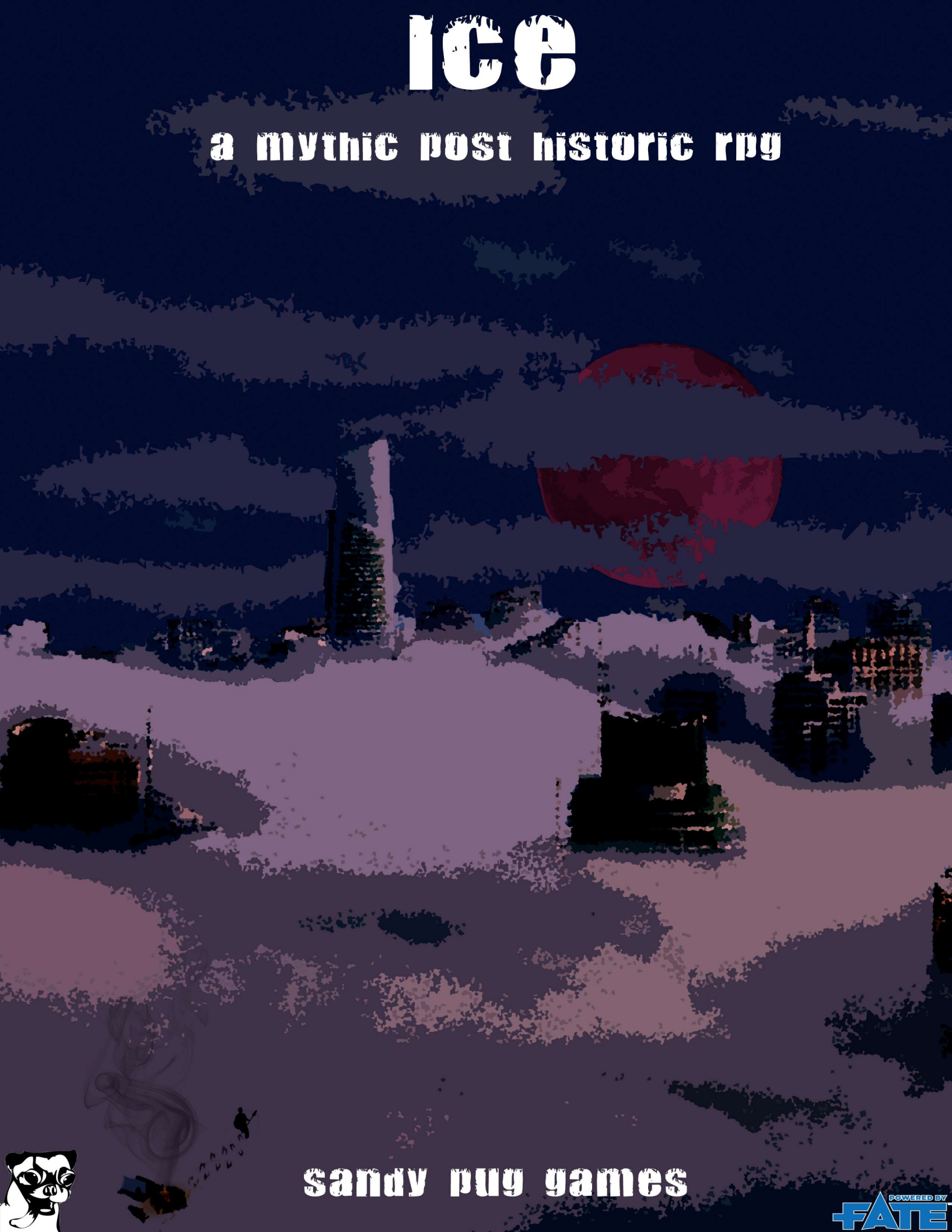


ICE

a mythic post historic rpg



sandy pug games



This game was written by Liam Ginty with editing and playtesting from a host of incredible people, including but not limited to Sarah Ginty, Kate Perino, Simon Henderson, Henry Guth, Keith Evans, Kieran Wilkinson, Michelle Biller and a dozen or so other incredibly helpful people who have worked with me to make this a reality.

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ICE

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The Cold

The world is cold. It has been for some time. In the darkness, megafauna roam, hunting and killing at a whim. Settlements of strange beings make plans to destroy every vestige of you and your kind from this dark earth, the waters are harsh or frozen solid and inhabited by unspeakable monsters. Even the Gods are dead.

But you are not. You have power. The beasts bend to your will, the rituals you weave change the very world and you can force the power of the world into your own soul. You are Human, and you can survive this dark night. You have The Spark.

Ice takes place in a dark fantasy version of the Ice Age where Neanderthals are preparing to wipe out Homo-Sapiens forever. Giant sabretoothed tigers and mammoths roam the frozen wastelands and the weather goes from cold and unforgiving to even worse. But you have the Spark, powers over the beasts and the ability to use their strengths as your own. You are the sole thing standing between your clan's success and death. Take up your spear, gather your allies and set forth on adventure!



The World of ICE

Before

The time before The Ice came is poorly understood. Even the oldest of the elders were born centuries after the cold began to seep into the world, and the only records of the time before are in the ruins of civilisations long past. The surface cities are hopeless - their books, tablets and artwork are all ruined, blasted away or buried under eons of endless snow and ice. The only records that truly survived are stored deep underground, in massive tombs, deep caves and in the depths of mountains consumed by the many layers of snow.

What records can be brought back tell of a prosperous time, when the sun was fat in the sky, the ground was soft, fertile and crops bloomed from its very surface. Animals were tamed, and smaller - some even say they were farmed like plants for their meat. This era is referred to as the Time of Awakened Ones. Mankind was powerful, with magic, and tools to fend off the cold winters and the evils that roam the wastes now. The many Gods were alive and visited their chosen people often, delivering great gifts of power upon their champions and spreading their names far and wide.

But all of that is gone now. Their magic is dead, the immense kingdoms the old humans lived in are vanished. Entire cities have fallen to the dirt from their place in the heavens and Humanity lies wretched, huddled around the final fires of their world. Old, long-dead enemies have begun to rise and reclaim the world Homo-Sapien stole from them. Gods sleep in forgotten temples, the corpses of angels lie frozen in the ice and all around, immense beasts roam what is left of the world.

Now

Humanity has settled into this new ruined world. The cold and the ice are kept out by fire and what meagre homes they can build. Many of the remaining humans live in caves, in small family groups. Larger clans may band together but it is rare.

There is one hope for Humanity, one final shining light in the distance. The Spark. For reasons unknown, some people are gifted. Sometimes this gift is evident at birth, sometimes it takes an incredible trauma to force it out, but for whatever reason, some humans still contain the capacity for magic and power. These people are faster, stronger, and more able to commune with magic.

Those with The Spark also have the ability to form bonds with the animals and beasts of this world, taking their powers as their own. These fearsome warriors, brave leaders, and powerful mages are able to become the beasts they hunt and make their strengths, fur, and claws their own.



