

- Extra Portions: When the character uses a beneficial item, there is a chance they can share it with others. When making an Artis roll to Use an Item that benefits one target, on a 10+, they add a second target. On a Critical Success, they add two extra targets. *Passive*
- Trail Rations: The character may provide nourishment to stave off minor injuries with an Artis roll. On a 6-, the target takes 1 roll Hinder. On a 7-9, the target heals 2 damage. This increases to 3 damage on a 10+, and 4 damage on a Critical Success. This cannot be used on a target at 0 health, or who is at any level of Dying. This may only be performed once per target, but is not considered used on a 6-. *Active, Limited*

Doctor Path Moves

- First Aid: The character may attempt to heal a target of injuries with an Artis roll. On a 6-, they either deal 1 damage to the target or advance the target one stage of dying; on a 7-9, they heal the target of 1 damage; on a 10+, they heal the target of 2 damage; on a Critical Success, they heal the target of 3 damage. This may be used on a target who is Incapacitated, Bleeding Out, or On Death's Door. *Active*
- Superior Application: The character may attempt to Use an Item on a target who is Incapacitated, Bleeding Out, or On Death's Door. *Passive*

Jeweler Path Moves

- Accessorized: The character may carry an additional Permanent Item during encounters. *Passive*
- Eye for Enchantment: The character gains a +1 bonus on Artis checks to Discover Secrets, and can use Artis checks to Discover Secrets related to magical effects. On a 10+, the character gains a +1 bonus on rolls to interact with any items or effects identified. *Passive*

Outfitter Path Moves

- Hone Weapon: The character can use Artis to provide combat advantage to an ally. On a 7-9, the ally gains a +1 bonus on an attack roll this round. The bonus lasts for one additional roll on a 10+, and another additional roll on a Critical Success. *Active*.
- Reinforce Armament: The character can use Artis to help shore up an ally's defenses. On a 7-9, the character reduces incoming damage by 1 for the next attack. The bonus lasts for one additional attack on a 10+, and another additional attack on a Critical Success. *Active*

Scholar Path Moves

- Analyze: The character gains a +1 on Artis checks to Discover Secrets relating to an enemy's weaknesses, immunities, creature type, or special abilities. On a 10+, the character may bestow a +1 bonus to each ally's next roll against the target. *Passive*
- Research: Once per encounter, the character may reroll a Discover Secrets check and take the higher result. If the result is a Critical Success, this ability is not considered used. *Reroll, Limited*

Troubadour Path Moves

- Fascinate: The character can use Artis to prevent a target from acting. On a 7-9, the target can take no actions until attacked. On a 10+, the next ally to attack the target receives a +1 on the roll. This increases to a +2 on a Critical Success. This effect expires the next time the character takes an action. *Active*
- Inspire: The character can make an Artis roll to boost allies around them. On a 7-9, an ally receives a +2 to any roll made during this round. The character made include a second ally on a 10+, and a third ally on a Critical Success. *Active*

Bellum Road Moves

- Challenge: The character provokes a foe with a Bellum roll. On a 7-9, the target can only attack the character for this round. On a 10+, the target can only attack the character for 2 rounds. On a Critical Success, the target can only attack the character for 3 rounds. This ends if the character is reduced to 0 Health. *Active*.
- Training Regimen: The character gains +1 Health. *Passive*
- Weapon Expertise: The character gains +1 Damage when using Bellum for an attack. *Passive*

Brute Path Moves

- Dirty Fighting: Whenever the character makes a melee Bellum attack against an enemy that has been Hindered, they deal +1 damage. *Passive*

- Gut Strike: The character can Hinder a target when Engaging in Battle. On a 10+, the attack Hinders the target for the remainder of the round and the next round in addition to doing damage. *Passive*

Duelist Path Moves

- Flurry: If the character targets the same opponent with a melee Bellum attack two rounds in a row, they gain +1 to attack rolls against the opponent. This ends when they do not make a melee Bellum attack against that target. *Passive*
- Engarde!: The character deals +1 on Bellum attack rolls against a target who has dealt damage to them during this encounter. *Passive*

Marksman Path Moves

- Crack Shot: When making a ranged Bellum attack, the character deals +1 damage when rolling a 10+. *Passive*
- Dive for Cover: The character reduces incoming damage from ranged attacks by 1. *Passive*

