

NAME

Names: Frost, Simon, Aokiji, Jack, Carter, Boreas, Astraeus, Whiterock, Ami, Artina, Elsa, Cirno, Maria, Idin, Aeolus, Venti, Letty, Anemoi

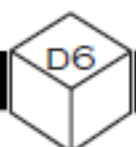
LOOK

Piercing Eyes, Empty Eyes, or Cold Eyes
Frosted Skin, Snowy Hair, or Freezing Hands
Stiff Robes, Flowing Dress, or Parka
Sculpted Body, Shriveled Body, or Marked Body

SPECIES

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA



DAMAGE



ARMOR



HP

YOUR MAX HP IS 4 + CONSTITUTION

DRIVES

What drives you to embrace the cold as you have? Choose one:

☐ LONELINESS

Lose a friend, either new or old

☐ SECLUSION

Prevent someone from getting close to you, either physically or emotionally

☐ WINTER'S EMISSARY

Kill something that was nearly dead anyway

STARTING MOVES

DECEMBER'S ARMOR

You are immune to the bite of cold and wind, and never need to dress warmly to be perfectly comfortable in the cold.

You have a Chill stat equal to your Constitution score. **Whenever you take damage**, you may spend any amount of Chill to reduce the damage by the same amount. **When your Chill stat reaches 0**, regain 1d6 Chill and take that much damage, and then take -1 ongoing to CON until you next Make Camp. **When you Make Camp**, restore your Chill stat to its full value.

WINTER WONDERLAND

Ice and snow are your playthings. You can spend 2-Chill at any time to make it snow, no matter what the existing weather conditions are.

When you want to make a sculpture or structure of ice and snow (such as a bridge, a castle, a staircase, or anything else), you can do so, but it takes a lot of time and safety, and you need some snow on the ground to work with.

FREEZE (CON)

When you use ice magic to freeze someone within Reach, spend 1-Chill and roll +CON. On a 7+, choose one. On a 7-9, you affect more than you intended to - something else gets frozen, the gm will tell you what. **When you use this move to freeze yourself**, you do not need to roll - automatically take a result of 10.

- Their arm is frozen solid. It cannot pick up anything, and it cannot use anything it was already holding. A frozen arm has the tags Hand and +1 armor.
- Their legs are frozen to the floor. They cannot move or be moved.
- Their body is coated in ice. They gain 3 armor, but their movements are slowed: they cannot run, cannot jump, and their movements are very slow and stiff.

These effects last until the ice thaws, melts, or shatters. You can spend 2-Chill to thaw one person, immediately removing all options from them. You do not need to spend any Chill to thaw yourself out.

COLD HEARTED

You're no good with other people. Even when helping someone you care about, you have trouble putting yourself on the line. **When you Aid an ally**, on a 7-9, the consequences apply to the person you aided instead of yourself.

WINTER'S TOUCH

Choose any race, then choose how the cold embraces you:

☐ ICE

Your flesh is ice, cold to the touch and hard as steel. You gain +1 armor while under the effects of the Freeze move. **When you reduce damage using Chill**, it bounces off your hardened skin.

☐ SNOW

You bleed snow instead of blood. You never need to spend Chill to make it snow - it snows whenever you want it to, even indoors. **When you reduce damage using Chill**, the wound simply doesn't bleed or hurt.

☐ WIND

The air around you always has the cold bite of winter to it. You can Freeze anyone within Near range, instead of only within Reach. **When you reduce damage using Chill**, a sudden wind makes the attack into a glancing blow or miss.

BONDS

Fill in the name of one of your companions in at least one:

_____ is just jealous of my strength.

_____ is my best friend, whether they like it or not.

_____ doesn't know the meaning of true cold.

CHILL:

LEVEL

XP

THE WINTER MAGE

Your Load is 6 + STR. You start with dungeon rations (5 uses, 1 weight) and a survival knife (hand, 1-weight).

Choose one:

- ☐ Bearskin armor (1 armor, 1 weight) and an ax (close, +1 damage, 2 weight)
- ☐ A secluded mountain top all to yourself
- ☐ A golem of ice or snow (+2 Loyalty, +3 Protector, and Cost: Kept Cold.)