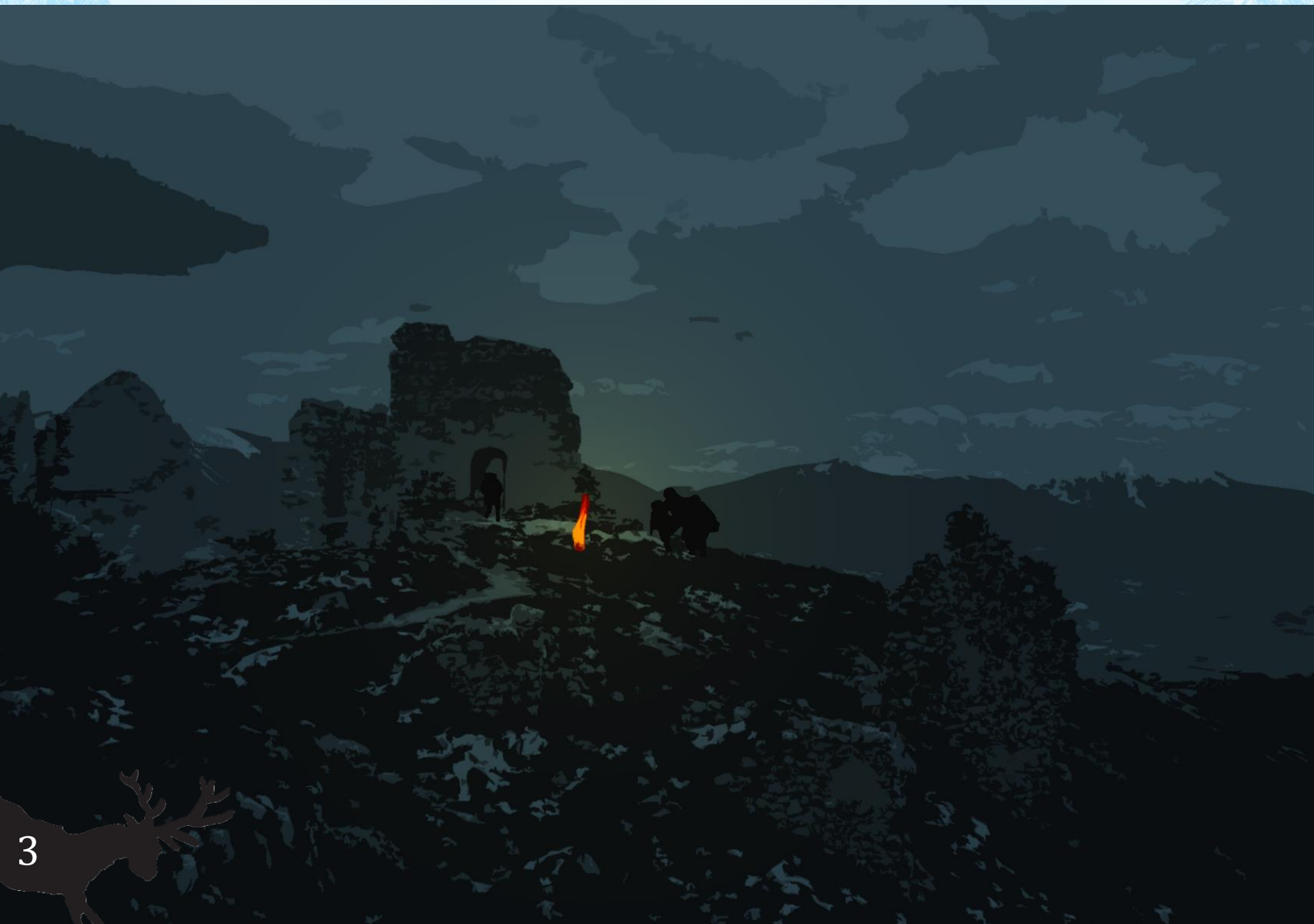
The Surface

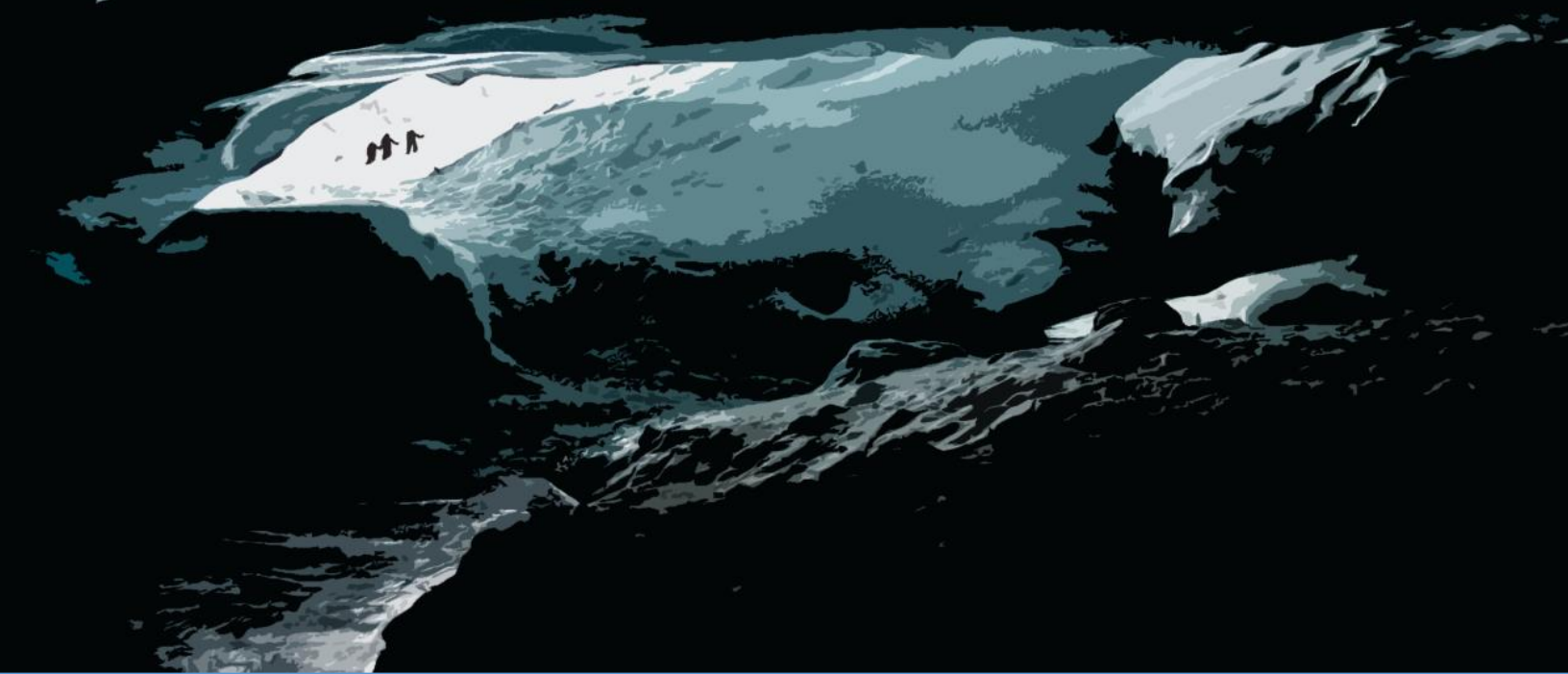
The world of ICE resembles an extreme version of Earth at the peak of its worst ice age. Huge, thick sheets of ice spread out from the poles and meet at the Equator, blanketing almost the entire Earth in an immense layer of inhospitable cold. There are some temperate areas that are not entirely encased in ice, mainly around the Equator.

All life is gone from anywhere north of mainland Europe. The ice is too thick and the temperature too cold for anything to survive, not even the megafauna or strange human-like figures that wander the wastes. Coastal regions too, so often the cradle of Humanity, are uninhabitable. Most of Humanity finds itself sheltered in relatively habitable plains in Asia, Africa and parts of central America. Humans in Europe and southern Africa, as well as the more northern parts of Asia, huddle in vast cave formations.

There are a small number of major settlements of around 200-500 people on the surface, with most people living in smaller tribal communities of 100 or so.