Martial Artist Path Moves

- Iron Body: The character may take a -1 penalty on a melee Bellum attack roll to reduce incoming damage by 1. This stacks with any damage reduction from Fighting Defensively. *Active*
- Swaying Reed Stance: When the character Engages in Battle with a melee Bellum Attack, they may Grapple the target on a 10+. The target is Hindered until they are next attacked, and cannot take any actions while under this Hinder effect. This effect expires the next time the character takes an action. *Active*

Scrapper Path Moves

- Heat of Battle: If the character Engages in Battle with the same opponent with a melee Bellum attack two rounds in a row, they gain +1 damage against the opponent. This ends when they do not make a melee Bellum attack against that target. *Passive*
- Overwhelm: When the character rolls a 5 or 6 on a Bellum attack, they still deal 1 damage. These rolls do not count towards failures for the purposes of gaining temporary essence, and does not mitigate any consequences to failing the attack roll. *Passive*

Sentinel Path Moves

- Bulwark: Once per encounter, the character may reroll a Defend action and take the higher result. If this is a Critical Success, this ability is not considered used. *Reroll, Limited*
- Intercept: The character gains a +1 on Bellum rolls to Defend allies. On a 10+, they deal damage to the attacker if the triggering attack was a melee attack. *Passive*

Soldier Path Moves

- Defensive Formation: The character can make a Bellum roll to allow allies to assume a protective formation with each other. On a 7-9, the character and one ally reduce incoming damage by 1 so long as they stay within close range of each other. This increases to two allies on a 10+ and three allies on a Critical Success. *Active, Formation*
- Offensive Formation: The character can make a Bellum roll to allow allies the chance to deal more damage. On a 7-9, the character and one ally gain a +1 on Damage so long as they stay within close range of each other. This increases to two allies on a 10+ and three allies on a Critical Success. *Active, Formation*

Umbra Road Moves

- Backstab Expertise: The character deals +1 Damage when using Umbra for to Engage in Battle. *Passive*
- Obscurement: The character gains a +1 bonus on Umbra rolls to Hide. The character provides double the standard bonus for rolling 10+ or Critical Success. *Passive*
- Pocket Sand: The character gains a +1 bonus on Umbra rolls to Hinder. On a Critical Success with a Basic Hinder a Foe move, the Hinder bonuses and penalties are doubled for the first roll. *Passive*

Con Artist Path Moves

- Cold Read: The character gains a +1 bonus on Umbra rolls to Discover Secrets relating to a specific individual's emotions, hostile intentions, immediate goals, relationships. On a 10+, the character gains a +2 bonus on social interactions with the target using information learned through this move. *Passive*
- Manipulation: The character provokes a foe with an Umbra roll. On a 7-9, the target can only attack the character or an ally they select for this round. On a 10+, the duration increases by 1 round. On a Critical Success, y, the duration increases by 1 additional round. This ends if either the character or chosen ally are reduced to 0 Health. *Active*.

Gambler Path Moves

- Luck: Once per encounter, the character can reroll any roll. They must take the second result, even if it is worse. If the second result is a Critical Success, this ability is not considered used. *Reroll, Limited*
- Second Chance: The first time each encounter when the character would enter Bleeding Out, they instead heal to 1. This counts as their action for the round. If the character has already acted this round, then this ability functions on the following round. *Active, Limited*

Highwayman Path Moves

- Shiv: The character can more reliably attack when hidden. Whenever the character is successfully hidden from an enemy (typically by using the Hide from Sight Basic Move), they gain a +1 on Umbra rolls to attack and a +1 to damage with Umbra attacks. *Passive*
- Stealth Strike: The character is skilled at staying hidden while striking. When making an Umbra roll to attack while hidden from an enemy, they remain hidden on a roll of 10+. *Passive*

Racketeer Path Moves

- Goon Squad: The character can make a Umbra roll to allow allies the chance to deal more damage. On a 7-9, the character and one ally gain a +1 on Damage so long as they stay within close range of each other. This increases to two allies on a 10+ and three allies on a Critical Success. *Active, Formation*
- Master Plan: The character can make an Umbra roll to boost allies around them. On a 7-9, up to 3 allies receive a +1 to their next roll. This increases to +2 on a 10+, and +3 on a Critical Success. *Active*

