

# Neverafter

A Modern Dark Fairy Tale

# Dedications and Acknowledgements

In loving memory of Deborah Theis

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# Table of Contents

[Introduction](#)

[Safety Terms & Rules](#)

[Rules of Consent and Personal Safety](#)

[Combat](#)

[Life and Death](#)

[Armor](#)

[Skills and Spells](#)

[Lexicon](#)

[Character Creation and Advancement](#)

[Roads and Paths](#)

[Via Arcanum: The Road of Secrets](#)

[Via Bellum: The Road of War](#)

[Via Umbra: The Road of Shadows](#)

[Via Artis: The Road of Artistry](#)

[Crafting Primer](#)

# Introduction

There is a world beyond our own, one of imagination and mystery, of myth and folklore, of terror and wonder. It is a place where the seemingly impossible comes to pass, where the things that go bump in the night dwell and lurk and feed. It is a place of magic, nobility, and unimaginable darkness. Little is known about this strange, twisted world, but those who have heard of it called it the Neverafter. Those that glimpse it never walk away the same; those that have set foot within that otherworldly wilderness are more than merely rare.

You are one such one such soul. Welcome to the Neverafter.

Neverafter is a dark fantasy LARP that puts you in the role of a modern-day person from the world as we know it who has become trapped in a strange realm of legendary heroes and indescribable horrors. It is up to you to discover how to survive in this world. The game will explore themes of both horror and heroism, allowing players the opportunity to struggle against the darkness of a land of twisted fairy tales and warped folklore.

Neverafter is inspired heavily by myths and legends from all over the world. We draw inspiration from North American cryptids, German folklore, mythologies from several countries, and early western occultism, just to name a few. Don't expect everything to turn out exactly like the stories you might have heard, though. Stories change after being told over and over for so many years, and the truth is rarely as simple as the legends would have you believe.

Neverafter is presented in association with the Cancer Hope Network. At least one third of all proceeds will be donated to help cancer patients and their loved ones access free, one-on-one counseling with a trained volunteer who has fought their own battle with cancer. For more information, visit their website at [www.cancerhopenetwork.org](http://www.cancerhopenetwork.org).

# **Safety Terms & Rules**

## Pauses in Gameplay

### **Hold**

When someone says “Hold!” it means a dangerous or serious out-of-game situation is occurring. Everyone is required to take a knee if able until the hold is resolved. Those unable to do so must remain quietly in place. Anyone else who hears “Hold!” should also call it out to ensure everyone hears it and is aware of the pause in the game. Anyone may call a Hold.

### **Scene**

Sometimes, events of the story will be of a scale that we can’t replicate (for example, “The ground fills with lava and huge demonic hands spring forth.”). When a Storyteller needs to describe something narratively or explain a special rule or effect to all players present, they will call “Scene!” All other players should repeat the call, then remain quiet while the Storyteller speaks.

### **Clarify**

Inevitably, you will encounter a rule you don’t understand or a scenario that is unclear. If you need to ask an out of game question about something that just happened in-game, say “Clarify” before asking your question. If you are asked such a question, give a brief explanation. Keep Clarify pauses as brief as possible.

### **Caution**

When someone says, “Caution!” it means that a dangerous situation is about to arise. An example: you are fighting a non-player character (NPC) and you notice they are about to get too close to a bench where they could potentially trip. You could say “Caution. There’s a bench there.”

## **White Headbands**

On any encounter, there will almost always be someone wearing a white headband. This is to signify that they are not in-game (IG). Any time that anyone (staff, NPC, or PC) is out of game (OOG), they should wear a white headband. You may also hold your weapon above your head, or place a closed fist above your head to signify you are OOG.

# Rules of Consent and Personal Safety

At Neverafter, we use several techniques to handle intense situations. It is hard to know every player's fears or keep track of what may cause duress for each participant, but we want to make sure our players are safe while at the same time create situations IG that cause intense drama and have an element of horror. **We will never have content that includes themes of sexual abuse or depicts suicide.**

While we will include immersive, intense, potentially stressful, and horrific mods meant to enhance, dramatize, and thrill, the safety and mental well being of our players and staff are always our top priority. We aim to consider both the physical and emotional safety of all participants.

## The Stoplight Rule

If you are ever in a situation and feel it is approaching an uncomfortable place, say "yellow light" or simply "yellow" to let the player know that they need to lower the intensity of the scene. If a scene has progressed to the point where you need it to stop completely for the sake of your mental well-being, say "red light." At this point, all players involved in the scene must stop, step away, and let you collect yourself in any way you see fit. Unless given specific permission by the player who called red light, please give that person their space until the situation is resolved.

## The Check-in System

Sometimes when roleplaying with other players or even just observing others, you may notice that someone near you looks upset. While this will often be an affectation due to roleplay, sometimes the emotion is genuine. If you notice this, or even if the roleplay of the scene has escalated to an intense emotional space that could reasonably upset someone, please check in with them to make sure they aren't upset on an out-of-game level. This could be a verbal check-in, but we also have a system of hand gestures so that this check-in doesn't disrupt the flow of a scene.

If you want to check in with someone non-verbally, hold your hand in front of your chest with your forefinger and thumb touching to form a circle and your other three fingers extended (this gesture commonly means "OK"). If someone gives you this gesture, you may respond in one of three ways. A thumbs up indicates that you are OK and that the scene can continue. A "so-so" gesture (hand parallel to the ground tilting back and forth) indicates that you are on the verge of becoming upset and that the scene should de-escalate. A thumbs down indicates that you are not OK and the scene needs to end. The player who checked in should ask the other player if they should find a staff member and do so if necessary.

## “I’m Not OK”

Sometimes, a scene may cause you distress in such a way that you need it to end immediately. While you can always say “red light” to do this, sometimes people become so upset that they become non-verbal. If this happens to you, lower your head and bring one hand to shade your eyes. This is a signal to other players that the scene should not continue as if someone has said “red light.”

## The Space Rule

Sometimes people need time to re-energize or take it easy. We will never penalize anyone for needing some time to collect themselves or recharge. If you need to step away from a scenario, you have the right to not be questioned about it and have your space. You may need to clarify that you are out of game if approached.

Please note that you are responsible for your own self-care. If you need to step back, the mod will continue unless a hold or red light is called. **In the event that simply missing a scene would have a detrimental impact on your character, staff will make every effort to provide an opportunity to correct this.**

## There’s an OOG Problem, What Do I Do?

As outlined above, we have several safety measures to employ if you find yourself in a situation where you are upset on an out-of-game level. Ideally, your scene partner should check in with you when a scene becomes intense, but it is possible that a player will either not notice potential distress or assume that the distress is in-character. If you have to use a safety measure, the first of these you should employ is the stoplight rule. If possible, say “yellow” or “yellow light” before a scene reaches a point that overwhelms you. If the scene does progress to that point, say “red light.” If you become upset past the point of being able to give a verbal signal, use the “Not OK” gesture described above. If all else fails, or if you just need space, go out-of-game and walk away. In summation:

1. Use the Stoplight Rule
2. Use the “Not OK” gesture
3. Walk away.

## The Rule of Consent

Players and staff must ask consent before physically touching another participant. Always ask permission for physical RP before initiating it. The participant who wants to initiate touch must have consent before starting the interaction by asking for permission. A general answer of “Yes” indicates the person is comfortable with the following physical areas: arms, lower legs, and upper back. A person may respond “Yes, but not my X” to indicate that one or more of those three areas are not acceptable. Individuals may



agree on additional physical areas, such as stomach, so long as the physical content is appropriate to the setting of Neverafter LARP.

Every participant has the right to change the level of consent they give at any time. As you participate, you may find that you are less (or more) comfortable with a given action—over the course of several events, or even during one scene. If someone changes the level of consent or says “no” to anything, do not ask again. Remember: their polite decline is not about you. The correct response to a “no” or a “yes” is “thank you,” as we want to reinforce healthy boundaries in our community.

## **Personal Possessions**

Most in-game props that are not on your person can be physically taken with the exception of bags. Players are not permitted to touch, look inside or move another player’s bag or pouch without permission in or out of game.

## **The Orange Wristband Rule**

Players who wish to have their boundaries pushed by dramatic, intense situations and horrific scenes may choose to wear an orange wristband. This indicates that you are fine with small amounts of physical roleplay, physical challenges, and particularly horrific scenes. If we think there will be orange content on a mod, the NPC hooking it (“recruiting” or coming to involve you) will wear an orange headband or carry an orange lantern. We encourage you to ask the marshal in the orange headband yes or no questions about the content on the mod in order to ascertain whether or not they should stay behind.

Because we routinely incorporate elements of horror into our game, we will not include a content warning for light to moderate use of fake blood. We will give a content warning for open displays of viscera or heavy gore.

**Players will never be penalized for choosing to play within their physical, mental, and emotional capabilities. We also understand that some players’ physical and emotional needs and capabilities may change throughout the course of the event. Players are encouraged to add or remove their orange wristband as needed for this reason.**

## **Red Headbands**

For a variety of reasons, players with red headbands are not participating directly in combat IG. Players wearing red headbands may not participate in combat using weapon or spell packets nor be struck with weapons or spell packets. If someone wishes to attack someone with a red headband with their weapon or spell packet, they point the weapon at the player with the red headband while within 5 feet and say their damage and any effects.

If you feel the need to change to red headband status at any time, please do so. We understand that physical and mental health can change over the course of an event, and again, your well-being is more important than anything. If you need to wear a red headband, please alert staff so that we can ensure that your safety is taken into account.

Remember: Red means STOP!

## **A Note About Bleed**

Bleed is defined as “[the \[emotional\] spillover between player and character.](#)” In particularly intense scenes and combat situations, you may find yourself experiencing the emotions that your character feels. You might also bring some real world feelings, experiences, and challenges with you, which can affect your character. This is typical. We ask you to remain aware of bleed, adjust if necessary, and speak with a staff member if you are having difficulty. While staff can assist you with major bleed issues on site, they are not therapists and cannot provide prolonged help.

## **A Note About Appropriation**

The staff of Neverafter plans to draw inspiration from the myths and folklore from many different cultures, including traditionally non-white. While we will make every attempt to cast roles with the appropriate representation, we have a somewhat limited pool of people from which to do so. We will always make every effort to present material that draws on other cultures respectfully and will never attempt to alter the apparent race or ethnicity of any person portraying any role. Likewise, players are expected to treat any culture they draw upon for inspiration respectfully and should not attempt to appear as a race different from their own.

# Community Guidelines

The staff of Neverafter is committed to creating a safe and welcoming environment for all players. We ask that you do your part to maintain that environment by adhering to the following guidelines.

## **Gender Pronouns**

Pronouns are gender identifiers, which include they/them, she/her, he/him, ze/zir, and other terms. Always respect others' pronouns. Unintentional misgendering does sometimes happen. If you accidentally misgender someone and they correct you, thank them, move on with your roleplay, and use the correct pronoun moving forward. Do not make a big deal out of the situation or center yourself or your mistake. The expectation is for all of us to respect each other as a community.

## **Bullying**

Neverafter does not allow bullying. We define this as any repeated behavior - verbal, emotional or physical - that causes physical or emotional harm. If we discover you have engaged in such behavior, you will be asked not to return to Neverafter.

## **Harassment**

Neverafter has a strict policy against physical harassment, which includes stalking, physical intimidation, physical assault, battery, and inappropriate or unwelcome physical contact; or verbal harassment, which includes threats, offensive verbal attacks, any real-world slur or derogatory remark, bathroom/gender policing, repeated or intentional dead-naming or misgendering (referring to someone by their assigned name or gender against their wishes), or unwelcome attention to physical appearance.

## **Manipulative Behavior**

Any attempt to influence or control the behavior of a player or staff member with the impact of harm or discomfort, circumventing the rules, or gaining an unfair advantage will not be tolerated. Manipulative behavior can include but is not limited to browbeating, guilt tripping, pleading, claiming false authority, or intentionally misrepresenting past or present interactions.

## **Discrimination**

We do not tolerate discriminating against or shaming any individual based on race, gender or presentation, religion, sexual orientation, mental or physical disability or condition, ethnicity, or nationality.

## **Adult Content**

Neverafter is a dark fantasy LARP and takes a lot of inspiration from the horror genre. As such, we will explore some darker themes such as existentialism, madness, and body horror. We will do our utmost to provide content warnings, through the orange headband or lantern, on any mod we feel has the potential to cause significant discomfort or unease. If a scene makes you feel uncomfortable, you may leave any scene at any time without question or judgement.

Explicitly sexual contact is not allowed during events, even between consenting partners.

## **Off-Limit Topics**

We do not allow discussion or depiction of sexual violence in any capacity. Suicide may be discussed, but never depicted nor suggested as a course of action. Players are prohibited from portraying suicidal acts. Should suicide be a primary point of discussion on any mod, staff and NPCs will use the orange content warning system to disclose this.

## **Exclusionary Behavior**

Neverafter is intended to be a collaborative, inclusive experience. While it is not possible to tailor all content to the interests, in-game abilities, and out-of-game capabilities of all players, Neverafter staff will do our utmost to make our content as inclusive as possible at all times. Likewise, we expect players to make an effort to include others in their game experience and to allow each player to have their “time in the spotlight.” The creation of exclusive social cliques or any other behavior intended to prevent another player from engaging in the game is not permitted.

## **Interacting with Staff**

It is impossible to anticipate every situation, and this rulebook cannot possibly cover every scenario that may arise. In any situation where the rules are in question, staff members are empowered to make judgment calls or adjudicate rules conflicts. A staff member’s decision always supersedes the written word of the rulebook, but never permanently sets a precedent. In order to prevent long holds in the game, please do not argue with game staff when they make a ruling during a scene. After the scene is over, you may speak to a game director if you feel the ruling was in serious error.

The directors will always do their best to resolve conflicts to the satisfaction of all parties involved, but will keep fairness and the cooperative intent of the rules as their primary consideration. The ability to appeal to the directors should not be abused, and this option is not meant for players to simply “go over the head” of a staff member because a decision did not benefit them personally. Directors will never alter a marshal’s decision solely because a player complains.

When interacting with staff, remember to treat them with the same respect with which you would want to be treated. Argumentative behavior, verbally attacking a staff member due to their ruling, or poor sportsmanship may result in disciplinary action.

## **EP3I Bylaws**

Players and staff are expected to abide by all bylaws of Eternal Pizza Party Productions, Inc, which can be found [here](#).

## **Player vs Player Actions**

Player vs Player (PvP) actions include any action that a character willingly takes that detrimentally affects another PC. This can include openly attacking a character, stealing their possessions, or manipulating an NPC into taking action against them. While PvP actions are allowed, it is important to remember that we are a community first and foremost and that you should always take a player's OOG feelings into account. Premeditated PvP actions require a marshal to be present. If you take any PvP actions, you must remain in the character that took them for the next 2 hours. Additionally, staff may request that you switch into the character that performed the PvP actions at any point during that event.