Humanity's old cities still exist, massive monuments to just how far humans have fallen. These sprawling metropolises resemble large icicles stabbing out of a frozen wasteland from afar, but many explorers dig below the surface to find rich troves of information, tools, inventions and parts of a long dead world.





Underground

Deep, deep underground there are remnants of Humanity's history left alive. Forgotten by surface dwellers, these are refugees from when the event that froze the earth occurred. These vast cities still retain some of Humanity's greatest inventions, but have widely reverted to a pre-industrial technological level.

There are two major underground cities. The one under what was once Beijing, China is known as New China. Their city is the largest of the underground cities and matches the old city almost exactly. No one remembers how the city was transported so deeply underground, but records may exist in the vaults maintained by the settlement. All that remains of the original city is an immense, several mile-wide hole in the ground where it once stood, perfectly round and deeper than anyone could ever hope to climb.

New China is easily the most powerful and populous city in the world of ICE. With a population of over 10,000 people, almost as many people live within the city as outside of it. New China is the only place in ICE with anything approaching modern technology, perhaps enough to raise Humanity back to its previous lofty levels, but the inhabitants of New China guard their secrets closely, and are an incredibly reclusive people, being careful to only admit a handful of visitors every year, and ensuring with brutal efficiency that none of their tools leave the underground city.

The only other underground city is located somewhere in what was once the United States. Known only as The City. It was once famed for being the last bastion of the old world, with its inhabitants descended from those that walked the Earth before the cold came. Those that visited The City spoke of its splendor, its magnitude, an immense warren of incredibly well-kept and beautiful buildings and homes, made from shiny metals with miniature suns in every home.

About 50 years ago The City cut itself off from the world entirely, its doors closing shut, and its traders disappearing from the world, only a scant few messages were heard as the doors slammed shut, all of them saying the same thing - "Stay Away". Despite the treasures and riches that lay within the sealed off city, none have yet found a way past the huge doors. Some say the people of The City angered the gods, awoke something deep in the earth from its slumber or uncovered the secret of the Ice. Whatever the truth, every year or so another party attempts to enter The City and are never heard from again.

The Clans

Humans have long since splintered into dozens of small clans, most smaller than 150 people. These clans have reverted to a prehistoric model of existence as nomadic hunter-gatherers, and farming is rare. Most clans are simple collections of families working together to survive, but a small few have gained power, land or influence through one way or another, and have become known throughout the wastes. With the coming of The Spark and the return of mysticism to the world, more and more clans are growing stronger.

The Wolf Clan

The Wolf is the oldest clan outside of the major cities. Their storytellers speak of a time when the Wolf Clan spread over most of the world, built the cities that now lay ruined and subjected all under their banner. Those times are past, and while most believe they are descended from the old ones that came before, there's no way to be sure.

Passionate, with some of the strongest warriors of all the clans, the wolf clan were the first to be blessed with the Spark and set to work exploiting their new found powers almost immediately, quickly expanding and growing throughout most of the temperate plains they inhabit in what was once Central America.

This expansion has spread them thin, however, and ancient enemies have been probing the outskirts of their lands for the past few years, looking for a weak spot. So far the Wolf Clan has held strong, but as their leaders blindly push for further expansion, it's only a matter of time before something gives.

The Hawk Clan

No one knows where the Hawk Clan came from. They came out of nowhere one year, attacking settlements and smaller clans, taking their territory and converting all in their path with a speed and brutality that no one had ever seen before. Their warriors wielded dark rituals, their priests carried immense weapons and every member of the clan appeared to be unrelenting in their bloodlust.

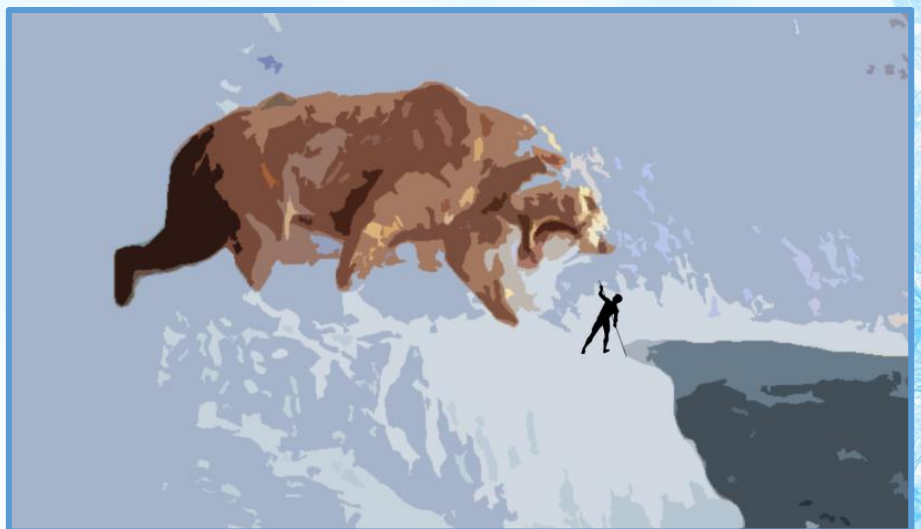
Then they stopped. After one year of terror, the Hawk Clan began trading, settling into their land and ultimately becoming a clan almost

The Bear Clan

Champions of the cold and the wilds, the Bear Clan is a smaller clan than most, with only around 30-40 members, but despite their small numbers, very few have had such an impact on the world as the Bears.

Originally formed from outcasts of the Wolf, Hawk, Mammoth and Turtle clans, the Bear Clan struggled in its inception just to survive, eventually being forced to flee the temperate, hospitable lands around the equator for the harsh snow and ice. It was here that the clan thrived, hunting the immense beasts that roam the lands, carving out a place for itself in the wastes among the ruins of the old world.

The Bear Clan are rarely seen in the world, and their ways are a mystery to most. It is said that each of them possesses the Spark, that they have mythical tools from the old world, that they sacrifice their young to unknown gods and they know where the cold winds blow from. In the end only one thing is certain, no clan is quite as at home in the frozen wastes as the Bear Clan.



every other clan has allied with. The question of where they came from and how they managed to achieve such an incredibly brutal takeover of their territory has been pushed aside in favour of trade and peace. There is a rumour that the Hawk Clan is the result of a splinter clan communing with and interbreeding with the Neanderthals, but every member of the Hawk Clan appears to be perfectly homo-sapien. Still, the idea itself is brutally suppressed wherever the Hawk's spears can find it,