Scavenger Path Moves

- Danger Sense: If the character is asked to make a reactive roll against an environmental or area effect, they may always use Umbra, even if it cannot normally be used. *Passive*
- Scramble: Once per encounter, the character may reroll an Umbra roll to Hide from Sight and take the higher result. If this is a Critical Success, the ability is not considered used. *Reroll, Limited*

Thief Path Moves

- Case the Joint: The character gains a +1 bonus on Umbra rolls to Discover Secrets relating to a location's layout, entranceway, or defenses. On a 10+, the character and all allies gain a +1 bonus on any checks related to avoiding, disabling, or moving through obstacles based upon information learned through this move. *Passive*
- Mechanical Acumen: The character gains a +1 bonus on Umbra rolls to disarm a trap or pick a lock. On a 10+, the character manages to salvage either a piece of the trap or the lock. *Passive*

Woodsman Path Moves

- Quarry: The character may select a Quarry once per encounter. The character gains a +1 on all Umbra rolls against the target. A character may perform another action on the same round they select their quarry. *Active, Limited*
- Slash Tendon: The character is skilled at inflicting injuries alongside hindrances. When using Umbra to make a Basic Hinder a Foe move, the character also deals damage on a 10+. *Active*

Origin Moves

City Slicker

- Advantage - Wheel and Deal: As per the Core Rulebook, but can be done at any point in the event, once per event.
- Disadvantage - Better Part of Valor: The character is Hindered during their first round of combat.
- Disadvantage - Follow the Crowd: Hinders caused by mental attacks increase their duration by 1 roll.
- Disadvantage - Out of Your Element: The character takes a -2 penalty on any check to gather components. This includes using the Forage skill.

Recluse

- Advantage - Social Insulation: Hinders caused by mental attacks durations are reduced by 1 roll, to a minimum of 1 roll. *Passive*
- Disadvantage - Narrow Skillset: As per the Core Rulebook.
- Disadvantage - Out of Your Element: The character takes a -2 penalty on any check to gather components. This includes on the Forage roll while using the Forage Move.
- Disadvantage - Personal Space: The character takes a -1 penalty to all Help an Ally checks.

Socialite

- Advantage - Dazzle: The character draws a target's attention with a check of any type. On a 7-9, the next ally to attack the target gains a +1 bonus on the roll. This increases to the next 2 rolls on a 10+, and next 3 rolls on a Critical Success. This effect ends when the character takes another action. *Active*
- Disadvantage - Better Part of Valor: The character is Hindered during their first round of combat.
- Disadvantage - Center of Attention: The character only receives +1 on a roll of 10+ and +2 for a crit when receiving Help an Ally.
- Disadvantage - Narrow Skillset: As per the Core Rulebook.

Street Rat

- Advantage - Street Smarts: Once per encounter, the character may consider a Discover Secrets check to have a result of 10. *Active*
- Disadvantage - Better Part of Valor: The character is Hindered during their first round of combat.
- Disadvantage - Insular Community: After receiving aid from a Help an Ally action, the character cannot receive the benefit of another Help an Ally action until after they have failed a check.

- Disadvantage - Personal Space: The character takes a -1 penalty to all Help an Ally checks.

Suburbanite

- Advantage - Rumor Mill: The character receives a +1 bonus on Discover Secret checks. This bonus doubles if based upon Social interaction. *Passive*
- Disadvantage - Center of Attention: The character only receives +1 on a roll of 10+ and +2 for a crit when receiving Help an Ally.
- Disadvantage - Insular Community: After receiving aid from a Help an Ally action, the character cannot receive the benefit of another Help an Ally action until after they have failed a check.
- Disadvantage - Smell the Roses: Whenever the character rolls 10+ on a roll but not a Critical Success, they receive a -1 on their next roll. **This detriment can trigger a maximum of 3 times per encounter.**

Townie

- Advantage - Communal Strength: The character can make a roll of an Ability of their choice to allow allies to fight easier alongside them. On a 7-9, the character and one ally gain a +1 on Attack rolls so long as they stay within close range of each other. This increases to two allies on a 10+ and three allies on a Critical Success. *Active, Formation*
- Disadvantage - Follow the Crowd: Hinders caused by mental attacks increase their duration by 1 roll.
- Disadvantage - Narrow Skillset: As per the Core Rulebook.
- Disadvantage - Smell the Roses: Whenever the character rolls 10+ on a roll, they receive a -1 on their next roll. This does not apply to Critical Successes. **This detriment can trigger a maximum of 3 times per encounter.**

Hidden Origin Moves:

If you have a Hidden Origin, you have access to an additional Advantage. This does not take up one of your Move slots.