## **Disciplinary Action**

If a player is found to have violated the rules or community Guidelines of Neverafter or the bylaws of EP3I, staff may be forced to take punitive action. In general, this will occur in three degrees. The staff reserves the right to exercise their judgement in treating an offense more or less harshly, depending on severity and circumstances.

- A player's first offense will elicit a verbal warning to ensure the players knows what they have done and that they will not repeat the offense.
- A player's second offense within 6 months will result in a written violation. In such an instance, the offender would lose the base xp for that event. Intentionally and maliciously skipping NPC duty will automatically result in this.
- Repeated or malicious violations of the rules will result in a ban from Neverafter. The offender will be escorted from camp and may not return to the event. The ban may be temporary or permanent depending on staff's discretion.
- If a player represents an immediate threat to the safety of other participants, staff may elect to contact the local police.

## **Being a Community**

The staff of Neverafter is dedicated to creating and maintaining a fun and safe environment for our players. As members of our community, be sure to care for, respect, and protect one another. It is our belief that the most important and fulfilling part of a LARP is the collaborative aspect of the story, so be sure to do everything you can to enhance the enjoyment of others while you play. Everyone, players and

staff, should strive to treat each other as they would want to be treated themselves, to offer each other respect and kindness, and to make Neverafter a welcoming community for all.

## **Voicing Concerns**

The directors of Neverafter will listen to any concerns about the physical, mental, or emotional safety of a player or players in person at events. You may also send concerns to [neverafterlarp.safety@gmail.com](mailto:neverafterlarp.safety@gmail.com). This email can only be accessed by the game's directors. In the event you feel you need to talk to someone else about an issue, you can contact the trustees of Eternal Pizza Party Productions, Inc. through the contact form on their website at [www.eternalpizzaparty.com](http://www.eternalpizzaparty.com).

# Combat Safety

Neverafter is a lightest touch boffer/latex LARP. In order to maintain a safe and immersive combat experience, all players and NPCs are required to roleplay damage when taking hits. Please be mindful of your surroundings when in combat. The following are considered unsafe practices.

## **Baseball Bat/Full Swing**

When striking someone with a weapon, you're expected to use enough force to let them know you struck them, without causing pain or pushing through their defenses to deliver the strike. If you are struck too hard, you may ask the other person to be more careful with their swings.

## **Machine Gunning**

Attacks at Neverafter require at least a 90 degree arc of the weapon. Using less than this to attack rapidly is considered unsafe. Additionally, attacking faster than you can intelligibly call your damage is not permitted. If someone is striking you too quickly, you should inform them of their mistake. If their damage or effect calls are unintelligible, do not take any of the damage or effects.

## **Turtling**

When utilizing a shield or other form of cover, you may not present exclusively illegal targets as the only option of striking. Presenting only your head, neck, groin, wrists, ankles, hands, or feet as option to strike is creating both an unfair and unsafe scenario for both combatants. Shields should be crafted to an appropriate size for the user. Special attention must be paid when engaging in combat utilizing the environment to gain an upper hand.

## **Trampling**

When moving around at any time, you may not shove your way through a crowd, or shove a person out of the way to get where you need to go. This could cause someone to fall or to drop something they're holding. If you intend on getting past someone, you should either find a longer way around them, use a movement ability, or defeat them in combat.

## **Body Blocking**

If someone is using an ability to move past you, you must move out of the way. Intentionally moving or positioning yourself so that someone runs into you unintentionally can result in injury on both sides. If you wish to stop someone from getting past you, you should engage them in combat at an appropriate weapon distance and maintain that distance.

## **Crowding/Hugging**

When engaged in melee combat, you are expected to maintain a safe fighting distance at all times between all combatants. If you step within your arms reach of their body, you risk striking the other combatant with your hand or arm as you make an attack. If someone gets within arm's reach of you, you should ask them to take a step back.

## **Uncontrolled Movement**

When moving around during the game, you should have full control of yourself at all times. You must be able to stop yourself at any given moment without risk of falling or running into someone. When the conditions of the ground are slippery, you should adjust your movement speed to compensate for the increased stopping distance.

## **Unsafe Terrain**

When attempting to maneuver around a combat, you should not intentionally use unsafe fighting terrain to outmaneuver your opponents. In the event that you or an opponent move into unsafe terrain, you may request at any time to move to a fighting ground you find safe. If an opponent attempts to outmaneuver you using unsafe terrain, you may ask them to engage you in a safe fighting area.

## **Weapon Construction**

Weapons must be constructed in a safe manner. A weapon may fail inspection for the following reasons:

- Core is not attached to the foam.
- Core is able to be felt through the foam.
- Thrusting tip is not padded enough.
- Weapon exterior is too hard.
- Weapon has too much bend or whip.

- The core of the weapon is bent or has fittings that are not attached properly.
- The weapon has protrusions that are likely to hook others' weapons.

#### *Equipment Sizes*

- Small weapons range from 16 to 22 inches.
- One hand weapons range from 20 to 44 inches.
- Two hand weapons range from 40 to 72 inches.
- A shield may not be larger than the user's shoulder to knee.
- Thrown weapons range from 4 to 44 inches and must be constructed without a core. They cannot be used to block attacks or strike in melee combat. They should be designed to fly without causing harm or issue.
- Spell packets must be made to the approximate size of a golf ball, made and filled with biodegradable materials, and sealed with either a rubber band, string, or sewn shut. They should not be overly firm, but may have enough weight to be effective.

You may not use multiple pieces of equipment in a single hand. Two handed weapons may not be used to deliver any mechanical effect if you do not have 2 hands on the physrep during the time of delivery. If a shield is being used, the arm the shield is on may not be used to deliver mechanical effects.

A bow must be made of PVC and constructed as per standard melee weapon rules. It must fit the construction of a standard weapon and have the appearance of being made of wood. You may not strike with a bow physrep.

Weapons that fit into multiple categories may only have one classification and it must be written on the item card. Item cards must be on your person in order to be able to use your weapon.



# Combat

## Weapon Strikes

All weapon strikes must be lightest touch and cannot be delivered to a player's head, neck, groin, wrists, ankles, hands, or feet. You should not take any damage or effects when struck in one of these places. Thrusting is allowed with boffer weapons only after a member of rules staff has determined that it has sufficient padding on the tip and as long as the weapon retains that padding on its tip. Thrusts must never be forceful enough to push the defending player.

Melee combat in Neverafter follows the Combat Pacing rule. When wielding a single melee weapon, you are permitted 3 strikes in rapid succession, after which you must take a 1 second pause. When wielding two melee weapons, you may make 4 strikes in rapid succession before taking a pause. Ranged weapons and spells are not limited by this.

One-handed weapons, small weapons, ranged weapons, and fists deal a base of 1 damage. Two-handed weapons deal a base of 2 damage. When delivering base weapon attacks you must call damage number

and source type (if you have no source, use the word "damage"). *Example: "3 Fire"*. When delivering multiple base weapon attacks, you must complete the damage+source call before delivering the next strike.

When delivering a skill with your weapon, you must state the skill name before you hit with your weapon. If your swing hits, then you must immediately state the damage and effect before doing anything else. *Example: "Slash Tendon" Hit. "3 Damage, Hobble."*

## **Spell Packet Strikes**

Spell packets must be lobbed or tossed and should not be thrown in a dangerous manner. Just like weapon strikes, they cannot be aimed at the face, hands, or groin. This applies to packet archery as well. You should not take any effects or damage from spell packets that strike these locations. Spell packets must be filled with bird seed or some other biodegradable substance. The Rules Staff has the final say about whether a spell packet is acceptable.

When delivering an ability, you must first complete the spellcasting RP, then throw the packet. If it connects with your target or anything they are holding, you may call your damage and effect. This includes weapons, shields, and clothing. When delivering multiple spells, you must complete the RP+damage+effect script before beginning the next spell.

## **Arcane Foci**

Those on Via Arcanum must use an Arcane Focus to cast their spells. This is a physical item that can take any form the caster desires, subject to staff approval. An Arcane Focus could be a classical spellcasting implement such as a wand or poppet, or it could be something more modern and personal to your character. Arcane Foci cannot have any other in-game function.

**Casters can also deliver a basic magical attack using an Arcane Focus. This is delivered with a packet and deals a base of 1 damage of a type specified by the Via Arcanum Path(s) that the character has access to. Arcane Focus attacks take 3 seconds of appropriate RP to charge. This can be interrupted by any damage or condition. Arcane Focus attacks are considered spells.**

## **Ranged Strikes**

When delivering an attack with a ranged weapon, you must count, "Aiming 1, Aiming 2, Aiming 3," before throwing a packet at your target. **You may make this count silently.** You must have a bow phys rep in one hand in order to deliver this attack. Unlike with spells, ranged attacks can be blocked with a shield.

When delivering multiple skills or base attacks you must complete the skill+damage+effect scripting as outlined above for the first attack before calling the other.

## **Damage Types**

In Neverafter, very few battles are fought with purely mundane methods. Mages can summon goutts of flame or lances of magical force, jewelers can tap into the magical properties of gemstones, and warriors can wield weapons made of strange materials that carry the powers of the elements themselves. The following common damage types exist in Neverafter:

*Fire* - The weapon or spell that delivered this attack was burning hot, or just plain burning.

*Ice* - This attack was freezing cold, possibly causing frostbite in the affected area.

*Shock* - This represents either electricity or sudden, strong winds.

*Earth* - The attack was caused with the grinding power of stone or the crushing force of gravity.

*Primal* - The attack was imbued with the wild, untamed power of natural flora or fauna.

*Decay* - The attack carried the power of entropy, causing rot and necrosis of the affected area.

*Magic* - This attack was empowered with highly-ordered arcane force.

*Chaos* - The weapon or spell was charged with the ever-shifting power of disorder.

*Astral* - The attack was charged with either the energy of the spirit world or of the soul.

*Iron* - An extremely rare damage type, this cannot be replicated by spells. Iron is particularly harmful to many magical beings.

*Bane* - This attack deals double damage against a specific type of creature. You must know that a creature qualifies in order to use Bane damage against it.

## **Traps and Hazards**

### **What are they?**

Traps, simply put, are man-made mechanisms designed to injure, disable, or inconvenience you. A trap could be a spiked pit, a swinging blade, a pressure plate that triggers a volley of poison darts, or any other danger that an intrepid adventurer might encounter. Hazards are similar in effect, but are usual natural dangers of the environment. A hazard could be a river of lava, an area of strong winds, uneven ground, or any other dangerous feature inherent to your surroundings. At Neverafter, the only mechanical difference between a trap and a hazard is that traps can be disabled and hazards cannot.

## **How are they represented?**

Traps and hazards are marked with yarn/ribbon or tiles. When stepping over a line or onto a tile, you must take the effect of the trap or hazard as listed on the attached card. Traps and hazards can be marked with green or yellow trap markers. If the marker is green, the trap or hazard is visible and able to be perceived by anyone. If the marker is yellow, the trap or hazard must be detected before it can be perceived. Traps are visible by default; you must have an ability or item in order to set a concealed trap.

## **How are they made?**

Traps are constructed by Outfitters in two parts: trigger and effect. Trap triggers indicate where the trap can be placed and what actions will set it off. Effects denote what happens when the trap is triggered. Triggers and effects can be combined in any combination and placed on any legal area (as defined by the trigger) provided you have the skill Set Traps. Interacting with a trap, intentionally or otherwise, without disabling it subjects you to the effect of the trap.

Because hazards are natural features of the environment, they cannot be made. Interacting with or moving through a hazard will cause you to take the effect of the hazard. As stated above, hazards cannot be disabled or disarmed.

## **Setting a Trap**

To set a trap, you must first have the skill Set Traps from Via Umbra. You then expend an amount of Essence as specified on the trap effect and trigger. You may expend additional Essence to make the trap more difficult to disarm. Roleplay setting your trap for 15 seconds per Essence spent. Then, note the trap effect the amount of Essence spent to set it, and your initials on a note card, then fold the card in half to conceal that information. Write the trap trigger on the exposed side of the card and affix it to your trap marker.

## **Disarming a Trap**

In order to disarm a trap, you must have the skill Disable Traps from Via Umbra. Once you've located a trap, you may elect to expend any amount of Essence. After determining the amount of Essence expended, you may then open the item card of the trap and compare the costs. If you expended an equal or greater amount of Essence than is written on the trap, the trap is disarmed. If not, the trap is set off and you take the effects. The Essence is expended regardless of the result.

# Life and Death

## **Health and Essence**

Health is a measure of your character's hardiness, resilience, and perseverance. When you take damage, you lose that many points of Health to a minimum of zero. Once you've been reduced to zero Health Points (HP), you begin your death count, detailed below.

Essence is a measure of your character's drive, force of will, and inner strength. Essence Points (EP) are spent to activate your character's abilities. Each ability specifies the amount of EP it costs to use. If you don't have enough EP to pay for an ability, you cannot use it. EP refreshes to your maximum when you recuperate.

## **Bleeding Out**

When you are reduced to zero HP, you begin a four minute count called your Bleedout. When you enter this state, you have five seconds during which you may cry out, after which you fall unconscious and are unable to act, speak, or perceive your surroundings. Any healing ability or item that specifies it works on dying characters will revive you. If your four minutes run out, you have died. Proceed out-of-game to Logistics

## **Killing Blows**

Sometimes you just want something dead right now. If you absolutely can't wait for your enemy to bleed out naturally, you can finish the job yourself. By holding your weapon to a target in bleedout or standing within touch range of them, you may perform a Killing Blow with a 3-count ("Killing Blow 1, Killing Blow 2, Killing Blow 3") after which you strike your target for your damage. If this attack is successful, the target immediately dies. This is considered a Concentration effect and can be interrupted if you are struck or if your weapon strike is physically disrupted. You may also perform a Killing Blow with an ability or your Arcane Focus.

## **Searching**

If you knock a target unconscious, you may call aloud a 15 count and pantomime searching them for that duration. At the end of your count, you may retrieve 1 item card from their person. You may name a particular item card or you may request a random one.

## Dragging

If one of your friends (or enemies) is incapacitated on the ground, you don't have to just leave them there. Any character may declare they are dragging a willing, unconscious, dying, or dead body at a heel-to-toe pace. This is considered to require Concentration, you must drop the target if you are affected by any attack. Only one person may drag a body at any given time; additional people do not allow you to move faster.

## Detriments

At Neverafter, death is not the end of your character's story. When you report to Logistics after dying, you will be asked to draw from a deck of 20 cards. Each card corresponds to a detriment that will be added to your character sheet for three attended events. You will then be instructed on how to return to game and what you remember from the time you spent dead.

However, each time you draw a detriment, that card in your character's deck will be replaced by a Death card. If you draw one of these, you cannot return to life. After drawing a Death card, you have 1 hour that you may spend as your character to walk around the town. You can use this time to say goodbye, gather Aether Coins to redraw the card you picked, or even lie on the ground in despair. During this time, you may not use abilities or engage in combat.