The Mammoth Clan

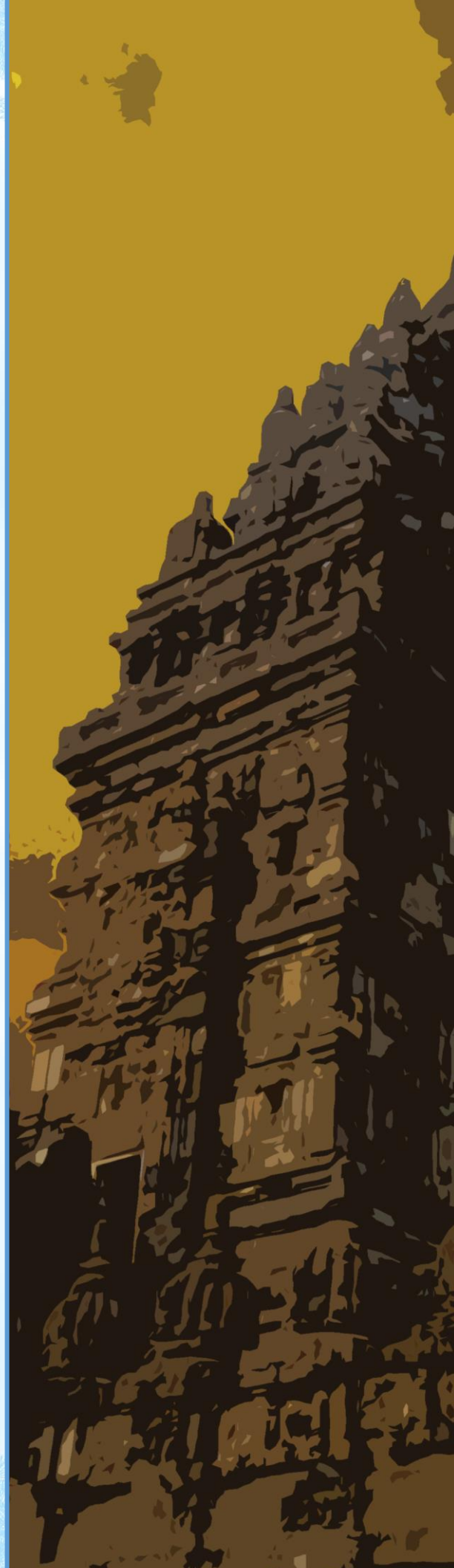
The priests of this cold and desolate world, the Mammoth Clan was the first to begin worshipping the spirits of the land and the first to discover the power of magic, or at least the first to spread these rituals and ideas throughout the land. The clan's home, a mountain range in what was once northern Brazil, is home to a school of sorts, a giant stone pyramid that serves as a place of worship and learning.

The clan routinely sends out its wisest and strongest to parlay with other clans, both big and small, to spread the word of the world spirits, to teach others the ways of their magic. Fiercely neutral in all things, the Mammoth Clan rely on their extensive network of allies and their own powerful magic to avoid conflict of all kinds.

There are many questions surrounding the enigmatic clan, how did they build their pyramid worship-fortress? Where did they learn the intricate and highly specific steps for the rituals they perform? And why do they spread their ideals so extensively, what benefit does it bring their clan that all clans now worship their gods?

Minor Clans

While the above clans are larger or stronger than others by far, they make up only 10% of the remaining human population, most of Humanity affiliates instead with much smaller groups, all throughout the world. Most keep to themselves, occasionally fighting or befriending a neighbouring clan, some have strange rituals, like the Lizard Clan's worship, and consumption of dirt or the Fish clan's voyaging tradition, that kills almost half their clan every 30 years, but most are simple hunter gatherers, clinging to what little life they have left in the caves, plains and ruins of the world.



The Spark

No one really knows what The Spark is or where it came from, most are frankly too cold and hungry to spend too long to thinking about it. What is known is that sometime after the fall, in times of desperation or incredible need, some were granted an incredible ability to take on the powers of the beasts of the world.

There is little pattern to who is granted this ability. Almost always adults, though not always, almost always those that were already talented hunters, though not always. The Spark has allowed some clans to expand and grow after centuries of teetering on the edge of death, with people who carry it suddenly able to fight with the strength of 10 men, run faster than the fastest horse or shrug off the brutal cold.

The reaction to this power has been mixed. In most places those with The Spark naturally become leaders of their clan, using their powers to take power where they need it, in some places those with The Spark are feared, murdered and exiled.

As time passed, a dark side of The Spark arose, as those with it slew more beasts and gained more power, a change began to spread through their numbers. Some simply became angry, violent or sadistic, ruling their clans with an iron fist and wallowing in the brutality and bloodlust they spread. Others, a deeper change took hold, their bodies shifted and twisted, mimicking the shapes and forms of their prey. There is no saving those for whom the change has taken hold, it is inevitable that they will go mad, seized by a bloodlust and inevitably murder all those closest to them.



The Beasts

The world has long been reclaimed by the beasts. Even the strongest clans live in perpetual fear of the beasts and megafauna that have taken over the world they once held dominion over. Thousands of years have passed since humans controlled the land, and evolution has been spurred in part by the old ones tampering with the natural order, and in part by the dark magic and rituals each clan accuses the other of engaging in.

The end result is a world full of immense and terrifying beasts that Humanity had long since destroyed, this time supported by a planet that remembers the ravages of the old ones and will not soon forgive. These are just a sample of the incredible, deadly monsters that now rule the cold wastes of the earth.

Mammoths

Aspects: The bigger they are, The ungentle giant, Against the cold

The mammoths that roam the world now are unlike the ones from the old world. Those were gentle creatures, hunted to extinction by the great ancestors of the old world - these monsters are nothing of the sort.

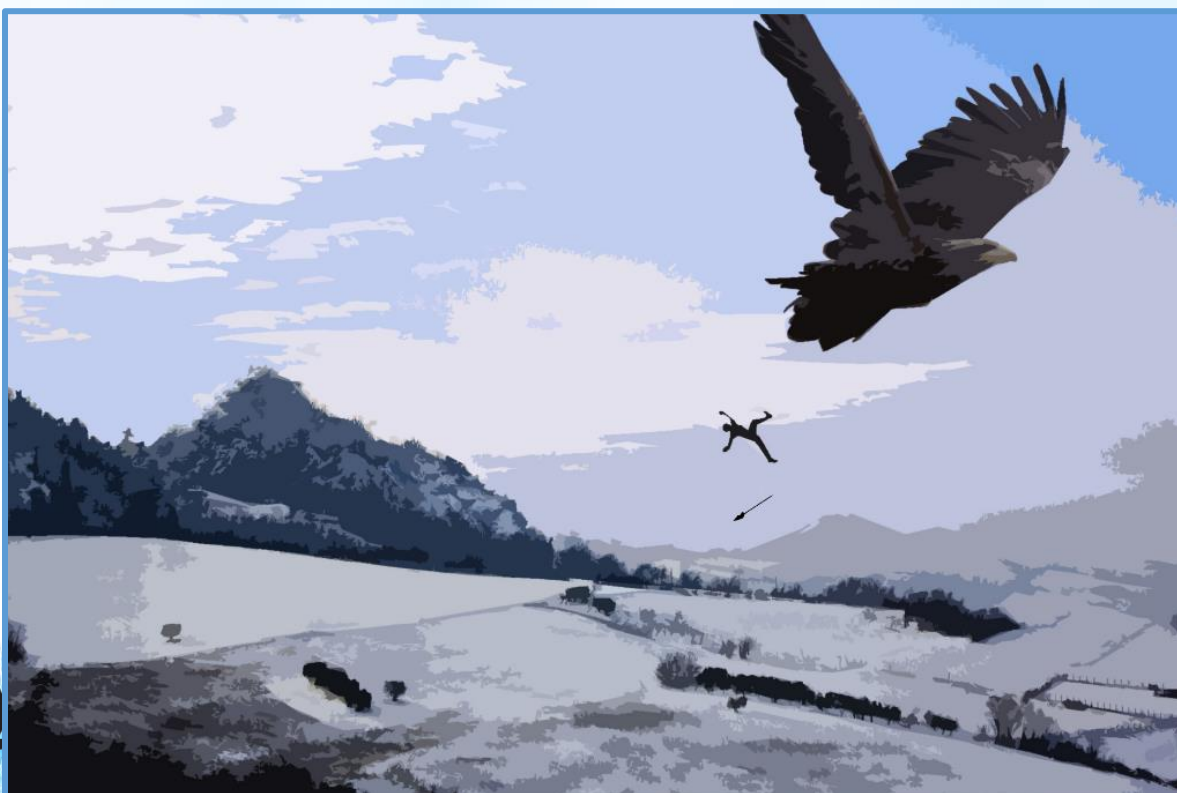
The smallest of these beasts stand at around 20 feet, with a hide thicker than any shield. They are seemingly immune to slings and even spears seem to break against their impenetrable flesh. While elephants and mammoths of the old world were passive and peaceful creatures, the mammoths of ICE are violent and aggressive, stampeding at the slightest provocation and using their long, spiked tusks to eviscerate anyone unlucky or foolish enough to be nearby.

