

# SNOW & COCOA

## A SNOW DAY RPG

School is canceled, so slip on your boots & beanies and enjoy the day with your mates! But youth is fleeting and you have to make the most of your day off before someone messes it all up...

### PLAYERS: CREATE CHARACTERS

- 1 Choose a school kid archetype: **Bully, Prankster, Dork, Rich Kid, etc.**
- 2 Choose your signature item: **slingshot, coke bottle glasses, bright blue sled, etc.**
- 3 Choose your **number** from 2 to 5. A high number means you're better at **SNOW** (agility, snowballs, speed, physicality). A low number means you're better at **COCOA** (social conflict, brainpower, friendship).
- 4 Give your kid a kid's name, extra credit for a **cool nickname**.

Your **number one goal** (as a player and a character) is have fun **BY ANY MEANS NECESSARY**.

### HELPING

If you want to help someone else when they roll, say how you try to help and make a roll. If you succeed, give them +1d6.



### ROLLING THE DICE

When you do something risky, roll a six sided die (**1d6**) to find out how it goes. Roll **+1d6** if you planned ahead and **+1d6** if your action is something your archetype would be good at. Roll your dice and compare each die result to your **number**.

- ↓ If using **SNOW**, you want to roll **under** your number.
- ↑ If using **COCOA**, you want to roll **over** your number.
- 0 If **none** of your dice succeed, **something goes wrong**, the GM says how things get worse.
- 1 If **1** succeeds, **you barely accomplish**. The GM inflicts a complication.
- 2 If **2** succeed, **you do it well**, good job.
- 3 If **3** succeed, you excel! The GM tells you an extra effect you get.

If you roll your **number** exactly, you get **Winter Magic**, some special insight into the situation. Ask the GM a question and they'll answer honestly. Ex: *How do I get out of this? Where should we go?*

### GM: RUN THE GAME

Play to find out how they defeat the **trouble**. Introduce the trouble by having other kids spreading the word, either sowing rumors for a throwback game or text/social media for a modern game.

Before the trouble does something to the characters, show signs that its about to happen, then ask what the players do. Ex: *"You hear the diesel engine of the snow plow approaching from around the corner, what do you do?"* *"The ground beneath you starts to shake as more snow golems slowly form around you, what do you do?"* Call for a roll when the situation is uncertain. Don't pre-plan outcomes, let the chips fall where they may. Use failures to push the action forward. The situation always changes after a roll, for good or for ill.

Ask questions and build on answers. *"Have any of you been in this much trouble before? Where, when, what happened?"*

### GM: MAKE TROUBLE

Roll **4d6** or choose on the tables below.



SNOW & COCOA is a Lasers & Feelings hack by Adam Vass and World Champ Game Co. [worldchampgame.co](http://worldchampgame.co)



LASERS & FEELINGS was written by John Harper. [onesevendesign.com](http://onesevendesign.com)

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A TROUBLE...		
1. The Principal	2. The Cranky Neighbor	3. The Plow Driver
4. A Sentient Snowman	5. The Older Kids	6. Your Parents
WANTS TO...		
1. Build/Replace	2. Destroy/Corrupt	3. Invest In
4. Steal/Capture	5. Pacify/Occupy	6. Control/Take Over
THE...		
1. Sledding Hill	2. Very Good Snowman	3. Snow Fort You Made
4. Ski Resort	5. Frozen Pond	6. Weather Itself
WHICH WILL...		
1. End Your Freedom	2. Bum You Out	3. Get You Grounded
4. Fix Everything	5. Harm Your Friendships	6. End The World