## Armor

Any player can wear any armor type for its base benefit. Each armor type provides a certain number of defenses against non-surprise physical attacks that strike you. To use this defense, simply declare "Armor" in response to the attack. You need not use these defenses on the first applicable attacks that strike you. **Uses of this defense are restored by resting unless your Armor has been affected by the Broken condition, in which case it must be repaired.**

You must have an armor phys rep that covers at least half of your torso in order to gain its benefit. If you are wearing more than one armor material on your torso you may specify during the check in assessment which material you wish to count towards your uses of Armor. You must be wearing your

armor phys rep in order to use Armor defenses. Exceptions to this rule, such as dangerous weather conditions in summer months, will be made by a staff member and announced before lay on.

An armor phys rep need not be made of authentic materials as long as it is crafted to accurately represent its in-game material. Armor will be assessed for its armor type by a staff member at check in and you will be issued an item card by a staff member.

## **Armor Types**

### *Light Armor*

This consists of heavy cloth armor such as a gambeson and soft leather armor such as a biker jacket. Light armor provides one Armor defense.

### *Medium Armor*

This consists of hard leather armor and chainmail. Medium armor provides two Armor defenses.

### *Heavy Armor*

This consists of plate and scale armor. Heavy armor provides four Armor defenses.

## **Abilities**

Abilities in Neverafter come in two basic varieties: Passive and Active. Passive abilities provide a continuous benefit and usually do not require activation. For instance, the passive ability Training Regimen permanently increases your max Health by 5. Some passive abilities provide a continuous benefit as well as allowing you to spend EP to gain an additional benefit. An example of this is the skill Poison Training on Highwayman. Despite the option to expend EP for an additional effect, this is still considered a passive ability. Active abilities require an expenditure of Essence to receive an effect. All abilities are considered active by default.

## Skills and Spells

Either skills or spells are considered active abilities. Skills represent a character using knowledge, a technique, or physical prowess to perform an ability. Spells represent a character harnessing the mystical energies of the Neverafter to achieve a distinct effect. Unless otherwise noted, spells require 5 seconds of uninterrupted RP to perform. All abilities on Via Arcanum are considered spells unless otherwise noted. All other abilities are considered skills unless otherwise noted.

## Duration Steps

All effects at Neverafter follow common duration steps. When an effect increases a duration by one step, that duration increases to the next longest option listed below. Likewise, if an effect would decrease a duration by one step, it becomes the next shortest duration. Effects can not be decreased to shorter than 5 seconds or increased to longer than 5 minutes unless explicitly stated. The duration steps are as follows:

- 5 seconds
- 15 seconds
- 30 seconds
- 1 minute
- 5 minutes

## Experimentation

Each Road contains an experimentation skill. These are meant to allow players to use their creativity to come up with solutions to problems in ways that may not be covered by existing abilities.

Experimentation skills can allow players to perform an unusual technique during combat, use magic in new ways, or even design and create new items. While these skills are open-ended, there are a few guidelines to follow in their use:

- In order to use an experimentation skill, you must have a storyteller present. The storyteller has the final verdict on the effect of the skill and the cost of using it in that particular instance.
- Experimentation skills are not always successful.
- Experimentation skills are not meant to replace other abilities. It is possible to do something similar to another ability, but in all such cases the effect will be less powerful, more costly, come with a drawback, or some combination of these.
- You may use experimentation skills during combat, but you must be able to express what you're attempting in a single, succinct sentence. If you cannot do this, you cannot use the experimentation skill.
- When used in combat, Experimentation never causes a Hold.
- When used in combat, the minimum cost is 3 Essence. **The player chooses how much essence to spend. The storyteller determines the effect based on this.**



- When used outside of combat, experimentation may be more involved, take more time, and achieve greater effects. When using an experimentation skill in this way, you may attempt to use components or items in order to achieve your effect. The storyteller determines the effect of the experiment and whether the materials are consumed.

## **Resting**

The easiest way to recover your Essence is to rest. In order to do so, you must remain out of combat and can perform no strenuous activity. Examples of acceptable activities during a rest are playing a game, taking a leisurely walk, eating, napping, or sitting quietly. If you use a skill, enter combat, or craft any item, your rest is interrupted. After 20 minutes of resting, you regain all of your EP and heal 2 HP.

Effects that reduce your Rest time can stack, but can never reduce that time below 5 minutes unless explicitly stated.

# Lexicon

## Keywords:

- AoE - This ability affects targets in a defined area. Individual descriptions may limit the number of targets affected.
- Attack - This ability affects another being in a detrimental way or against their will.
- Backstab Damage - This is the damage that you normally deal with attacks that meet the surprise requirements with a fist, small, 1-handed, or ranged weapon. When an ability indicates it deals your Backstab Damage+X, it signifies that the damage cannot be modified any further. When an ability indicates that it increases your Backstab Damage by X, you may modify it further with other abilities. When you deal damage in this way, call "Backstab" in addition to your damage type. Backstab damage is not enhanced by Weapon Expertise or other abilities that increase Weapon Damage.
- Concealment - This ability allows the user to hide, preventing visual or auditory detection without an appropriate skill. This is represented by holding your forearm horizontally in front of your face. Any action that affects another being or object not already in your possession or that would require you to break the gesture ends the concealment.
- Concentration- This ability requires your full concentration to maintain. You may not move, activate abilities, attack, or defend yourself while you are concentrating.
- Consumable - Any item that is Destroyed after it is used.
- Defense - This ability cancels or reduces the damage of an attack used against you. Defenses must be called within 3 seconds of being struck by an attack.
- Experimentation - This skill allows the user to attempt to do something outside of the ordinary scope of the rules. A ST must be present for the use of this skill. See the rules on Experimentation, above, for more detail.
- Focus Damage - This is the damage that your Arcane Focus normally deals. When an ability indicates it deals your Focus Damage+X, it signifies that the damage cannot be modified any further. When an ability indicates that it increases you Focus Damage by X, you may modify it further with other abilities.

- Formation- All Formations must consist of the user and 3 allies when formed. They may fall to as few as 2 members, one of whom must be the character who used the Formation ability. If a person is more than weapon's reach from any other member of the formation or falls into their Death Count, they leave the formation. If the character who created the formation falls into their Death Count, the ability ends. No character can benefit from more than 1 formation ability at a time.
- Invisibility - This ability renders the target undetectable to sight. This is represented by crossing your forearms in an X in front of you. Any action you take that affects another being or object not already in your possession or that would require you to break the gesture ends the Invisibility.
- Latent - This ability must be used in advance. It remains on you until activated or until you rest.
- **Mental - This ability affects the target's mind or disposition.**
- Movement - This ability allows the user to relocate themselves in some way. During the movement, the user is immune to all attacks other than AoE abilities, hazards, and traps. Steps taken while moving must be taken in a comfortable, but timely manner. This is signified by holding your arms or weapons in an X above your head as you move.
- Passive - This ability is continuously active. You do not need to spend essence on Passive Abilities unless otherwise specified.
- Physical - This ability is delivered with a **melee** weapon strike.
- Ranged - This ability is delivered at range. The ability must be delivered with a spell packet, **or thrown weapon physrep.**
- Self - This ability may only target the person using it.
- Skill - This ability is mundane in nature. It requires the expenditure of essence but no time to activate unless otherwise stated.
- Spell - This ability is magical in nature. In addition to the expenditure of essence, it requires 5 seconds of appropriate roleplay in order to activate. This roleplay is interrupted if the user is affected by any attack or uses any other ability.
- Stance- Stance skills require a player to plant one foot. The skill ends if the player moves that foot. You may only have 1 Stance active at a time. You must wait 30 seconds after a Stance ends

to activate another stance.

- Storyteller (ST) - A member of game staff involved in running a particular plot or aspect of game lore.
- Surprise - This ability must strike the target's torso and may be delivered either from behind the target or from concealment. Attacks of this type may not be defended against with latents, but may be defended against with normal defensive abilities.
- Touch - This ability is delivered by physical touching or holding your hand within 3 inches of your target. Abilities with this trait require you to maintain this for at least 2 seconds.
- Voice - This ability is delivered without either a packet or weapon strike. In order to deliver the ability, your target must be able to hear you use it both in and out of game. You may not call a Hold to resolve this ability.
- Weapon Damage- This is the damage that your weapon naturally deals. When an ability indicates it deals your Weapon Damage+X, it signifies that the damage cannot be modified any further. When an ability indicates that it increases you Weapon Damage by X, you may modify it further with other abilities. Weapon Damage is not enhanced by Backstab or abilities that increase Backstab Damage.

#### *Condition Effects:*

- Befriended - The target perceives the user as affable and friendly for the duration. The target is not compelled to take any specific action. This effect ends if the user attacks the target.
- Blinded - The target's vision is impaired. They cannot use ranged attacks on targets further than 5 ft away or use defensive skills. Surprise attacks may be delivered from any relative position to a blinded target.
- Bound - The target is bound hand and foot.
- Broken - An object that is Broken cannot be used for any purpose until repaired.
- Dazed - The target cannot perform any offensive action for the duration.
- Destroyed - An object that is Destroyed is unusable and cannot be repaired.
- Disabled - The affected limb cannot be used for the duration of the skill or until healed.
- Disarmed- You must drop a weapon or object you're holding in your hand. You cannot pick it up

for 5 seconds.

- Fear - The target must retreat from the user and will not engage them in combat. If the target cannot retreat, they instead cower in fear.
- Flight- You must move a hand or weapon above your head in a circular motion. While flying you may not make melee attacks, but cannot be attacked by melee attacks or be affected by traps and other ground based environmental hazards.
- Grappled- The target is unable to move or take offensive or defensive actions while the grapple is maintained by the initiator. This is broken if the initiator or target takes any Damage or Condition.
- Hobbled - The target cannot move faster than a slow (heel-to-toe) pace and cannot benefit from abilities with the Movement keyword.
- Pain - The target may not use physical skills.
- **Petrified** - The target is trapped. They cannot move, speak, or otherwise take any actions. They may also not perceive or be affected by the actions of other players.
- Pinned - The target's foot is stuck to the ground. The target may not benefit from Movement abilities and cannot be affected by Push.
- Prone - The target must fall to the ground and remain there for the duration. **This is represented by at least 1 knee and 1 hand or held item touching the ground.** For the purpose of delivering skills, any target who is lying down is considered Prone.
- Push - The target is displaced. The default distance is 10 feet and the default direction is directly away from the user; an ability's description may override this.
- **Silenced** - The target may not make any vocalized noise or cast spells.
- Stunned - The target may not perform any actions and may not move other than slight stumbling for roleplay. This effect ends when the target is attacked. The target may use defensive skills but may not physically defend themselves.
- Taunted - The target must attack the being they are taunted to for the duration of the ability.
- Unconscious - The target falls Prone and cannot move, speak, act, use skills or spells, or perceive their surroundings. This effect is ended by 3 or more damage or any offensive skill or spell.



### *NPC Skills:*

There are a few common skills and keywords you will encounter from NPCs that you should know. PCs will never have access to these.

- True - The effect this is paired with cannot be defended or mitigated in any way. This effect is only used for narrative purposes or for the safety of players.
- Upheaval - *AoE Attack*, All PCs within 10 feet of the NPC are affected by a True 10 ft Push away from the NPC. This cannot force a PC into a trap, hazard, or situation that would cause an adverse effect.
- Last Words - All PCs who hear the call are compelled to remain quiet and listen to the NPC's dying words. Upon completion of the monologue, the NPC immediately dies.
- **Mortal Blow - This functions identically to a Killing Blow except that it cannot be interrupted by damaging the creature delivering the attack.**

# Character Creation and Advancement

## Starting Your Journey

The most important question to answer when creating a character is “Who are you?” What is your character’s name? What is their job? Do they have a family? Pets? What are their hobbies? What are their pet peeves? Do they have nervous habits? Over the course of creating your character, make sure you take some time to learn who they are. While the circumstances of their life will be radically changed just by coming to the Neverafter, the details of their past will inform how they react to the strange new world they find themselves in.

There are a few guidelines to this. Characters at Neverafter come from the world as we know it. You can be from any country and culture as long as you are respectful in portraying a culture that is not your own. You may not play a specific existing person, either living or dead, but you may play a character based on such a person. This prohibition includes playing yourself. Additionally, we strongly discourage players from making characters who are LARPer, as this has a high chance of breaking the immersion of other players or disrupting the mood of the game. Any such concepts are subject to staff approval and may not be played without receiving it.

A facet of the Neverafter that your characters will be quick to discover is that it can evoke qualities and abilities within people that they may not have possessed previously. Please play any Path you want, regardless of whether you think it would make sense for your character. You don’t need to justify skill with a sword or the ability to raise the dead; the fantastical world into which you enter will take care of that for you. Likewise, don’t worry about justifying your character’s starting gear. If you want to start with full plate mail, a broadsword, and a shield, all you need to do is provide the physreps. Something in the world will sense that such armaments are suited to you and mysteriously provide them.

## Origin Story

Once you know the basic details of your character’s life, you can choose which Origin best fits them. Characters at Neverafter fall into six Origins, each describing a walk of life from which your character can hail. When selecting an Origin, you receive both listed advantages and **one** of the listed disadvantages of your choice. You can find more details on Origins below.

## The Roads

Now that you know where your characters come from, it’s time to set them on their path. At Neverafter, skills are divided into four roads: Via Bellum, the road of war; Via Arcanum, the road of secrets; Via Umbra, the road of shadows; and Via Artis, the road of artistry. Each of these Roads has several Paths. A newly created character gets a single Path for free. Over the course of the character’s life, they may take an additional two Paths for a total of three, which may come from a maximum of two Roads.



Additionally, each Road has a list of abilities that your character gains access to if they have any Path on that Road and a small benefit associated with learning Paths on that Road.

Remember, the abilities your character displays in the Neverafter are not necessarily things they could do in their previous life. The world that they have found themselves in is one of mystery and magic, of the weird and the wondrous. The very nature of the Neverafter can draw out hidden potential that your character may have never known was within them.

## **Putting it All Together**

Now it's finally time to create your character. All characters start with 10 Health and 5 Essence. You have 15 Experience Points (XP) to spend on abilities and Paths during this process. Your first Path is free; additional Paths cost 5 XP each. You may purchase abilities from the Common list, the Path(s) you have chosen, and the Roads they come from. Costs for abilities are indicated below.

## **Additional Characters**

At Neverafter, you may have as many characters as you'd like, but are limited to playing no more than 2 per event. You may change characters as often as you'd like. Your characters may be acquainted with each other, but should not be close friends, relatives, or have any other meaningful relationship. You may not exchange items or components between characters (other than Aether Coins).

Your characters may know about general events that happen around the settlement even if you weren't playing them at the time. Specific plot information or specific, detailed information about PCs or NPCs must be learned in-game and cannot be transferred between characters. As long as no participant (including a staff member) is directly or indirectly harmed by a character knowing information and the experience of the game is not ruined for any participant, staff is not overly concerned with policing the information known by players and their PCs.