Raptor

Aspects: Clever girl, Birdbrained, Foreboding Shadow

There are many birds that are able to fly above the snowstorms that ravage the globe and find peace and good hunting in the sky. Most of these are harmless to Humanity, on occasion someone might even tame a falcon or owl, using them to hunt small game or scout. The Raptor is not one of these birds.

With a wingspan of 25 feet and the ability to stay aloft for days at a time, the Raptor is a sight to be feared. They are able to snatch people from the ground and use their immense wings to scatter war parties. Oft is told the tale of the unfortunate clan that made their camp in the territory of a Raptor, only to be slaughtered to a man in a single night.





Cavebear

Aspects: Like a Truck, Bloodlust, Hear it coming
Legendary, worshipped by almost every clan, the Cavebear is a beast that almost everyone will see in the flesh at least once and can reasonably expect to survive. Solitary creatures, the Cavebear is only aggressive when provoked, and is otherwise content to wander the wasteland in search of food.

When provoked, however, nothing short of a mountain can stand in the way of a Cavebear rampage. With paws the size of a man, and jaws wide enough to engulf an entire hut, it is considered a good battle if any member of the clan survives a Cavebear assault. Worse still, the roar of a Cavebear is known to attract more of its kind to a location, leading to a mass horde of immense monsters roaming the wastes in a frenzy, destroying everything in its path.

Tunnel Spiders

Aspects: Blind as a bat, Hivemind, Swarm
Not many insects survived the fall of the world. The cold was simply too much for them, and the places where they can survive is limited. One breed of spider, however, flourished in the tunnels and caves, safe from the frost.

About the size of a small child, tunnel spiders are an intensely community driven species, with each spider knowing via unknown means exactly where the others in its spawn are, what they're doing and feeling and if they need aid or not. Their venom is known to liquify bone and their silk is deadly in its base form, though some

clans have discovered a means to turn it into incredibly durable cloth.

Sabretooth

Aspects: Easily spooked, Focused Hunter, Short Burst Fury

Second only to the Cavebear in reverence, the sabretooth is often spoken of in hushed tones and whispers, for fear that even speaking its name can summon its fury. While the Cavebear's violent rampages have to be provoked, the sabretooth is a wild, furious beast that requires no such poking to invoke its rage.

The Others

Long ago, before the ice and before the cities, before everything, homo-sapiens lived with many other species of human. They warred, interbred and ultimately only one kind of human was left standing.

With the fall of the old world, this has changed, or at least the legends go. From caves deep in the earth, dark corners of the world ignored by the old world and from the depths of the ocean crawled the forgotten remnants of these early cousins of humanity, ready to retake their place in a cruel and dark world.

These beings are treated like ghost stories, tales of Neanderthals and Shore-Dwellers snatching children in the night are told around every campfire, and the laughs and scares are almost enough to make those telling the stories forget that these aberrations are very real and in many ways are the greatest threat to the dying light of humanity.



Rules

For the most part, ICE uses the mechanics and rules presented in Fate Core. There are several areas where ICE has its own rules and mechanics, as well as some new mechanics that aren't present in Fate Core. Where this happens, this book will provide a write up of how to use those systems. Regardless, you will need a copy of Fate Core. The Fate Core SRD can also be used, though we recommend the book.

The Basics

ICE is an RPG built on the FATE Core system set in a post-apocalyptic mystical world where the planet is covered in ice, and there are giant beasts roaming the snowy wastes. This game is all about the Mystical Quest. Think Journey To The East or even Fallout. Your clan needs you, and you must adventure to find the thing that will save them. Perhaps the village elder has taken you aside and told you of a weapon that can stop the Neanderthals, a temple to the God Of Ice where you could finally end the Snow, or maybe you're off to unite the clans and fight back against the cold on your own shoulders.

If you've never played an RPG before, the basic idea is that you and a group of friends will get together and make a story using your imaginations and the rules in this book. One of you will be the GM or Gamemaster, the GM controls the monsters and the non-player characters and will generally dictate the results of the players choices and actions.

What You Need

You don't need much to play ICE. 3-5 people, at least 4 Fate dice, character sheets and some tokens to represent Fate Points. Some extra bits of paper for notes and writing down aspects would also be a good idea. If you don't have any Fate dice and you don't want to get any, just use 6 sided dice, with 1-2 representing -, 3-4 representing Neutral and 5-6 representing +.

Player Roles

In any game of Ice, you are either a player or a GM. Players' jobs are to roleplay characters, make decisions for your character, do actions and work the mechanics behind your moves and choices. This means rolling dice, tracking your FATE points and generally knowing how your character, their abilities and their 'mind' works.

GMs, on the other hand, are responsible for the world that the players inhabit. You make choices and actions for all the non-players and the creatures in the world. It's your job to describe the world, the environments and the scenarios and situations the players find themselves in. A good GM is both active and reactive at all times, setting up interesting situations and changing them as the players act.

Both sides also have the important job of making sure everyone is having a great time. Ice is a collaboration between both sides to create the best story and experiences for everyone at the table.

Totems

Totems are a way for players to gain new powers through play. They function as an additional Aspect. There are two kinds of Totems. **Instant** Totems and **Equipment** Totems.

Instant totems are short term powers which last a scene at most, but depending on the level of power granted by the ability, could be one-use. These are gained when a character uses the power from a beast of the Earth without forming an amulet to store that power. Building an Instant Totem requires telling you GM which power you want specifically, and they will tell you what you have to do to gain that power and how many stress points you spend to gain it. GMs should avoid saying no to any request, but make the requirements match the power.

Stress incurred when using Instant Totems stays with the character until they are able to recover from the stress via normal means (Page 160, *Fate Core*)

Example: Kieran is playing his character Uraluk, the Warrior. His GM has sent him on a quest across a frozen lake. A large monster lies under the ice and has been attacking Kieran for some time and is closing in. Kieran decides he wants to

be able to breathe underwater and attack the creature, and his GM tells him that's possible, he needs to drink the blood of a fish and spend 1 Stress Point, and the power will last until his flesh touches the air again. Kieran's character passes skill challenges to do so, and he gains the temporary aspect of "Water Breathing" which he can then use at will until it goes away the moment he leaves the water.