Mistkin

- Advantage - Localized Shift: Once per encounter, the character may roll a stat of their choice to Hinder all nearby targets (except Mistkin). On a 6-, the character is exposed to danger, but this move is not considered used. On a 7-9, all allies and enemies are Hindered for 1. On a 10+, all enemies are Hindered for 2 and all allies are Hindered for 1. On a Crit, all enemies are Hindered for 2 and allies are not Hindered. *Limited*

Milestone Moves:

If you have access to a Milestone, you may take it's associated Move. This does take one of your Move slots. The Milestone Moves are recorded here for reference.

- Fury's Bane: The character can make a special attack with an Arcanum roll. On 7-9, the target becomes weak to one elemental damage type of the character's choice for the remainder of the current round and the next round. On a 10+, this lasts for an additional round. On a Critical Success, this lasts for 2 additional rounds (the rest of the current round, plus 3 extra rounds). *Active*
- Medical Team: The character can make an Artis roll to instruct allies in how to care for the wounded. On 7-9, the character and two allies gain the move First Aid from the Doctor path. This increases to three allies on a 10+ and four allies on a Critical Success. *Active, Formation*
- Quick Study - Once per encounter, the character may use a move they do not possess, but have witnessed an ally use during the same encounter. They may use Artis in place of the standard stat for the ability. This is not considered used on a 6-. *Active, Limited*
- [Spirit] Strike - The character can elect to take a penalty when Engaging in Battle in order to add an enhanced effect on a successful hit. The effect of which is determined by what form of Spirit the character draws from. The character must declare the amount of penalty before rolling. *Active*
 - Ancestral Strike - Any damage dealt with this attack is Astral. The character can reduce an active Hinder on an ally by 1 roll per -1 they take on the roll.
 - Bestial Strike - Any damage dealt with this attack is Primal. The character can increase an active Hinder on an enemy by 1 roll per -1 they take on the roll. If the character uses an Essence on this roll, this caps at 3.

Gameplay FAQ

Do the same Community Standards apply.

Yes. Absolutely. 100%.

If you plan to attend an online event, please familiarize yourself with the community standards of both Neverafter and Eternal Pizza Party Productions. By attending our events, you are agreeing to abide by all rules and policies described therein.

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.

How can I submit my Character Online Abilities?

Please use the following form to submit your Online Character Abilities:

[The Google Form to submit Online Character Abilities is here.](#)

Can my character die?

Yes. As detailed above, characters can die, receiving detriments similar to those in live events, though these will be altered to fit the online rules. However, your character cannot fully die in that we will redraw any Death card we would have drawn.

Do I get XP?

Not by default. We offer the ability to purchase XP at half the cost of a normal event (\$20 for base, \$5 each for up to 2 additional), but we do not require players to pay for online events.

Can I learn new abilities/Paths?

Why yes, you can! The option to spend XP to learn up to two abilities and/or Roads will be included on Post-Game Action forms. These do not impact online events, but will impact your character when it is safe to resume live events.

What do online events 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?

Sometimes. Because we may need multiple STs to handle a large group of players online, we will require people to pre-register for the event and our maximum attendance will be determined by how many STs we will have available. We also tend to limit our side mods to no more than 6 players. We will include any limitations when a full schedule for the event is released. 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. Please fill out one form per character if playing or paying for an Alt Character.

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.

Where can I send my donation for the below rewards?

Please use [this link](#) to donate!

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. There are two new donation options as of the July Event.

Base XP (\$20; limit 1 per character): Your chosen character gains 3 XP

Extra XP (\$5; limit 2 per character): Your chosen character gains an additional 1 XP per purchase. You must purchase Base XP for the character before you can purchase Extra XP.

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.