## **Character Advancement**

As your character experiences the Neverafter, they have the opportunity to hone their abilities and learn to harness new ones. Your character earns 3 XP for each event they attend. You may also purchase up to an additional 2 XP when you sign in for \$10 each. You can use this experience to learn abilities and other Paths both during and after an event.

During an event, you may encounter others who have mastered your skills you wish to learn. If you roleplay learning a skill from another player at an event, you may use that skill after resting. You may also learn skills between games; these will be available to you at the beginning of the next event.

## **The End of Your Journey**

When a character retires either by player choice or by drawing a Death card, their player may spend a portion of their character's earned XP on a new character immediately. The player may create a new character with either 15 XP or 20% of their previous character's earned XP (round up), whichever is higher. Any items soulbound to the previous character are lost, but other items may be recovered if possible.

## **Summary**

You get the following for free:

- 1 Origin, both of its advantages, and one of its disadvantages
- 1 Path
- 10 Health
- 5 Essence
- 15 XP to spend

You may spend XP on:

- Abilities from your Path, Road, and the Common list at the costs indicated
- Up to 2 Additional Paths for 5 XP each

At each event, you receive:

- 3 XP
- Up to 2 addition XP for \$10 each

## **Entering the Neverafter**

People can enter the Neverafter through a variety of methods, most of which are unknown to both character and player alike. There are, however, several common threads. Anyone who enters the

Neverafter is either in a completely natural setting such as a forest, cave, or body of water or is somewhere dark enough to obscure vision. Additionally, they must be unobserved at the moment of their entry except by other people entering. So you can come in as part of the group, but cannot vanish from in front of someone's eyes.

As for what your character knows, there are several options as to the last thing they remember:

#### *Terror*

You encountered something horrifying, something that induced a deep and primal fear response. You may not remember details of what you saw, or you may have a perfectly clear memory of it. Perhaps you ran, perhaps you cowered, perhaps you blacked out. The next thing you know, you find yourself in an unfamiliar forest...

#### *Fascination*

You saw something mysterious, interesting, or riveting, such that you simply had to know more. You approached it, consumed with a sense of exploration and the thrill of the unknown. Perhaps you solved a puzzle, perhaps you followed a mysterious light, but one way or another, the world shifts around you, and you are not where you were...

#### *Conflict*

You came face to face with an opponent, someone or something that you knew you must fight. You bravely or foolishly rushed into combat. Perhaps we were struck unconscious or perhaps you passed out from exhaustion, but when you wake, you are in good health, lying on the grass, and surrounded by strange trees...

#### *Missing Time*

You have a gap in your memory. You were either in nature or somewhere that was or could have become dark. The next thing you know, you are in the Neverafter.

#### *Seamless Transition*

You're not entirely certain exactly when you entered the Neverafter. You have no holes in your memory, you didn't encounter anything blatantly supernatural; you were in one world and now you are undoubtedly in another.

#### *Something Else*

Perhaps none of these options fit your concept. Maybe you want to tweak one of the existing options, but you're not sure if it fits. Please contact staff with your idea and we'll do our best to accommodate you!

## Origins

While all characters at Neverafter are human, that doesn't mean they are all the same. Characters develop different skills, survival mechanisms, and flaws depending on their environment, upbringing,

and surroundings. The blend of factors that shape and influence your character is called an Origin. When creating a character, pick the origin that best fits them from the list below. You gain both associated benefits and the associated detriment for free.

It's possible - likely, even - to create a character that could fit multiple Origins. Perhaps your character started out poor and worked their way up to be an influential businessman. Perhaps they have lived in the same small town all their life and also have a wildly popular YouTube channel. In the event that multiple Origins could apply to your character, choose the one that most influences or defines them.

The Origins are:

### **Socialite**

Charismatic and outgoing, socialites are defined by the influence they wield. While not always universally recognized, a socialite is well-known by those with similar interests. Socialites lead very public lives, often subjected to the scrutiny brought on by the limelight. Socialites could be Hollywood starlets, fashion vloggers, or YouTube personalities, but no matter what, they have a presence that can sway even the most stubborn heart.

Advantages:

- Force of Personality: Socialites gain the skill Befriend for free. If they purchase it from one of their Paths, the time required to activate the skill is reduced to half.
- Dazzle: Mental Attack, target must focus their attention on the Socialite for 30 seconds. This is not a Taunt effect. This may be used once per rest.

Disadvantage (choose one):

- Center of Attention: In order to receive the benefit of a performance from another character, you must expend 1 essence during the delivery of the performance.
- Better Part of Valor: Fear effects from hostile sources have their duration increased by 1 step.
- Narrow Skillset: Upon character creation you select 3 between game actions. You take a penalty when you attempt those actions.

### **City Slicker**

The movers and shakers of the urban world, City Slickers live fast paced and often expensive lives. Ranging from high-powered lawyers to wage slaves, they are used to moving and acting quickly regardless of circumstance. City Slickers might not be at home in the wilderness of the Neverafter, but that doesn't mean the skills they've developed aren't invaluable.

Advantages:

- **Wheel and Deal:** At Sign In, you may trade up to 3 Common or Rare components for an equal number of components of equal or lower rank. You choose the type of components you get. You may trade away Exceptional Components but may not receive them.
- **Fast Paced Life:** City Slickers rest in 15 minutes instead of 20.

Disadvantage (choose one):

- **Out of Your Element:** You receive a penalty when turning in a Forage card.
- **Better Part of Valor:** Fear effects from hostile sources have their duration increased by 1 step.
- **Follow the Crowd:** Increase the duration of Mental Attacks other than Fear that affect you by 1 step.

### **Street Rat**

Often homeless, always poor, Street Rats occupy the lowest rung of urban society. Scraping by one day at a time creates a kind of harsh strength that allows those possessed of it to endure hardships and avoid dangers that would befall more fortunate people. Canny and capable, you want one of these willful survivalists with you in a tough situation.

Advantages:

- **Die Another Day:** Defense. Once per rest, the first time you would take an attack, you may negate that attack and instead take a 15 second Fear. You may not defend against this Fear.
- **Street Smart:** You have strong instincts, especially for dangerous situations. Once per rest, you may request a hint or warning from an ST.

Disadvantage (choose one):

- **Better Part of Valor:** Fear effects from hostile sources have their duration increased by 1 step.
- **Insular Community:** You may have a maximum of one latent effect from a non-crafted source other than yourself at any given time.
- **Personal Space:** For at least 5 consecutive minutes of your rest, you must be at least 10 feet away from other sapient beings.

### **Suburbanite**

While conformity may be viewed as a detriment by many, those that come from the Suburbs take comfort in the rules that govern the outward appearance of their environments. They live their lives swapping secrets with their neighbors to learn what's going on in the world and host neighborhood-wide parties to meet others from around the block. Even if they don't trust those from the outside world as quickly as others, they're never afraid to strike up a conversation and invite them in for a drink. Some say that Suburbanites are insincere, xenophobic, or backstabbing, but anyone from one of these upscale neighborhoods can assure you that these stereotypes are simply untrue.

Advantages:

- Rumor Mill: At Sign In, you receive gossip and whispers about potentially significant events in the Neverafter. These rumors may not always be completely accurate but will always be based in truth.
- House Party: By spending 1 Essence per person and roleplaying hosting a gathering, a Suburbanite may reduce the rest time for others by 5 minutes. The Suburbanite may not affect themselves with this skill and is not considered resting during this time. You may not benefit from more than one instance of this skill during a given rest.

Disadvantage (choose one):

- Insular Community: You may have a maximum of one latent effect from a non-crafted source other than yourself at any given time.
- Center of Attention: In order to receive the benefit of a Performance from another character, you must expend 1 essence during the delivery of the Performance.
- Smell the Roses: Effects that decrease your rest time are halved.

### **Townie**

Townies come from a small town with a tight community. They probably know the names of all their neighbors and consider many of them friends. Even when removed from their homes, Townies are adept at building support structures with those around them. The communities in question may be rural or urban, so long as they do not have the underlying homogeneity of suburbia or the stressful pace of a major city.

Advantages:

- Chosen Family: Designate up to 5 characters. For the remainder of the event, you cannot be forced to attack those characters. You may choose to add a character to your Chosen Family at any point during an event, but may not remove any for the duration of event. Chosen characters must be noted on your character card.
- Communal Strength: Formation. Once per rest, the Townie and exactly 3 allies create a formation. Each member of this formation may use one of their skills or spells for one fewer Essence once per minute.

Disadvantage (choose one):

- Smell the Roses: Effects that decrease your rest time are halved.
- Follow the Crowd: Increase the duration of Mental Attacks other than Fear that affect you by 1 step.

- **Narrow Skillset:** Upon character creation you select 3 between game actions. You take a penalty when you attempt those actions.

### **Recluse**

Whether by location, choice, or social sanction, recluses are largely cut off from society. They tend to occupy themselves with a particular pastime, hobby, or fixation that interests them, often to the exclusion of all other topics. Recluses can be a bit prickly, particularly in social situations with people they don't know, but their knowledge and focus are invaluable.

Advantages:

- **Social Insulation:** Mental Attacks that affect the Recluse have their duration decreased by 1 step.
- **Topic Fixation:** You start with a free Knowledge Specialization as per Intensive Study on the Scholar Path. You do not need to have the base Knowledge.

Disadvantage (choose one):

- **Narrow Skillset:** Upon character creation you select 3 between game actions. You take a penalty when you attempt those actions.
- **Personal Space:** For at least 5 consecutive minutes of your rest, you must be at least 10 feet away from other sapient beings.
- **Out of Your Element:** You receive a penalty when turning in a Forage card.

# Roads and Paths

## Common skills

Ability	Essence	Effect	Cost
Resilience 1	Passive	Max HP +1	1
Resilience 2	Passive	Max HP +1	2
Resilience 3	Passive	Max HP +1	3
Resilience 4	Passive	Max HP +1	4
Resilience 5	Passive	Mas HP +1	5
Resolve 1	Passive	Max Essence +3	2
Resolve 2	Passive	Max Essence +3	4
Resolve 3	Passive	Max Essence +3	6
Resolve 4	Passive	Max Essence +3	8
Resolve 5	Passive	Max Essence +3	10
Forage	Passive	This allows the player to gather resources from Forage packets.	3
Knowledge	Passive	This skill represents general knowledge in one of the following fields: Occult, Biology, Botany, History, Engineering, Arts. You may purchase this skill multiple times, choosing a different field each time.	3
Improvised Weapon	Passive	5 sec roleplaying to ready a black brawler up to 18 in. It is Destroyed if used to deliver a skill or parry and cannot benefit from expertise.	3
Carry	Passive	Allows you to move an incapacitated target at any pace. You may not perform other actions while doing this, but damage does not force you to drop the body. Additionally, you may take a Carried target with you during Movement skills.	4
Desperation	0	You may remain conscious for 15 seconds at the beginning of your Bleed Out. During this time, you are Dazed and Hobbled and cannot use spells or skills other than this one. Using Desperation shortens your death count by 1 minute.	2
Hide	1	This skill allows you to enter Concealment. You must be unobserved and have at least 50% of your body behind cover or within darkness. Moving or speaking above a whisper ends this Concealment.	2



Flinch	1	Reduce the Damage of an attack that you are the target of by 1 to a minimum of 1.	2
Flee	1	5 step Movement away from danger during which you are immune to all non-AoE skills.	2
Climb	2	You may climb up to 10 feet up or down a vertical surface. You must keep one hand in contact with the surface and the other performing the flight gesture.	3
Bind	2	This skill allows you to tie a willing, Unconscious, or Stunned target within arm's reach hand and foot with 15 seconds of roleplay, inflicting the Bound condition for 5 minutes.	3
Willpower	2	Defend a Mental ability.	3

## Via Arcanum: The Road of Secrets

Those that walk this road pursue the mystery and power of magic. Some seek to learn from it, others to master it, but all upon Via Arcanum can learn to utilize the Neverafter's mystical forces to remarkable effect.

All abilities on Via Arcanum are spells unless otherwise noted. For each Path on Via Arcanum you learn, you gain +2 max Essence.

Ability	Essence	Effect	Cost
Arcane Focus	Passive	Ranged Attack. Target takes 1 Damage. The damage type of this attack is altered by the Via Arcanum Paths you have learned..	0
Focus Expertise 1	Passive	Increases your Focus Damage by 1.	4
Focus Expertise 2	Passive	Increases your Focus Damage by 1.	4
Ritualism	Passive	Experimentation. When an ST is present, you may use ritual scrolls or attempt arcane experiments of your own creation. See Experimentation rules, above, for more detail.	4
Arcane Bolt	1	Ranged Attack. Target takes Focus Damage+1. This Damage may be of any type you could deal with your Focus.	2
Light	0	You may create and extinguish a small light for 1 hour. You must carry an actual source of light to use this skill which must be approved by staff. <b>An ST may require EP expenditure in some cases.</b>	1
Detect Magic	1	Ranged Attack. The target must disclose all Latent effects they have on them. You may also activate this spell to find out if there is magic in the immediate area, it's source, and what type of magic.	2
Not Now!	1	Defense. You may use this ability to maintain your Concentration when you're attacked. You still take the full effect of the attack, however you may call another defense to negate it. Additionally, this will defend a Mental Attack delivered to you while you are Concentrating.	2
Counterspell	1	Defend against your own Path's damage type or a spell you know. This is a skill, not a spell.	2
Arcane Flurry	2	Self only Latent. When you activate this ability, your next three spells deal +1 damage.	3
Negate Force	2	Self only Latent Defense. Defend against all numerical damage from a single non-surprise attack.	3
Meditation	Passive	Max Essence +3	4

## PYROMANCER

With the power to conjure flames with a snap of their fingers, pyromancers are the most destructive of all mages. Pyromancers tend to run as hot as the flames they command, their passions and emotions heightened by the fervor of their magic. While they may lack a certain subtlety, it's hard to argue with results.

Upon learning the Pyromancer Path, you may deal Fire damage with your Arcane Focus.

All damaging spells on this Path deal Fire damage.



Ability	Essence	Effect	Cost
Heat Weapon	1	Ranged Attack. The target takes a Disarm effect.	2
Consuming Flame	2	Ranged Attack. Breaks a non-magical object. This does not work on objects made of iron.	3
Fireball	2	Ranged AoE Attack. The target and everyone within 5 ft takes your Focus Damage+2.	3
Scorch	1	Ranged Attack. The target takes a 15 second Pain effect.	2
Smoke Screen	1	Concentration. The caster holds one arm straight out, palm out. Creates a 10 ft barrier in a straight line centered on the caster's hand. Creatures who walk through it take a 15 second Blind and Daze.	2
Flamestrike	2	Ranged Attack. The target takes Focus Damage+4.	3



## STORMCALLER

The air crackles and whips at the whim of the Stormcaller. With the power to summon lightning and call the wind, they balance destructive and hindering abilities. Their grace enhanced by the power that flows through them, Stormcallers command the battlefield with bursts of speed and arcs of electricity.

Upon learning the Stormcaller Path, you may deal Shock damage with your Arcane Focus.

All damaging spells on this Path deal Shock damage.