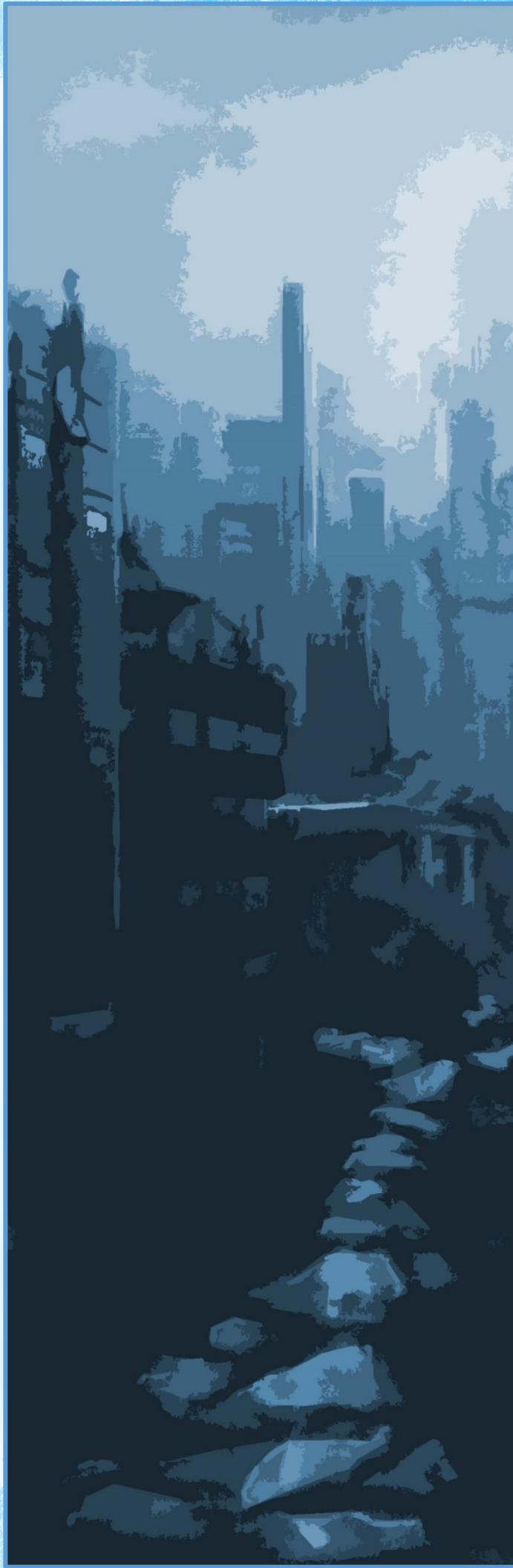
An Equipment Totem is a more long-term power. Players all begin with at least one of these, and they take the form of amulets, clothing, weapons or any other item that a player uses their skills to imbue with the power of a creature. To do so usually requires some combination of special materials, time, magic and craftsmanship within the game to produce.

Again, the specific abilities granted by these items are left to the players' and the GM's decision, but examples can be found in the Animalism section on page 19.

Unlike Instant Totems, Equipment Totems act as aspects for as long as the character has the item in their possession, and can be invoked for a variable amount of Animalism Stress, depending on the power, the act, and the GM's discretion. Also unlike the Instant Totems, the stress incurred in using these abilities is instantly removed after the player declares they are no longer using it.

Example: after Kieran's character has escaped the frozen lake, he takes the fleshy hide of the beast he slew under the ice. Kieran wants to make Uraluk impervious to cold water using the hide, and the GM tells him that will require a workshop, a Craftsmanship roll and a Mystic roll to achieve. As he walks around the frozen shore, he's attacked by a group of Neanderthals. Uraluk has bracers of bear skin and Kieran invokes their Bear Claw power by spending 2 stress points. His character Uraluk grows mystical bear claws and gains huge boosts to his combat abilities.

Permanent Totems also cost Refresh, which can be regained by abandoning other totems. So if you already have 5 Refresh spent on totems, and you really want a character to have a new totem, you will have to pick between the new totem and one of your character's older ones.



World Creation

ICE has several different settings, backgrounds, locations and types of characters to explore in your games. We recommend that during your first session, you and your friends sit down and create a world that you're interested in exploring before you build characters. This will help define what exactly your game will be, and what kind of characters you will all be playing in this world.

Quest Aspect

Every game of ICE begins with a quest, a journey to do or find something, to slay a beast or to bring back something. This aspect should be an overriding idea of what that is and what it means to you, or the clan you're doing this for.

Encroaching Doom

Something is on the horizon, threatening the last embers of Humanity. This could be a horde of Neanderthals approaching from a faraway place, or the endless winter about to bury all of mankind. This aspect should serve two purposes - first to establish what happens if the heroes fail in their quest, and secondly as a reminder of what they're fighting against. A good Doom Aspect will summarize these two ideas

and GMs should use this aspect against the players whenever relevant.

Building a Clan

A lone wolf doesn't last very long in the cold wastes of this world. Humanity has banded together where it can and formed small clans. Your characters are (probably) from one of these clans, and have certain roles within them that will determine what kind of role they have in the band. During World Creation, you should all come together and discuss the history of your clan. What do they descend from? What secret knowledge do they hold that no one else knows? Which animal do they worship, if any? These will color the rituals and actions of your players, so spend some time here.



Creating your character

Concept

First begin by creating a character concept. This is a small sentence that summarizes what your character is, and their role within the clan or the group you're playing with. Discuss this with your group, tell them your ideas and try to compliment each other's roles as best you can. Work out how you can best compliment everyone else's ideas, and use their feedback to make your character concept really pop. This isn't an Aspect as such, more a defining summation of what your character is, and a guide on how to play them.

Next write down your Clan and your Place. You will probably all be part of the same clan, but not necessarily. Your clan is where you grew up, it's the 20-100 people who raised you and made you the person you are now. They always have a spirit animal that symbolizes the Clan and features prominently in their art and society. For some examples, check out page 5 for some prebuilt clans.

Your Place is just that, your position in the clan and what it is you do for the group. Is your character a proud hunter? A diplomat? A trader or a builder? Are they the clan scout, who spends days off in the wild finding new resources, or maybe one of the clan's healers, one that holds secrets of herbs and techniques to heal others. There are many roles within a Clan but it is important to know which one yours was. Loners and those who cannot contribute to the clan do not last long in this cold world

Phases

As in FATE Core, ICE uses phases to describe your character's story before you began playing as them. These are short tales of your characters history that makes them interesting or unique. ICE's phases are very similar to the default phases in FATE Core and you should write down an Aspect that summarizes that phase in your character's life for each story you make.

An important thing to note is that every phase should also include one other player. This can be a different players character for every story, or the same for each, it's not important, what is important is that you build these tales with other characters in mind.

Phase One: The Spark

The heroes in ICE all have "The Spark". This is a mysterious force that allows them to imbue the powers of beasts and gain their strengths. No one knows exactly what this is, or why it chooses some over others. Usually it manifests during early adulthood, often during high stress situations, but not always. Write down the basics of how your character came to find they had the Spark and what they did with the gift at first. Then write an aspect for the story. Remember to mention how another character affected this phase for your character.

Questions to ask yourself for this story:
Was my character in danger?

What was the first beast my character slew?
Was it a temporary power or did my character make a totem?

Phase Two: The First Quest (Crossing Paths Pt 1)

As prominent members of their clan, at some point your characters probably conducted a quest together, and likely did it with at least one other member of your current group. Describe this quest and come up with an aspect for it. Make sure you emphasise how you and another character worked together on this phase. More so than the previous phase, this is where you will be creating the relationships your campaign will run off of.

Questions to ask yourself for this:

- What was the quest for?
- Did we succeed? If not, what caused the failure?
- What were the lasting effects of the quest?

Phase Three: The Last Quest (Crossing Paths Pt 2)

Similar to the previous phase, describe the last quest you went on. The time between your first and last might be a very long time, or a very short time. This phase can be a good way to explore how your character might have grown, and what sort of a person they are at the start of your

campaign. As before, make sure to include one or more of your fellow players in this story, and prominently. In fact, write this one as if you're a fan of the other character, even if your characters don't get along well.

Questions to ask yourself for this:

- Why were you chosen for this quest?
- What did it cost you?
- How did it change you?

Defining Strength and Weakness

You should now have all you need to come up with your two remaining aspects, your Defining Strength and your Weakness. Your Defining strength is essentially an aspect that defines what your character's most proud about, or where they are strongest. This can be in relation to their convictions, their place in the clan, their allies, their goals in life - whatever properly sums up what the most powerful force your character brings to bear on the world.