DEATH MOVE: HEARTLESS

Winter's touch is not for the faint of heart. In fact, you could say that it isn't a path anyone with a heart can take. **When you die**, you reveal what your 'friends' have always suspected: that you are literally a heartless monster. Tell us which other player has your heart - who did you give it to? Why didn't they know they had it? Set your HP to 0. You can no longer heal or take damage by any means, and as long as your heart is safe, you will live on. **When your heart is destroyed**, you finally die.

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

☐ CHILL OUT

When you make an appropriate pun while dealing damage or Freezing someone, deal +1d4 damage. If it was a pun you haven't made yet during this session, also regain 1 Chill.

☐ CONCEAL, DON'T FEEL

When you Aid or Interfere with another player, you may destroy a bond you have with that player to automatically get a result of 10+.

☐ DECEMBER'S DABBLER

Gain one non-multiclass move from any class list. You can only take a move related to ice, snow, wind, or causing death.

☐ DIAMOND BLIZZARD (CON)

When you unleash a blast of ice and wind, spend 1-Chill, choose a target within Near range, and roll +CON. **On a 7+**, deal your damage with the tags Forceful and Piercing 2. **On a 7-9**, you affect more than you wanted to - either someone else is hit, or you blow away something you did not mean to, the GM will tell you what happens.

☐ FROSTBITE

When you Freeze someone and get a 7+, you may spend 1-Chill to deal your damage to them.

☐ FROZEN HEART

Whenever you spend one or more Chill, heal 1 HP.

☐ FROZEN SOLID

When you give someone all three options from the Freeze list, you may say they are encased entirely in ice. Someone encased in ice cannot speak or move, and unless they have some kind of magic sustaining them, they will die in short order unless they are thawed out.

☐ ICICLE FALL

You can walk on snow without leaving a mark, and you can walk on snowflakes as they fall from the sky.

☐ LET IT SNOW

While it is snowing, you can spend 3-Chill at any time to make it into a blizzard - anyone outside will find the weather is actively hostile towards them, and will take your damage every few minutes they are exposed to the elements, if they don't have proper protection.

☐ MINUS K

Add the following option to the Defend move:

- Give the attacker or defender one option from the Freeze move list

☐ READ THE WINDS

With december's eyes, a blizzard becomes easier to read than a clear sunny day. **When you Discern Realities during adverse weather conditions**, roll +CON instead of +WIS.

CURRENT LOAD

☐ SHATTER

You can spend 1-Chill to freeze an inanimate object within Reach. You can freeze anything small enough that you could carry it. A frozen object cannot be moved, and will shatter if hit with blunt force.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

☐ A COLD WINTER'S NIGHT

When you Take Watch while it is snowing, don't roll: no one will show up. You've made it too cold and inhospitable for anyone to stay out tonight.

☐ DECEMBER'S INITIATE

Requires: December's Dabbler

Gain one non-multiclass move from any class list. You can only take a move related to ice, snow, wind, or causing death.

☐ GENERAL WINTER

You can spend Chill as if it were hold for the Defend move.

☐ LET'S MAKE A SNOWMAN

When you make a sculpture using Winter Wonderland, you can spend 2-Chill to bring it to life. Sculptures brought to life this way will last until they thaw out or are destroyed. They have HP equal to your level, deal your damage, and have an Instinct of your choice. The GM will tell you what moves a sculpture you've brought to life has.

☐ OLD MAN ON THE MOUNTAIN

Requires: Diamond Blizzard

While it is snowing, you can use Diamond Blizzard on anyone you can see, regardless of distance.

☐ PERMAFROST

Your ice doesn't melt unless you want it to, or when it is exposed to a certain something. Tell us what one thing will melt your ice.

☐ PERFECT FREEZE

Requires: Frozen Solid

When you Freeze someone and roll a 12+, you may spend 2-Chill to immediately encase them in ice.

☐ WINTER'S WARRIOR

When you Freeze yourself, a frozen arm becomes a frozen blade with the Close and Piercing 2 tags, you can still move with frozen legs, and you are not slowed down by a frozen body.

☐ WINTER'S WRATH

Requires: Shatter

You can use Shatter on inanimate objects of any size. You can also shatter anyone you encase in ice as if they were a frozen inanimate object.