Ability	Essence	Effect	Cost
Gust	1	Ranged Attack. The target is Pushed in a direction of the caster's choosing.	2
Static Charge	1	Latent Attack. When struck in melee invoke a 15 second Daze on the attacker.	2
Asphyxiate	2	Ranged Attack. The target is Silenced for 30 seconds.	3
Lightning Arc	1	AoE Attack. All targets in a 90 degree arc within 10 ft in front of the caster take Focus Damage+1.	2
Zephyr's Stride	2	Self only Latent Movement. You may take 5 steps in any direction and may change direction at any point during the movement.	3
Chain Lightning	2	Ranged Attack. Target and 1 additional target within weapon range of the first target take Focus Damage+3.	3

## TIDAL ADEPT

Like the water at their beck and call, Tidal Adepts often appear calm when they are at their deadliest. Tidal Adepts have the power to sap the heat from their enemies or pelt them with jets of water and shards of ice. With command over water and ice, they can control the flow of battle by hindering their opponents' motion.

Upon learning this Path, you may deal Ice damage with your Arcane Focus.

All damaging spells on this Path deal Ice damage.



Ability	Essence	Effect	Cost
Undertow	1	Ranged Attack. Target takes 1 Ice damage and is Pushed either directly towards or directly away from the caster	2
Frostbite	2	Ranged Attack. One of the target's limbs of your choice is Disabled for 1 minute.	3
Ice Spike	2	Ranged Attack. Target takes Focus Damage and is Pinned for 15 seconds.	3
Hailstorm	2	AoE Attack. All targets in a 90 degree arc within 10 ft in front of the caster take Focus Damage and a 5 second Stun.	3
Cold Feet	1	Ranged Attack. Target is Hobbled for 15 seconds.	2
Whirlpool	1	AoE Attack. Up to 3 targets within 10 ft of the caster take a 15 second Daze.	2



## GEOMANCER

Stalwart and sturdy, Geomancers command earth and stone as easily as they do their own bodies. While they lack heavy offensive capabilities, no magic rivals that of the earth in sheer defensive power.

Upon learning this Path, you may deal Earth damage with your Arcane Focus.

All damaging spells on this Path deal Earth damage.

Ability	Essence	Effect	Cost
Tremor	1	Ranged Attack. Target is rendered Prone for 5 seconds.	2
Stabilize	1	Latent Defense. When you would take a Prone effect you may invoke this to negate it.	2
Earthen Armor	1	Latent Self Defense. You gain 1 use of Armor.	2
Quake	2	AoE Attack. Up to 3 targets within 10 ft of the caster are rendered Prone for 5 seconds and take Focus Damage.	3
Form of the Gargoyle	2	Self. You Petrify yourself for 30 seconds.	3
Stoneskin	2	Latent Defense. When you would take a physical attack you may invoke this to negate the attack	3

## NECROMANCER

Of all the fears within the human soul, fear of death is the most ingrained, the most primal. The Necromancer uses this to their advantage, playing on the most basic instincts of their enemies to sow terror and disorder on the battlefield. With the power to control blood, bone, and dead flesh, Necromancers are not to be trifled with.

Upon learning this Path, you may deal Decay damage with your Arcane Focus.

All damaging spells on this Path deal Decay damage.



Ability	Essence	Effect	Cost
Blood For Power	1	Allows a target to willingly sacrifice any amount of HP and restore half as much Essence as HP sacrificed. This loss of HP does not interrupt Concentration.	2
Dread	1	Ranged Mental Attack. The target is under a Fear effect for 15 seconds.	2
Fading Light	1	Ranged Attack. The target is Blinded for 15 seconds.	2
Leech Life	2	Ranged Attack. Deal Focus Damage to target. If the attack is successful, you then heal 1/2 of the Damage dealt (round up).	3
Raise Dead	2	Touch a target that is bleeding out. The target rises as a zombie with 10 HP and 5 Essence. They can use any abilities they had in life. You must indicate a second target and the zombie must immediately attack that target until it or the target dies. After it or the target dies the zombie falls to pieces and the individual resumes their bleed out where they left off. If no target is given within 10 seconds the zombie dies and the Essence spent is lost. You must provide your own mask to the target.	3
Necrosis	2	Ranged Attack. The target takes a 15 second Pain effect and takes Focus Damage.	3



## MEDIUM

The Medium bears an unmatched strength of the soul that can be harnessed as weapon against their foes or a shield for their allies. Sensitive to spectres and ghosts, mediums can ward off possession and cleanse the wicked. They may not seem imposing, but the sheer force of their spirit is not something to discount lightly.

Upon learning this Path, you may deal Astral damage with your Arcane Focus.

All damaging spells on this Path deal Astral damage.

Ability	Essence	Effect	Cost
True Sight	1	You may detect someone who is Invisible.	2
Fortify Soul	1	Latent Defense. The target may invoke this to resist a Possession or Fear effect.	2
Spirit Tether	1	You are able to extend 1 target's death count by 1 minute. This lasts until the end of the next battle.	2
Spiritual Shield	2	Latent Defense. The target may invoke this to negate a Daze or Stun effect.	3
Cleansing Blast	2	Ranged Attack. Your attack deals Focus Damage to the host and the possessing creature, as well as immediately ending the possession. This may not work on all possessions. This attack also removes all Latents as well as any Daze, Stun, Silenced, Blinded, or Fear effect the target is under.	3
Rebuke	2	Ranged Attack. Deals Focus Damage+2.	3



## SHAMAN

The beasts of the wild are both friend and ally to the Shaman. These mages have the ability to summon animalistic spirits into themselves or their allies, empowering their bodies and minds. With all the creatures of the wilderness on their side, Shamans are potent combatants.

Upon learning this Path, you may deal Primal damage with your Arcane Focus.

All damaging spells on this Path deal Primal damage.



Ability	Essence	Effect	Cost
Rabbit's Caution	1	Latent Defense. The target may invoke this to negate a trap effect, AoE effect, or environmental hazard effect.	2
Feline Grace	1	Target is immune from Prone or Push effects for the next 30 seconds.	2
Bestial Might	1	Latent. The target may invoke this to grant their next 3 Weapon swings Weapon Damage+1. This does not change the damage type of your weapon.	2
Wolf's Instinct	2	You and two other targets within 5 ft may detect a target in Concealment.	3
Snake Skin	2	Latent Defense. The target may invoke this to defend any condition.	3
Hawk's Wings	2	Self only. You may grant yourself 30 seconds of Flight.	3



## DRUID

The natural world bends to the whim of the Druid. Lashing vines, gnarled roots, and wicked thorns make up the arsenal of these talented naturalists. With the power to command and conjure flora, Druids can hinder their foes and protect their friends.

Upon learning this Path, you may deal Primal damage with your Arcane Focus.

All damaging spells on this Path deal Primal damage.

Ability	Essence	Effect	Cost
Root Snare	1	Ranged Attack. Target is Pinned for 15 seconds.	2
Thorn Armor	1	Latent Attack. You may invoke this to deal Focus Damage+2 when you are the target of a Physical Attack. This Latent may be invoked three times per cast.	2
Vine Whip	2	Ranged Attack. Target takes Focus Damage and is Disarmed.	3
Briar Patch	1	AoE Attack. All targets in a 90 degree arc within 10 ft in front of you are Hobbled for 30 seconds.	2
Grasping Vines	2	Concentration. Ranged Attack. As long as the caster continues to point at the target, the target is Grappled.	3
Verdant Barrier	2	Concentration. The caster holds one arm straight out, palm out. Creates a 10 ft impassable barrier in a straight line centered on the caster's hand. The barrier has Focus x10 HP and remains active as long as it has at least 1 HP.	3

## PSYCHIC

Mentalists and mind readers, Psychics can infuse their force of will with the magic of the Neverafter. With the power of their mind, they can disrupt their opponents' thoughts or conjure waves of kinetic force. Facing a Psychic is a dangerous prospect for even the strongest of will.

Upon learning this Path, you may deal Magic damage with your Arcane Focus.

All damaging spells on this Path deal Magic damage.



Ability	Essence	Effect	Cost
Fugue	1	Ranged Attack. The target is Dazed for 15 seconds.	2
Vertigo	1	Ranged Attack. The target is Hobbled and Silenced for 15 seconds.	2
Kinetic Wave	1	AoE Attack. All targets in a 90 degree arc within 10 ft from the caster take Focus Damage and a Push.	2
Psionic Lance	2	Ranged Attack. Target takes Focus Damage+3.	3
Mental Barrier	2	Latent Defense. The target may invoke this to negate a mental ability.	3
Mental Override	2	Ranged Mental Attack. Target must attack their allies for the next 30 seconds.	3



## CHARLATAN

Deception and misdirection is the name of the game when it comes to these sly mages. Illusionists and tricksters, Charlatans use their magic to bamboozle, bedazzle, and bait and switch even the canniest of marks. No mere conjurer of cheap tricks, Charlatans can use their arcane shenanigans to deceive even fate itself.

Upon learning this Path, you may deal Chaos damage with your Arcane Focus.

All damaging spells on this Path deal Chaos damage.

Ability	Essence	Effect	Cost
Spite	2	Self only Latent Attack. You may force the attacker to take the effect of an attack they targeted you with and you have taken the effect of. This does not negate the attack directed towards you.	3
Misfortune	2	Ranged Attack. Target takes Focus Damage and the caster may choose to inflict a Disarm or 5 second Prone.	3
Reflect	1	Self only Latent Defense. You negate a spell that you were just hit with and the attacker takes the effect instead.	2
Displace	2	Self only Latent Defense. The target may invoke this to negate a single-target spell attack. They must then move 2 steps in a single direction of their choosing.	3
Invisibility	2	Self only. You may make yourself Invisible for a maximum of 1 minute.	3
Aura Theft	1	Ranged Attack. You may declare the name of a latent that the target has on them. The target loses the ability to invoke that	2

		latent and you may invoke it on yourself instead.	
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## Via Bellum: The Road of War

This is the road for those who choose to hone their might, prowess, and instinct towards the rigors of the battlefield.

For each Path on Via Bellum you learn, you gain +2 max Health.

Ability	Essence	Effect	Cost
Training Regimen	Passive	Max HP +3	4
Weapon Expertise 1	Passive	When using a 1 handed weapon, <b>ranged weapon</b> , or fists your Weapon Damage is increased by 1. When using a 2 handed weapon your Weapon Damage is increased by 2. This stacks with other Weapon Expertise abilities.	4
Weapon Expertise 2	Passive	Your Weapon Damage is increased by 1. This stacks with other Weapon Expertise abilities.	4
Feat of Prowess	Variable	Experimentation. When an ST is present, you may perform a feat of strength or martial prowess. See Experimentation rules, above, for more detail.	4
Knockback	1	Physical <b>or Ranged</b> Attack. Strike a target in their torso to Push them.	2
Challenge	1	Mental Voice Attack. Target is Taunted to you for 15 seconds.	2
Bash	1	Physical <b>or Ranged</b> Attack. Target is Dazed for 15 seconds.	2
Disarm/Retain	2	Physical <b>or Ranged</b> Attack. You strike a weapon and the opponent is Disarmed. You may also activate this to retain your weapon if you are Disarmed.	3
Critical Attack	2	Physical <b>or Ranged</b> Attack. Your next strike deals Weapon Damage+2.	3
Wide Swing	2	AoE Attack. All targets in a 90 degree arc in weapon's range take your weapon's Damage. This skill cannot be used with a ranged weapon.	3
Feint	2	Physical <b>or Ranged</b> Attack. Deal Weapon Damage+1. This attack must be defended twice to negate.	3
Parry	2	Defense. Negate the last Physical Attack that struck you. This may be used to defend <b>physical</b> surprise attacks.	3

## DUELIST

Cunning and nimble, Duelists are highly mobile fighters. They typically prefer to engage in close combat and outmaneuver opponents with their superior prowess. While most prefer lighter weapons, it is not unheard of for duelists to arm themselves with heavy blades when the situation calls for it.



Ability	Essence	Effect	Cost
Footwork	1	Defense. Defend the last Hobble, Pinned, or Prone effect that struck you.	2
Riposte	Passive	Any time you use Parry, you inflict your Weapon Damage on the attacker. You do not need to strike the target.	4
Dash	1	Movement. You may take 5 steps in a single direction.	2
Mocking Blow	2	Physical Attack. The target is Hobbled and Taunted to you for 15 seconds.	3
Flurry	2	Physical or Ranged Attack. Your next 5 strikes deal Weapon Damage+1.	3
En Garde!	Passive	Your Weapon Damage is increased by 1 against targets that are Taunted to you.	4



## SCRAPPER

Some people hone their bodies through hours of practice with their chosen weapon, others with strict discipline and rigorous training. Scrapppers learn to fight by fighting.

Relying more on brawn and ferocity than refined technique, they are brutally effective combatants.

Ability	Essence	Effect	Cost
Overwhelm	1	Physical Attack. Deal your Weapon damage, this is not negated by shields.	2
Smash	2	Physical Attack. You may use a melee weapon to Break an item or door. You must strike the item or door you are attempting to Break. If a door has a Barricade on it, this ability deals 25 damage to the Barricade.	3
Heat of Battle	2	For 30 seconds your Weapon Damage is increased by 1, and gain +10 temporary HP. You are Taunted to the nearest enemy target for the duration. You may not activate Heat of Battle again until the duration has passed.	3
Charge	2	Physical Attack. Move 5 steps toward a target and strike them for Weapon Damage as well as knock them Prone.	3
Disable Limb	2	Physical <b>or Ranged</b> Attack. Your next weapon strike renders the limb struck Disabled for 1 minute.	3
Ferocity	Passive	Your Weapon Damage is increased by 1 when using a melee weapon. This stacks with other Weapon Expertise abilities.	4

## SENTINEL

Vigilant and steadfast, sentinels are, at their core, protectors. They prioritize a strong defense over offense and are at their strongest when shielding an ally from harm. Most sentinels choose to sacrifice mobility for toughness, wearing stronger armor in order to shrug off punishment in battle.



Ability	Essence	Effect	Cost
Intercept	1	You may take the effect of a physical attack that an ally within weapon's range has been hit with. The attack against the ally is negated.	2
Courage	Passive	Whenever you take a Fear, you may instead choose to take a Daze of equal duration.	4
Endure	1	Defense. You may negate the last Disable Limb, Break, or Pain effect that affected you.	2
Bulwark	2	You designate 3 targets that are standing in a row. They are immune to Prone and Push effects until one of the targets breaks the line and steps away. This is not a Formation ability.	3
Vigilance	2	You may detect someone who is Concealed or Invisible.	3
Valor	Passive	When you Intercept an Attack, you may immediately affect the attacker with a Voice attack for Weapon Damage and a 5 second Daze, defended as a melee strike.	4





## SOLDIER

Soldiers are tough and resilient fighters trained in group tactics and battlefield leadership. While this training is often military, some soldiers learned in other, less formal ways. Able to read a combat situation and adapt the tactics of their team on the fly, soldiers are at their strongest when surrounded by capable allies.