Your weakness is the opposite of that. It's what holds your character back, it's what stops them achieving their goals, it could be a nemesis, a group that hates your character, it could be a personal failure or a literal weakness, whatever impedes them the most - this should be something your character arc is dedicated to overcoming through the campaign.

Refresh

Characters begin with 6 refresh and must spend at least 2 during character generation. As usual with Fate, a character must have at least 1 refresh point available to be playable.



Skills

Characters start with 35 skill points and a skill cap of Superb (+5). As usual in FATE, any skills you do not take will default to Mediocre (+0). Assign your skill points according to a skill pyramid, where it takes 2 skills of the previous level to attain the next one, so for one superb skill, you need two Great skills, and for that you need 3 Good skills, and so on.

Some skills can only be used by characters who have at least +1 in it, the skill will tell you if so.

Skill List

Alertness

Alertness is a measure of your character's passive awareness—his ability to stay on his toes and react to sudden changes in his environment. In short, it is the perception skill to notice things that you are not looking for. High Alertness characters strike early in a fight, tend to pick up on details of a scene simply by entering it, and are rarely surprised. They include bodyguards, outdoorsmen, and sneaky criminals.

Athletics

Athletics measures your general physical capability—except for raw power and stamina. Athletics covers running, jumping, climbing, and other broadly physical activities you might find in a track and field event. Characters with high Athletics move further and faster than the rest of us, making it difficult to catch or hit them in a fight—think of athletes, soldiers, and outdoorsmen.

Standing

Denotes your place in the Clan. A character with high Standing will be a respected member of the clan and treated as such, whereas someone with very low Standing would be a social pariah or even an outcast.

Craftsmanship

Craftsmanship is the understanding of how stuff works, reflecting your practical know-how when it comes to using tools effectively. While Craftsmanship can be complemented by Scholarship, it can just as easily be the result of a lot of hours of getting your hands dirty and having a natural feel for how things work. They include inventors, mechanics, and carpenters.

Discipline

Discipline represents your ability to stay focused on your goals and actions despite distractions, as well as the ability to protect yourself from the psychological fallout of awful or scary events. It's what makes you able to conquer fear, resist torture, and recite boring math equations with such dedication that a psychic demon can't bore into your mind. Characters with strong Discipline rarely let fear get the best of them and can perform a wide variety of stressful tasks without breaking their concentration.

Discipline is one of the three cornerstone skills for effective spellcasting, along with Mystic and Lore.

Deceit

Deceit is the ability to lie. Be it through word or deed, it's the ability to convey falsehoods convincingly. Characters with a high Deceit can easily seem much different than they actually are. They are masters of misdirection and they paint a sheen of seeming truth over the darkest lies. High Deceit characters include grifters, spies, and politicians.

Riding

Driving is your ability to ride a horse (and potentially other animals). Day to day, it's pretty easy and shouldn't be rolled unless circumstances call for it (such as riding fast through a snowstorm). With a high skill, you can pull off stunts you usually only see in the movies.

Empathy

Empathy is the ability to understand and guess what other people are thinking and feeling. This can be handy if you are trying to spot a liar or you want to tell someone what that person wants to hear. It's also useful for keeping up your guard during a social conflict. Characters adept at

Empathy are very perceptive about people and their motives and often end up as quiet masters of a social scene.

Endurance

Endurance is the ability to keep performing physical activity despite fatigue or injury. It's a measure of your body's resistance to shock and effort. In addition to addressing fatigue, Endurance is rolled as a defense when fending off poisons and disease. High Endurance characters can take more punishment than others and can keep going long after the competition has tuckered out.

Endurance adds 1 point of stress for every 2 levels over mediocre

Fists

The Fists skill is your ability to hold your own in a fistfight, with no weapons available but your bare hands (with a few exceptions). With specialized training (represented by taking stunts), this may include the practice of a more disciplined kind of fisticuffs, such as martial arts. Characters with a high Fists skill are a blur of fists and feet in a fight—delivering sudden uppercuts and body-blows—and are pretty adept at not getting hit themselves.

Projectiles

Projectiles is the use of ranged weapons such as bows, javelins, slings and stones. A master of this skill could hit a cave bear between the eyes during a snowstorm.

Intimidation

Intimidation is the skill you use for producing a sudden, strong, negative emotion in a target—usually fear. With high Intimidation, you exude menace, choose exactly the right words to chill others to the bone, and get people to lose their cool in an instant.

Investigation

Investigation is the ability to look for things and, hopefully, find them. This is the skill you use to actively look for something—trying to spot a hidden enemy that you know is somewhere near. Characters with a high Investigation discover the most hidden clues; when they focus their attention on something, they can perceive details more fully and deeply than others.

Mystic

Mystic is your magical knowledge. Your understanding of the gods, the powers that run through your veins and how well you understand the strange beasts that roam the earth is all tied into this. A witchdoctor, Tribal Elder or mystic would have a high Lore.

Mystic contributes to the Mystical stress track.

Might

Might is a measure of pure physical power, be it raw strength or simply the knowledge of how best to use the strength you have. Might is for lifting, moving, or breaking things. You can use the skill to add a measure of physical power to the efforts of another skill. Characters with a high Might are not supernaturally strong, but they can still bend, break, and lift things that are normally beyond the capabilities of everyday people.

Art

Art is one of the remaining sparks of Humanity. This represents how well you can perform or understand any given subject of art. A character with high art may be able to play a simple instrument, understand the underlying ideas behind music or be able to weave stories with images on the cave wall (or read said stories)

Charisma

Charisma is the skill of People. A combination of leadership, presence, reputation and appearance, a character with high charisma can lead armies, demand respect or convince elders of their way of thinking. Charisma can manifest in whatever way the player wants, be it through their attractiveness, or their way with words, or merely a subtle aura of trust that follows them.

Charisma contributes to the Social Stress Track

Stealth

Stealth is the ability to remain unseen and unheard. Directly opposed by Alertness or investigation, Stealth covers everything from skulking in the shadows to hiding under the bed. Characters with a high Stealth are like ghosts, passing through the shadows with only the barest whisper of sound.



Survival

Survival is the skill of the mastery of the world. The skill that governs building traps, hunting, fire building, tracking and knowledge of the wilderness. Every character should have a little of this, as life in the Dead World is harsh, and brutal, and cold. A Character with high survival could live in the tundra indefinitely, track beasts and find weak points in their hides.