Ability	Essence	Effect	Cost
Courage	Passive	Whenever you take a Fear, you may instead choose to take a Daze of equal duration.	4
Stand Still	1	Physical Attack. Strike a target to inflict a 5 second Pin. You may use this skill to interrupt a Movement or Push effect.	2
Defensive Formation	2	Formation. Targets in the formation gain 1 use of Armor. The soldier may also use Parry for free once every minute as long as the formation is maintained.	3
Offensive Formation	2	Formation. Targets in the formation increase their Weapon Damage by 1. The Soldier may use Critical Strike once every minute for no cost as long as the formation is maintained.	3
Strike Formation	2	Formation. Targets in the formation may take 10 steps towards a designated target and their next strike against that target deals Weapon Damage+2. All targets in the formation may use Knockback every minute at no cost as long as the formation is maintained.	3

Training Regimen 2	Passive	Max HP +3	4
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## MARTIAL ARTIST

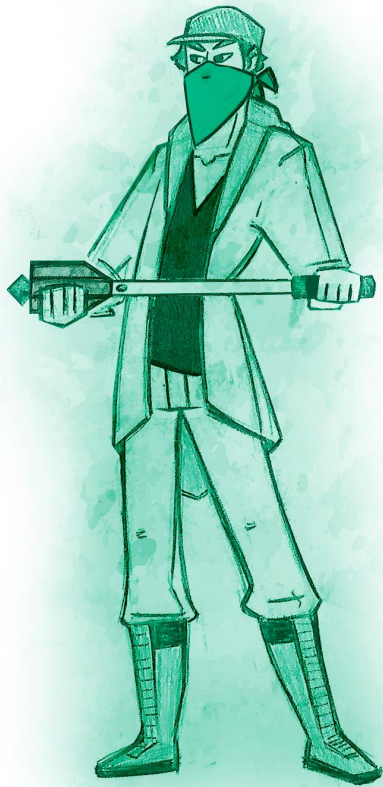
Some warriors choose to hone their own body into a perfect weapon instead of mastering a blade. Engaging in intense physical and mental training, martial artists gain a stability of both body and spirit that make them remarkably effective combatants. For a martial artist, the fight is won or lost before it has even begun.

Upon learning the Martial Artist Path, you may use 24" long physreps for your fists.



Ability	Essence	Effect	Cost
Throw	1	Physical Attack. Target is Pushed 10 ft in a direction of your choice.	2
Grapple	1	Physical Attack. Strike a target with both fist boffers in the torso to initiate. Both the player and the target cannot move or attack, but may use defensive abilities. The Grapple is broken if the Martial Artist takes any Damage or condition.	2
Immovable Mountain Stance	2	Stance. Gain immunity to Push and a use of Armor every 30 seconds.	3
Flying Kick	2	Physical Attack. You may take 5 steps in a single direction as a Movement. This Movement allows you to move over obstacles. At the end of this Movement you may make a <b>melee</b> attack against a target. This attack may be used to strike flying targets.	3
Swaying	2	Stance. When you use Parry to negate an attack, you may	3

Reed Stance		declare a Disarm, Throw, or Grapple on the attacker for free.	
Iron Body	Passive	You gain 2 uses of Armor per rest. This is incompatible with Heavy Armor.	4



## BRUTE

Some warriors fight honorable, fairly, eschewing dirty tricks or cheap shots. Then there are Brutes. These gritty brawlers know exactly how to hit their enemy where it hurts, using pain and fear as opportunities to land a finishing blow. After all, if their opponent can't avoid a sucker punch, that's not the Brute's fault, is it?

Ability	Essence	Effect	Cost
Intimidate	1	Mental Voice Attack. Roleplay with a target for 5 seconds. That target is under a Fear effect for 15 seconds.	2
Eye Rake	1	Physical Attack. Strike a target in the torso. They take a 15 second Blind.	2
Brutal Blow	2	Physical <b>or Ranged</b> Attack. Target takes a 30 second Pain effect.	3
Throat Shot	<b>1</b>	Physical Attack. Strike a target in the torso. They are Silenced for 30.	<b>2</b>
Gut Strike	2	Physical Attack. Strike a target in the torso. They take a 5 second Stun.	3

Dirty Fighting	Passive	When attacking a target that you know is under a Daze, Silence, Blind, Stun or Pain effect your Weapon Damage is increased by 1.	4
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## MARKSMAN

Keen of eye and steady of hand, marksmen range from silent snipers to flashy sharpshooters. Preferring to defeat their opponents from afar, they are possessed of a deadly accuracy. As long as they keep enough distance between themselves and their enemies, marksmen are almost impossible to beat.



Ability	Essence	Effect	Cost
Pinning Shot	1	Ranged Attack. Must be delivered with a ranged weapon. Target is Pinned for 30 seconds.	2
Disengage	1	Ranged Attack/Defense. You deal 1 Damage to an enemy within arm's reach and may take 5 steps away from them as a Movement. Alternately, you may use this ability to defend a Ranged Attack from a non-magical source such as a bow, throwing knives, or giant rocks.	2
Ankle Shot	2	Ranged Attack. Must be delivered with a ranged weapon. Target takes a 30 second Hobble.	3
Dive for Cover	2	Defense. You may negate the last ranged attack or AoE effect that hit you.	3

Bullseye	Passive	Once per 30 seconds, after hitting someone with a ranged weapon attack, you may deliver an additional attack to that target using the Voice trait. The second attack can be defended as normal.	4
Crack Shot	Passive	Your Weapon Damage with ranged weapons is increased by 1. This stacks with Weapon Expertise abilities.	4

## **Via Umbra: The Road of Shadows**

This is the road for those who value a sharp wit as much as a sharp blade, for those who use their cunning and instincts to see them through life.

For each Path on Via Umbra you learn, you gain +1 max Essence and +1 max Health.

<b>Ability</b>	<b>Essence</b>	<b>Effect</b>	<b>Cost</b>
Backstab	Passive	Increase your Backstab Damage by 2.	4
Backstab Expertise 1	Passive	Increase your Backstab Damage by 1.	4
Backstab Expertise 2	Passive	Increase your Backstab Damage by 1.	4
Disable Traps	Variable	You may disarm traps, as specified in the trap rules, above.	4
Set Traps	Variable	You may set traps, as specified in the trap rules, above	4
Finesse	Variable	Experimentation. When an ST is present, you may perform a feat of acrobatics, agility, or cunning. See Experimentation rules, above, for more detail.	4
Stealth	Passive	While under Concealment, you may continue to move at a heel-to-toe pace.	4
Throat Shot	1	Physical Attack. Strike a target in the torso. They are silenced for 30.	2
Pocket Sand	1	Ranged Attack. Point at a target within 5 ft and declare this ability. The target is dazed for 5 seconds.	2
Detect Trap	1	You may point at a trap within line of sight and reveal it. You may also look at the front of the item card of the trap and read what type of trap it is.	2
Obscurement	1	You may negate an attempt to break your Concealment.	2
Dodge	2	Defense. Negate the last spell effect or ranged, non-AoE Attack that struck you.	3
Waylay	2	Physical Surprise Attack. Target is rendered Unconscious for 1 minute.	3



## THIEF

What's that? You left your valuables unguarded in plain sight? Clearly you didn't want them anymore! Masters of breaking and entering with a flair for dramatic escapes, Thieves are the ultimate opportunists. Like the old saying goes, it's not stealing if it wasn't nailed down, and it wasn't nailed down if it could be pried up!

Ability	Essence	Effect	Cost
Pick Pocket	1	Surprise Attack with a small weapon <b>or fist boffer phys rep</b> . You may go to logistics and get a Component, usable once per NPC. You may also pin a clothespin within 6 inches of a pocket, pouch, or other location on a character's body. If there are any items there, you take one at random from the indicated locations. If there is no object to retrieve, the Essence is expended and the skill fails. The second option requires an ST to be notified of the attempt in advance.	2
Mechanical Acumen	Variable	You may roleplay examining a trap for 1 minute and read the effects of the trap. You may also read the inside of a lock card and expend the specified amount of Essence to open said lock. When opening a lock, it takes 15 seconds of roleplay per Essence expended.	3
Case the Joint	Variable	Roleplay examining an area for at least 1 minute. You may then spend up to 3 Essence and ask a ST 1 question per Essence expended. The questions must be simple, and may pertain to the layout, defenses, and entrances of the area.	3
Escape Artist	1	Defense. You may negate a Grapple, Pinned, or Bound effect on yourself.	2
Smuggle	Passive	You may hide a single object no larger than a small weapon or no more than 5 components on your person. A person in Concealment may use this	4

		ability to take an unattended object of the aforementioned size while it is being observed.	
Great Escape	2	When you use this ability, you must touch a door or window. You immediately escape the room you are in. This bypasses locks but not magical barriers or wards.	3

## HIGHWAYMAN

Quick, relentless, and efficient, Highwaymen prefer to leave no witnesses to their crimes. Never turn your back on these masters of underhanded tactics or they'll leave you bleeding in the dirt while they make off with everything you once owned.



Ability	Essence	Effect	Cost
Pierce	1	Ranged Attack. Target takes your Backstab Damage and is Pinned for 5 seconds.	2
Brutal Blow	2	Physical Attack. Target takes a 30 second Pain effect.	3
Stealth Strike	1	You may deliver an Attack from Concealment without revealing yourself. You may only use this ability once every 15 seconds.	2
Shiv	2	<b>Physical</b> Surprise Attack. You deal double your Backstab Damage. You may only use this ability once every 30 seconds.	3
Poison Training	Passive	When applying a Toxin to a weapon, that Toxin lasts for 3 strikes. You may also use this ability to detect poison in a	4

		person or on an object for 1 Essence.	
Backstab Expertise 3	Passive	Your Backstab Damage is increased by 1	4





## WOODSMAN

Was that a shadow moving off in the trees? A mere trick of the light? Perhaps it was a Woodsman, stalking from tree to tree like a ghost in the forest. Skilled at woodland combat and survival, Woodsmen employ hit-and-run tactics to disable and defeat even the strongest foe.

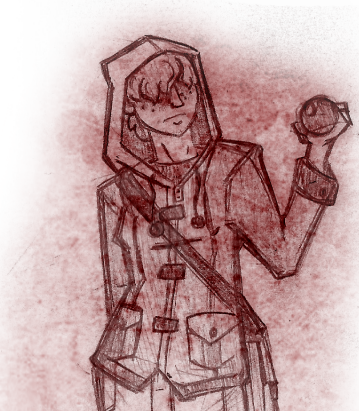
Ability	Essence	Effect	Cost
Pierce	1	Ranged Attack. Target takes your Backstab Damage and is Pinned for 5 seconds.	2
Keen Senses	1	You may detect someone who is Concealed.	2
Slash Tendon	2	<b>Physical or Ranged</b> Surprise Attack. Deal Backstab Damage and inflict a 15 sec Hobble.	3
Quarry	2	Declare a single target. Your Backstab Damage increases by 1 when attacking this target. You cannot change targets until your first target dies or escapes.	3
Trap Master	Variable	<b>Traps you set are concealed by default.</b> You may also spend 1 Essence and 1 minute examining a trap and read the inside of a trap card.	4
Camouflage	Passive	If you are in a natural environment with plentiful cover, you may use Hide once per 30 seconds, even if directly observed, for an additional 1 Essence. Additionally, the Woodsman may maintain Concealment in a wooded environment regardless of ambient light.	4



## CONARTIST

Cool, collected, and cunning, Con Artists are masters of social engineering. Their prowess in reading and manipulating emotions more than makes up for their lack of skill in battle. After all, if a Con Artist is doing their job, they never get into combat in the first place.

Ability	Essence	Effect	Cost
Cold Read	1	Mental Attack. Roleplay with a target for 1 minute. You are then permitted to ask 1 of the following questions Out of Game which they must answer truthfully: What is your current strongest emotion? Do you have any hostile intentions? What is your immediate goal? What is your relationship with (another person who is present)?	2
Manipulation	1	Mental Voice Attack. This skill may be used in one of two ways: <b>Befriend:</b> Roleplay with a target for 1 minute outside of combat. The target perceives you as friendly or affable for 5 minutes. This effect ends if you attack the target. The target is not compelled to act in any particular way. <b>Challenge:</b> Target is Taunted to you for 15 seconds.	2
Composure	1	Defense. You may negate the last Fear, Taunt, Cold Read, or Befriend that targeted you.	2
Disguise	2	You may change your appearance to that of any humanoid species. You may not choose to look like a specific person. You must change your costuming to accurately reflect the intended disguise. You may not recover the essence spent on this skill until the disguise is removed.	3
Play Along	Passive	You may use an appropriate defense to immediately end a Mental effect you are under at any point during its duration.	4
Subtlety	Passive	If a Mental Attack you use would change the target's relationship with you, you may designate up to 3 characters present to benefit from the effect. You may choose yourself as one of the 3 characters.	4



## SCAVENGER

Canny survivalists, Scavengers know how to get into dangerous places and out of bad situations. Resourcefulness and caution are the hallmarks of these cunning rogues. With the world as their toolbox, scavengers always have what they need on hand.

Ability	Essence	Effect	Cost
Danger Sense	1	Defense. You may negate the last AoE, Trap, or effect of any environmental hazard.	2
Case the Joint	Variable	Roleplay examining an area for at least 1 minute. You may then spend up to 3 Essence and ask a ST 1 question per Essence expended. The questions must be simple, and may pertain to the layout, defenses, and entrances of the area.	3
Distract	1	<b>Mental Voice</b> Attack. Target may not attack or use abilities on you for 15 seconds.	2
Scramble	2	Movement. You may take 5 steps toward a location where you may use Hide. If you reach the location, you may enter Concealment without expending the Essence cost of Hide.	3
Cheap Shot	1	Physical <b>or Ranged</b> Attack. Strike a target on the torso. They take a 5 second Daze and Hobble.	2
Resourcefulness	Passive	You gain a bonus on Gathering actions which guarantees you find something. When you gather a Foraging packet, you gain an additional component of any type you found. You gain a basic component when you disarm a trap.	4

## GAMBLER



Some people are masters of preparation with a carefully planned contingency for any situation. Others just wing it with remarkable results over and over. While Gamblers aren't devoid of skill, they tend to follow the motto "better lucky than good." Even if they fly by the seat of their pants, a Gambler can usually turn any situation to their advantage.

Ability	Essence	Effect	Cost
Smuggle	Passive	You may hide a single object no larger than a small weapon or no more than 5 components on your person. A person in Concealment may use this ability to take an unattended object of the aforementioned size while it is being observed.	4
Poker Face	1	Concentration. Mental Attack. Roleplay intimidating a target for 5 seconds. As long as you maintain eye contact with the target, they are Dazed and Pinned. The effect ends if you break eye contact or the target is attacked.	2
Lucky Strike	2	Physical <b>or Ranged</b> Attack. Strike a target and deal your Backstab Damage +2. If the attack is not defended against, you regain 1 Essence.	3
Cheap Shot	1	Physical <b>or Ranged</b> Attack. Strike target on the torso. They take a 5 sec Daze and Hobble.	2
Second Chance	Passive	<b>Once per rest, when you are bleeding out, you may activate this ability to heal 3 HP.</b>	4
Luck	3	Defense. You may defend the last effect you took.	4



## RACKETEER

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Racketeers are the leaders and organizers of the criminal underworld. With their skill at planning and executing illicit jobs,

they are dangerous on their own and deadly with a team of enforcers at their disposal. If you plan on going somewhere you're not welcome, you want one of these criminal masterminds on your side.

Ability	Essence	Effect	Cost
Intimidate	1	Mental <b>or Voice</b> Attack. Roleplay with a target for 5 seconds. The target takes a 15 second Fear effect.	2
Human Shield	1	You may redirect an Attack to another target within 5ft of yourself. The target of the attack must not be hostile.	2
Goon Squad	2	<b>Formation.</b> Members of the <b>Formation</b> increase their Weapon Damage and Backstab Damage by 1.	3
Get 'em!	2	<b>Voice.</b> You and your <b>Goon Squad</b> may deal Backstab Damage to a chosen opponent regardless of where you strike them for the next 15 seconds.	3
Plan B	1	Ranged Attack, Movement. Target is Dazed for 5 seconds. The Racketeer and allies under the effect of Goon Squad may immediately use Flee without paying its Essence cost.	2
Master Plan	2	Roleplay creating a plan with a group of people for at least 5 minutes. Up to 5 people involved in the roleplay, which may include the Racketeer, gain +3 temporary Essence for the next encounter. You may only benefit from one Master Plan per rest.	3

## **Via Artis: The Road of Artistry**

Those upon this road use their knowledge and skill to create wondrous and useful items. While you are crafting you must be able to Concentrate.

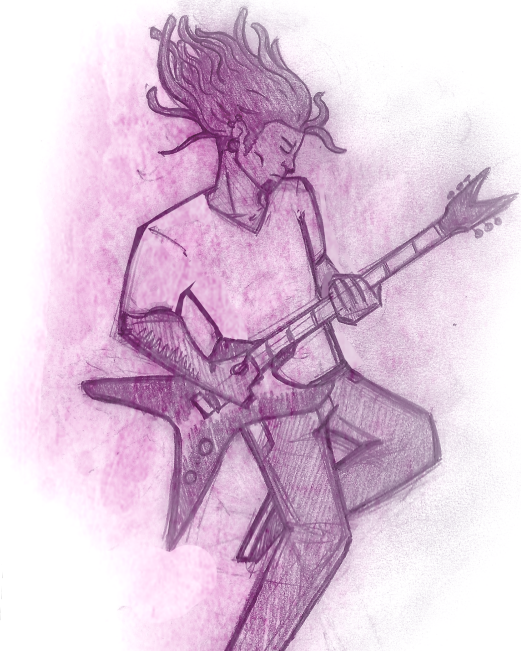
For each Path on Via Artis you learn, you gain +1 max Essence and +1 max Health.

Ability	Essence	Effect	Cost
Efficient Construction	Passive	Once per event, you may reduce the cost of Maintaining a Structure by 1 Component, <b>to a minimum of 1</b> . When building a Structure or Upgrade, you may reduce the cost by either 5 Common Components or 1 Rare Component, to a minimum of half the original number of Components of that rarity.	4

Skilled Construction	Passive	When using the Construction action to improve a Structure, you may add 2 dots to a tier by spending the components for both.	4
Innovation	Passive	Experimentation. When an ST is present, you may create something new or apply your skills in a creative fashion. See Experimentation rules, above, for more detail.	4
Assist	1	Reduce the time it takes to craft an object by 1 minute. If you also have the ability needed to make the item being crafted, you may reduce the crafting time by 2 minutes instead. If the item takes less than 5 minutes to craft, this skill reduces the crafting time by steps instead of minutes.	2
Barricade	1	Spend 1 minute and 3 components. You may reinforce a door to prevent it from being opened. A Barricade has 25 HP per Barricade. Barricade may be used on the same door multiple times. A Barricade may be deconstructed from either side by the person who set it up.	2
Mitigate	1	Defense. You reduce the last instance of Damage you took to half (round down).	2
Appraise	1	You may study an item for 30 seconds to discern what types of components were used to make it and what Exceptional Components, if any, it contains.	2
Not Now!	1	Defense. You may use this ability to maintain your Concentration when you're attacked. You still take the full effect of the attack, however you may call another defense to negate it. Additionally, this will defend a Mental Attack delivered to you while you are Concentrating.	2
Constructive Criticism	1	Roleplay examining and critiquing a crafted object for 1 minute. The person that created the object regains 2 Essence. You may only use this ability once per crafted object, and it must be used within 5 minutes of the completion of the object.	2
Deconstruct	2	You may roleplay disassembling an object for 1 minute and regain 50% of the Common and Rare components spent on making it (round up).	3
Change of Plans	2	You may use this ability to change the item you are currently crafting, applying all time already spent towards the new item. You may only do this once per crafting project.	3
Reverse Engineer	2	Roleplay examining and disassembling a crafted item for 5 minutes. You Destroy the item and gain a schematic for the deconstructed item. It is up to ST discretion if item is Destroyed upon failed Reverse Engineer attempt.	3

## TROUBADOUR

Bards, actors, public speakers, poets, and politicians all follow the Path of the Troubadour. Able to craft words or sculpt motion in ways that move the heart and bolster the



spirit, Troubadours are capable leaders with deep insight into the emotions of their fellows.

Troubadours use Inspirations to create Performances.

Ability	Essence	Effect	Cost
Inspire	1	By roleplaying for 15 seconds, you may cause a target who heard or saw the roleplay to regain 1 Essence. This may be affected by any ability that modifies a Performance.	2
Stage Presence	1	When delivering a Performance, you may bestow the effect of the Performance on 1 additional person. You may use this ability multiple times for the same performance, but you may not bestow the effects on more than double the number of targets of the original target count.	2
Memorable Performance	2	When you complete a Performance, you may activate this ability once per target to grant them the benefit of that performance twice.	3
Composure	2	Defense. You may negate the last Fear, Taunt, Cold Read, or Befriend that targeted you.	3
Fascinate	2	Mental <b>Voice</b> Attack, Concentration. Your target is Stunned for as long as you continue to RP an audible or visual performance <b>to a maximum of 5 minutes</b> . This may be affected by any ability that modifies a Performance.	3
Limelight	Passive	You may decrease the concentration time of all Performances by one step. When you deliver a Performance, you may include yourself in its effects as an additional target. This does not work with Inspire.	4



## DOCTOR

When the blades start swinging and the arrows start flying, you'll be glad to have someone who can patch you up. Relying on their

training, Doctors do everything they can to treat their patients from wounds, diseases, and anything else that may befall them.

Doctors use Procedures to create Remedies and Toxins.

Ability	Essence	Effect	Cost
First Aid	1	When you activate this ability you may begin roleplaying with a target. As long as you continue to roleplay and they stay within arm's distance you heal them for 1 HP every 5 seconds. You may not use this skill on someone who is in bleedout.	2
Superior Application	1	You may administer a Remedy or Toxin to another character, even if they are Bleeding Out.	2
Expert Care	2	You may double or halve a single numerical value on a Remedy that you use.	3
Triage	Variable	You may administer a Remedy at the same time on up to 5 people that are within arm's reach. This cannot be yourself. You must expend 1 Essence per target.	3
Medical Expertise	Passive	You administer First Aid to two targets at once. You must still expend the essence to begin using First Aid on the second target.	4
Resuscitate	Passive	You may use First Aid on targets that are Bleeding Out.	4

## ALCHEMIST

Fascinated by transformation, alchemists combine magic and science with the goal of affecting change. In their experiments, they have learned which reagents react with





others, allowing them to create powerful bombs and mysterious draughts.

Alchemists use Formulae to create Bombs and Draughts.

Ability	Essence	Effect	Cost
Manipulate Aura	2	Roleplay 30 seconds with a weapon and choose a damage type <b>other than Iron or Bane</b> , next 3 strikes from that weapon deal the chosen damage type.	3
Concentrated Dose	1	Self only. You may double or halve a single numerical effect of a Draught you use on yourself.	2
Ingenuity	1	You may craft a Bomb or Draught without the use of an Alchemy Lab.	2
Improvised Explosive	1	Ranged Attack. You may use any Consumable item as a Bomb. The Bomb deals 2 Fire Damage.	2
Transmutation	2	You may exchange 2 Components of the same type and rank for a Component of a different type that is the same rank or lower. This cannot produce Exceptional Components.	3
Volatile Reagent	Passive	When using a Bomb, the Damage of the Bomb is increased by +2.	4



## OUTFITTER

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Any explorer, adventurer, or survivor needs gear. Outfitters are your go-to for armor, weapons, and any other gear you might need. Resourceful and hard-working, outfitters are valuable allies both in and out of battle.

Outfitters use Blueprints to create Armaments and Gear.

Ability	Essence	Effect	Cost
Hone Weapon	1	Roleplay 30 seconds, next 3 strikes from that weapon deal Weapon damage +1.	2
Repair	1	You may spend 30 seconds to repair a weapon or shield or restore a use of Armor.	2
Reinforce Armament	2	You may reinforce a weapon to give that weapon a Latent Defense against a Break effect.	3
Smash	2	Physical Attack. You may use a weapon to Break an item or door. You must strike the item or door you are attempting to Break. If a door has a Barricade on it, this ability deals 25 damage to the Barricade.	3
Know My Work	Passive	When you are wielding an armament that you made, it can resist 1 effect that would Break it per rest.	4
Salvage Materials	Passive	When you are Deconstructing an object you may forgo the usual benefit to instead gain any Exceptional Components used in the item.	4

## SCHOLAR

Impassioned researchers and curious academics, Scholars rely on their deep wells of knowledge to overcome challenges. Furthermore, they can write manuscripts to provide practical applications of this knowledge to



themselves and their allies. Given enough time to study, there's no puzzle a Scholar's keen mind can't unravel.

Scholars use Lexicons to create Manuscripts.

Ability	Essence	Effect	Cost
Flash of Insight	2	You gain a temporary Knowledge or Knowledge Specialization for either 1 minute or to craft a single manuscript. You must have the base Knowledge in order to take a Specialization.	3
Research	Variable	You may roleplay studying a topic for 10 minutes. You may then ask an ST up to 3 questions regarding that topic. You must have access to a Library to use this ability. Some questions may require specific research materials or a more advanced Library.	3
Copy Document	1	You may make a copy of a Schematic by expending a single Common Component.. You must spend 1 minute copying the Schematic.	2
Analyze	1	You may study a creature for 15 seconds. You must be within 30 ft of the creature to study it. After the required roleplay time, you may ask the NPC either what its weaknesses are or what its immunities are as well as what type of monster it is.	2
Intensive Study	Passive	You may select a specific subject of a Knowledge you have. You are able to use this to learn more information. You may purchase this ability any number of times, as long as you pick a different subject.	2
Practical Application	Passive	You may double or halve any 1 number in a Manuscript you use. You may use Manuscripts 1 step faster.	4



## JEWELER

While some might think ornamentation to be a needless frivolity in the Neverafter, the items crafted by a Jeweler are no mere baubles. Combining tradecraft with mystical power,

the rings and bracelets a Jeweler can make draw out the magical power within gems, lending that power to the wearer.

Jewelers use Designs to create Jewelry.

Ability	Essence	Effect	Cost
Energy Conduit	1	Transfer a charge from 1 gem to another. Both gems must be active.	2
Eye for Enchantment	1	You may detect someone that is Invisible. You may also use this ability to identify magical barriers and wards.	2
Overload	2	Ranged Attack. You may expend all the charges contained within an active gem to make a magical attack. This attack deals 4 Damage for each charge expended. The Damage may be of any type other than <b>Iron or Bane</b> .	2
Energy Siphon	1	When you are Damaged by a spell, you may regain 1 charge of any active gem on your person. You must take Damage in order to use this ability.	2
Shine and Polish	2	Restore 1 charge to an item or gem.	3
Accessorized	Passive	You may have an additional active gem. So long as you have an active gem in an accessory on your person, you may concentrate for 3 seconds to throw a Packet to deal 1 Magic damage, as per Arcane Focus.	4

## COOK

No matter how skilled or powerful you are, you won't last long without a good Cook to keep you



fed. Experts in using whatever ingredients they have on hand, Cooks can practically make soup from a stone. If armies march on their stomachs, Cooks are the ones that keep them marching.

Cooks use Recipes to create Meals.

Ability	Essence	Effect	Cost
Order Up!	1	When you activate this ability you point at a target. They may take a 5 step movement towards you.	2
Extra Portions	Variable	You may serve up to 3 extra people when preparing or serving a Meal. Each additional person costs 1 Essence.	3
Elevated Presentation	Variable	You may spend 2 Essence per person to allow them to reduce their rest time by 5 minutes until they complete their next rest.	3
Knifework	1	Voice Attack. If you are struck with a melee weapon, you may deal 3 Damage to the attacker. You may use a Defense against the initial attack. You must be wielding a small weapon to use this ability. This is defended as per a melee attack.	2
Trail Rations	2	After you have finished preparing a Meal, you may use this ability to preserve it. The Meal becomes a single-target item and can be used in 5 seconds.	3
Refined Palate	Passive	When you partake in a Meal, you may double a single numerical effect of the Meal for you only. You may detect if a Meal is poisoned.	4

# Settlement System

The wilderness of the Neverafter is harsh, hungry and more than able to devour the unwary or unprotected. Fortunately, you have managed to find a long-abandoned village. The settlement in which you take refuge will need to be maintained and improved for you to stand a chance against the things that go bump in the night. This is done through the Settlement System.

## Actions

Between events, you may take a single action to benefit the settlement, your new neighbors, and yourself. Note your action on your character card before you turn it in at the end of the event. If there are any Structures or Upgrades that modify this action, note that, too. Staff will contact you between events to give you the results of your action. There are five possible actions you can select from:

- **Construction:** This allows you to Build new Structures or Maintain or Upgrade existing Structures. To do this, you must possess the necessary Schematic and turn in the required Components. Construction actions must be signed by a staff member before turning in your card.
  - On your card, note what you are Building or Upgrading.
  - If this requires non-specific Components, you may designate what to use.
- **Gathering:** You search the nearby wilds to obtain Components. This can be modified by certain Structures.
  - If you are making use of a Structure, note this on your card.
- **Venture:** You travel further from the settlement, exploring the depths of the wilderness. This has a much higher chance of finding valuable components or even items, but greater rewards come with greater risk.
- **Investigate:** You attempt to gather information about events, cultures, or regions of the Neverafter. This could represent asking around, researching in a library, or physically observing your nearby surroundings.
  - You may indicate a specific topic you are attempting to look into.
- **Fortify:** You reinforce a Structure. This provides that Structure a once per event defense against an effect that would negatively impact it. A Structure may be Fortified any number of times per event. The person who performed the action must be present to call their use of the defense.
  - Note which Structure you are Fortifying on your card.

The Disadvantage 'Narrow Skillset' forces you to choose three actions which you don't perform as well as others might. It impacts the actions in the following ways:

- **Construction:** You must spend an additional 3 common components of any type to Construct a new Upgrade or Structure or 1 common component of any type to add an SP to a Structure.
- **Gathering:** Staff will roll your result twice and take the worse result.
- **Venture:** Staff will roll your result twice and take the worse result.
- **Investigate:** You obtain one fewer piece of information.
- **Fortify:** You have a 10% chance of failing this action.

## **Structures and Upgrades**

The settlement starts with two Structures: a Tavern and a Crafting Hall. Other Structures require Schematics to build, which can be found or purchased during gameplay. Each Structure has a maximum number of tiers, from 1 to 5, each of which may have up to three Structure Points (SP). An SP may be added to a tier by spending a number of Components equal to that tier. Once a tier has three SP, a single Upgrade may be added to it. Like Structures, Upgrades require a Schematic and Components. They may be created with the Construction action or built during an event.

Structures must be Maintained every March, July, and October, either at the event or with a Construction action. This requires a number of components determined by the Structure's current tier, as indicated below:

- Tier 1: 1 Component
- Tier 2: 3 Components
- Tier 3: 6 Components
- Tier 4: 10 Components
- Tier 5: 15 Components

Each Structure has a Deed, which tracks the tier of the structure, the SP of each tier, the Upgrades associated with each tier, and the Structure's owner or owners. If a Structure takes damage, which may only occur from Plot effects, it is applied to the highest tier of the Structure. If a tier loses all three SP, it is destroyed along with any Upgrade associated with that tier. It is possible for players to demolish Structures or Upgrades they have built, but only with a specific Schematic and only with the permission of all of that Structure's owners.

# Crafting Primer

## **Components**

Components come in Common, Rare, and Exceptional. Exceptional Components have specific names. Flora Components represent any sort of plant or fungal material, such as wood, berries, or mushrooms. Fauna Components are gathered from creatures and include things like hide, fur, and claws. Minerals Components are naturally occurring and are typically stone or metal, though oil would be considered a mineral. Arcane Components are the most rare and contain slightly magical properties. Examples include primordial flame, vampire ash, and pixie wings.

Both Common and Rare components are generic. They can represent anything you need them to while crafting, but have no special properties. Exceptional components have unique effects when used to create certain items. Each Exceptional Component has a different effect depending on what kind of item it is crafted into; all Exceptional Components have item types that they don't add any effect to. You do not need a special skill to add an Exceptional Component to an item, but you must do so when the item is created. Unless otherwise stated, you may only use one Exception Component in an item. The effects of Exceptional Components can be discovered by making items with them or with the skill Research.

Components can be gathered with the skill Forage. This can be done in 2 ways. A defeated enemy can be scavenged to gain any usable Components from their body. There are packages left around the game site that indicate caches of Components that can be scavenged. These must be turned into logistics.

## **Using Crafted Items**

Crafted items generally have a time listed on the item that indicates the time it takes to use them. Items that don't have listed times on them are used at the following rates:

Tinctures and Draughts take 5 seconds to drink.

Troubadour Inspirations take 1 minute to deliver.

Scholar Lexicons take 1 minute to read.

Meals and Drinks take 1 minute to consume.

Toxins applied to a weapon last for 1 strike. If the strike is blocked or defended against the toxin is considered used and must be re-applied.

If you are interrupted during the activation time of a crafted item, the item is not expended.

## **Making Crafted Items**

When making any crafted item, unless specified on the schematic it takes 5 minutes to create any crafted item.





## Troubadour Inspirations

Inspirations are used to create Performances. A Performance may be delivered through either visual or auditory means, chosen at the time of use. A Performance provides a combat benefit to a group of characters, all of which must witness the full Performance. Performances never affect the character who delivers it unless they use the skill Limelight.

### Encouraging Performance

Cost: 3 Common Flora, 1 Common Fauna

Requirements: N/A

Reverse Engineer: Yes

Effect: Up to 3 people are unaffected by the next Fear effect that targets them. This effect ends the next time they rest.

### Break a Leg

Cost: 2 Common Flora, 2 Common Fauna

Requirements: N/A

Reverse Engineer: Yes

Effect: Up to 3 people gain a free use of Endure. This effect ends the next time they rest.

### Exit Stage Left

Cost: 3 Common Flora

Requirements: N/A

Reverse Engineer: Yes

Effect: Up to 3 people gain a free use of Scramble. This effect ends the next time they rest.

### Debate Guidelines

Cost: 3 Common Arcane, 1 Common Fauna

Requirements: N/A

Reverse Engineer: Yes

Effect: Up to 3 people gain a free use of Composure. This effect ends the next time they rest.

### Flashy Spectacle

Cost: 3 Common Flora, 2 Common Arcane

Requirements: N/A

Reverse Engineer: Yes

Effect: Two targets within 20 feet are Dazed for 30 seconds. This is a Mental Attack that takes 30 seconds of RP.

### Heart-rending Show

Cost: 3 Common Mineral, 1 Rare Fauna

Requirements: N/A

Reverse Engineer: Yes

Effect: Two targets within 20 feet are in Pain for 30 seconds. This is a Mental Attack that takes 30 seconds of RP.

## **Doctor Procedures**

Doctors can use Procedures to create Remedies and Toxins. Remedies have healing effects such as restoring health or treating negative statuses. Toxins cause a detrimental effect on their target. They can be ingested or delivered through a weapon strike after 5 seconds of application.

### Lesser Healing Tincture

Cost: 2 Common Flora, 1 Common Arcane

Requirements: Lab

Reverse Engineer: Yes

Effect: Heals 3 HP when ingested.

### Splint

Cost: 3 Common Fauna, 1 Rare Flora

Requirements: Lab

Reverse Engineer: Yes

Effect: Apply to heal a Disabled limb. Application takes 15 seconds.

### Pain Killers

Cost: 1 Rare Mineral, 1 Rare Fauna

Requirements: Lab

Reverse Engineer: Yes

Effect: For 5 minutes, when you would take a Pain effect, instead take a 5 second Daze.

### Simple Toxin

Cost: 2 Common Fauna, 1 Common Flora

Requirements: Lab

Reverse Engineer: Yes

Effect: If ingested, this deals 3 damage. If applied to a weapon, its next strike deals 3 damage which may be modified by Weapon Expertise or Backstab Expertise.

### Muscle Relaxer

Cost: 2 Common Flora, 1 Rare Fauna

Requirements: Lab

Reverse Engineer: Yes

Effect: The target's weapon damage is decreased by 1 for 30 seconds.

### Soporific

Cost: 2 Common Arcane, 1 Rare Mineral

Requirements: Lab

Reverse Engineer: Yes

Effect: Inflicts a 1 minute hobble on the target.

## Alchemy Formulae

Formulae are used to create two types of items: Bombs and Draughts. Bombs are almost always attack items delivered by a packet. Draughts are imbibed items that have a transformative effect on the user. This often involves a benefit and a drawback.

### Alchemical Bomb

Cost: 2 Common Mineral, 1 Common Arcane

Requirements: Lab

Reverse Engineer: Yes

Effect: Ranged Attack. Deals 3 damage of a type chosen when this item is created. **This cannot be blocked with a shield.** The available damage types are: Fire, Ice, Shock, Earth, Primal, Decay, Magic, Chaos, and Astral.

### Smoke Bomb

Cost: 4 Common Mineral

Requirements: Lab

Reverse Engineer: Yes

Effect: Immediately **use Scramble.**

### Adhesive Bomb

Cost: 2 Common Mineral, 1 Rare Fauna

Requirements: Lab

Reverse Engineer: Yes

Effect: Ranged Attack. 30 second Pin

### Calcification Draught

Cost: 2 Common Arcane, 2 Common Mineral

Requirements: Lab

Reverse Engineer: Yes

Effect: Gain 2 uses of Armor. You can't benefit from movement skills until these uses of Armor are expended.

### Gill Draught

Cost: 2 Common Arcane, 1 Rare Fauna

Requirements: Lab

Reverse Engineer: Yes

Effect: The user of this can hold their breath for the next 10 minutes, allowing them to survive in environments without air. This also renders them immune to harmful gases and other inhaled hazards.

## Outfitter Blueprints

Outfitters may use Blueprints to create Armaments and Gear. Armaments - **which include weapons, armor, and shields** - are permanent items which may be imbued with special properties based on the specific material they are made with. Gear consists of useful but temporary items that may assist you in your time in the Neverafter. **Because of the wildly varied nature of Gear, Exceptional Components do not have standard effects when crafted into these items. All use of Exceptional Components with Gear must be performed with the skill Innovation.**

### 1-Handed Weapon

Cost: 3 Common Mineral, 1 Common Flora

Requirements: Workshop

Reverse Engineer: Yes

Effect: Creates a 1-handed weapon. Unless an Exceptional material was used in the construction of this weapon, it is considered to be made of either oak or copper.

### Torch

Cost: 1 Common Flora, 1 Common Fauna

Requirements: N/A

Reverse Engineer: Yes

Effect: Provides a light source for up to 1 hour. You don't need a Workshop to create this.

### Grappling Hook

Cost: 2 Common Flora, 1 Rare Mineral

Requirements: Workshop

Reverse Engineer: Yes

Effect: Allows you to use the skill Climb with a 5 second activation roleplay. You may use this item 3 times.

### Tripwire Trigger

Cost: 1 Flora, 1 Mineral

Requirements: Workshop

Reverse Engineer: Yes

Effect: You may place a Tripwire trigger on a trap. This is indicated by laying green yarn no longer than 10 ft across a pathway. The trigger and trap cards must be clearly attached to the yarn.

### Battering Ram Trap

Cost: 2 Common Flora, 1 Common Fauna

Requirements: Workshop

Reverse Engineer: Yes

Effect: The target takes a 10 ft Push. **This trap requires at least 2 Essence to place.**

### Alarm Trap

Cost: 1 Common Mineral, 1 Common Arcane

Requirements: Workshop

Reverse Engineer: Yes

Effect: The target of this trap must shout "Alarm" 5 times. **This trap requires at least 1 Essence to place.**

## **Scholar Lexicons**

Lexicons are used to create Manuscripts which provide benefits to the user and their allies based on extensive knowledge on a topic. Many Manuscripts require a particular Knowledge skill to create which slightly lowers their Component cost.

### Research Notes

Cost: 3 Common Flora

Requirements: Any Knowledge

Reverse Engineer: No

Effect: When this item is created, a single Knowledge must be selected and noted on the Manuscript. By roleplaying studying a subject for 1 minute, you may expend this item to ask an ST 1 question about it. The question must be covered by the Lore noted on the Manuscript.

### Monster Study

Cost: 2 Common Flora, 1 Common Fauna

Requirements: Any appropriate Knowledge

Reverse Engineer: No

Effect: After reading this for **15** seconds, the user deals +1 damage to creatures of a particular type for 1 minute. The type must be chosen when this item is created.

### Experimentation Guide

Cost: 2 Common Flora, 1 Common Mineral

Requirements: N/A

Reverse Engineer: Yes

Effect: When you fail at an Experimentation skill, you may either keep a single component of your choice or reduce the Essence spent by 3 to a minimum of 0. This effect lasts until used or until you rest.

### Useful Plant Identification Guide

Cost: 2 Common Flora

Requirements: Knowledge: Botany

Reverse Engineer: Yes

Effect: Gain an extra Rare Flora component the next time you Forage.

### Environmental Integration Guide

Cost: 1 Common Flora, 1 Common Mineral

Requirements: Knowledge: Engineering

Reverse Engineer: Yes

Effect: Use when setting a trap to conceal it. Signify this by using yellow yarn instead of green to mark the trap trigger.

## **Jeweler Designs**

Designs can be used to create Jewelry which provides a small benefit to the wearer. There are 4 types of Jewelry: Rings, Amulets, Circlets, and Bracelets. A character can benefit from one of each and may change their jewelry when they rest. By default, a piece of Jewelry can hold up to one Gem.

### Silver Ring

Cost: 3 Common Mineral

Requirements: Workshop

Reverse Engineer: Yes

Effect: Once per rest you may add +1 to a damage, movement effect, or healing you use. Gems in this item have 1 charge per rest.

### Silver Amulet

Cost: 3 Common Mineral

Requirements: Workshop

Reverse Engineer: Yes

Effect: Your maximum Health is increased by 1. Gems in this item have 1 charge per rest.

### Silver Circlet

Cost: 3 Common Mineral

Requirements: Workshop

Reverse Engineer: Yes

Effect: Your essence pool is increased by 1. Gems in this item have 1 charge per rest.

### Silver Bracelet/Armlet

Cost: 3 Common Mineral

Requirements: Workshop

Reverse Engineer: Yes

Effect: Once per rest, you may reduce the duration of a condition affecting you by 1 step. Gems in this item have 1 charge per rest.

## **Gems**

Gems can be set into Jewelry by Jewelers during a rest, allowing the wearer to access their magical properties. This does not have to occur when the Jewelry is crafted. Unless otherwise state, a piece of Jewelry may hold a maximum of one Gem. Each Gem has a unique spell stored within it which can be invoked with no casting time. Characters may have up to 2 of the Gems in their Jewelry active at any given time and may change which Gems are active when they rest.

### **Selenite**

Arcane Burst: Deal 3 Magic damage in a 90 degree arc.

### **Citrine**

Heal 2 to a target in touch range.

### **Tiger's Eye**

Bestow a Latent Resist Fear on a target in touch range.

### **Sapphire**

Spiritual Denial: Immediately end a target's Incorporeal and prevent them from Phasing for 1 min.

## **Cook Recipes**

Cooks can use Recipes to craft Meals which must be served immediately upon creation. Meals provide a passive benefit to up to 3 characters. Characters are considered resting while eating a Meal. A character may only benefit from one Meal at a time.

### **Sandwich Platter**

Cost: 3 Common Flora, 1 Rare Fauna

Requirements: Kitchen

Reverse Engineer: Yes

Effect: Gain 3 healable HP until your next rest.

### **Hearty Stew**

Cost: 1 Common Flora, 2 Common Fauna

Requirements: Kitchen

Reverse Engineer: Yes

Effect: Halve the distance of any Push you're affected by until your next rest.

### **Fluffy Pastry**

Cost: 2 Common Flora, 1 Rare Flora



Requirements: Kitchen

Reverse Engineer: Yes

Effect: You may take 2 extra steps when you benefit from a Movement ability until your next rest.

### Fireside Snack

Cost: 2 Common Flora, 2 Common Fauna

Requirements: N/A

Reverse Engineer: Yes

Effect: Does not require a Kitchen to make. +1 healable HP and +1 max Essence until your next rest.

### Angel Food Cake

Cost: 2 Common Flora, 2 Common Arcane

Requirements: Kitchen

Reverse Engineer: Yes

Effect: When receiving healing the amount you are healed is increased by 1 until your next rest.