Weapons

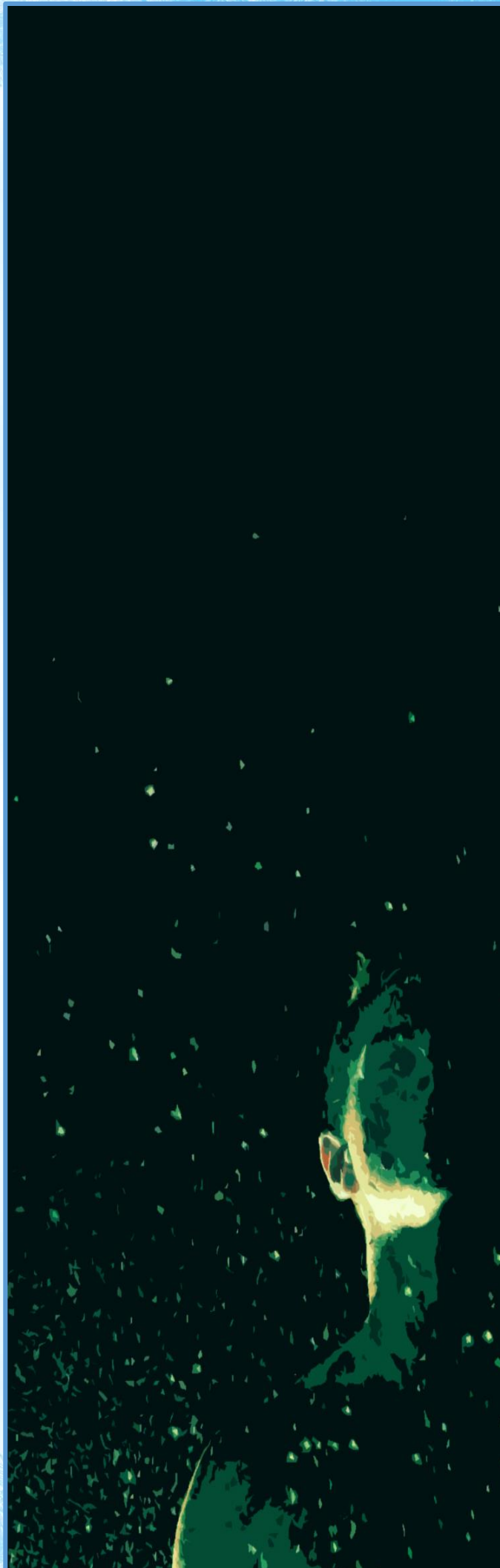
Weapons is the skill of fighting with tools: clubs, spears, shanks, rocks, etc. The exact weapon is more of a question of style, tribal history and place in the party. This skill covers everything from dueling with spears to smashing someone's head in with a rock. Characters with a high Weapons stat are very familiar with the tools of this world.

Animality

Animality is how in touch you are with the animal spirits you possess, forge or steal. It is the skill of holding the shape and soul of a being inside you for long periods of time. While all characters with a Spark can take the abilities of creatures, a character with a higher Animality can hold that power longer, it manifests more powerfully within them.

Animality contributes to the Animalism stress track, granting 1 extra stress for every 2 levels above Mediocre.

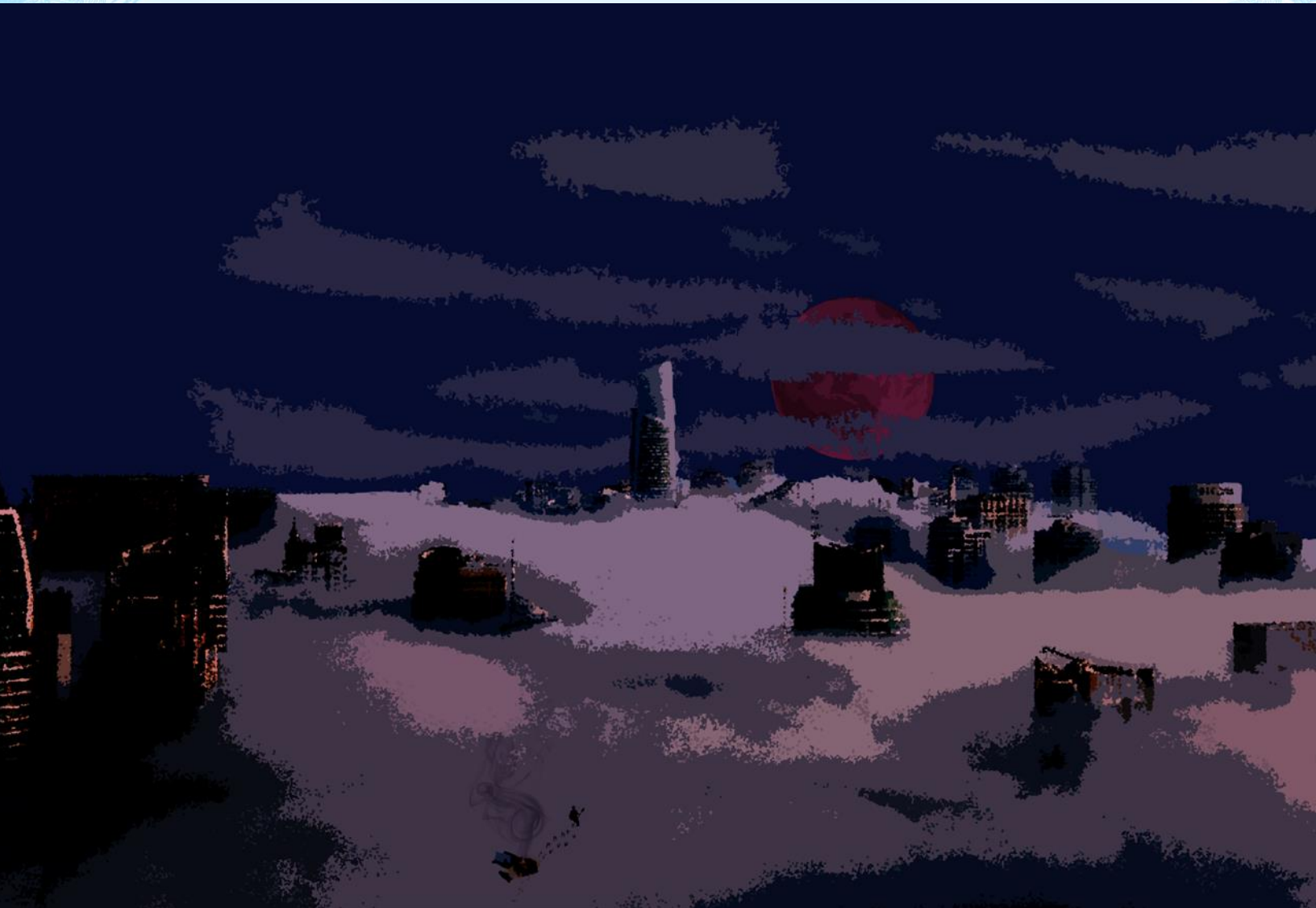
This is a required skill for all characters. Everyone must have at least +1 in this skill.



Stunts

Stunts are special abilities granted to your character via mastery of a certain skill or through years of training, or even granted to them in some dark ritual. It is something that changes the way a skill works for your character. It may allow you to attack with a skill that you usually couldn't, or maybe it grants you bonuses when you use a skill a certain way.

Almost all stunts are specific to a character, and so it would be best to invent these yourself, but we have several examples on page 21. All stunts reduce your character's refresh by one. There are two kinds of stunt: Equipment Stunts and Skill Stunts. Equipment stunts are tied to a specific item - these include totems, magical weapons, clothes, and so on. Skill stunts are tied to a character and are always available.



Magic

As time has passed and Humanity has regressed, strange magics have grown in the dark corners of the world. While not as powerful as Animalism, and not close to the powers of the old world, magic is still able to achieve many things -- you can commune with old gods, track creatures in the snow, create small shelters and conduct rituals in places of power.

Magic in ICE is more ritualistic than in most other RPGs. If your PC wants to cast a spell they will need to barter something of themselves with dark spirits in exchange for the power, or they'll need to gather the proper ingredients together, or whatever other conditions the GM sets for them. As such, magic is less expensive in this than it is in other FATE games. To cast a spell, do a lore roll to find out if you know the ritual in question, then discuss its limits and costs with your GM. When you're satisfied with it, roll a Mystic check to actually cast the ritual.

Given that magic is a lot cheaper, it's also less powerful and less directly usable in combat. It also means that magic is a lot easier to make a part of your character rather than your entire character as a whole. You could have a scout-mage who speaks to the stars, or a brawler who uses magic to dazzle their foes, for example.

Animalism Examples

Bear Strength

Equipment - Refresh 0, Stress 2
Instant - Refresh 0, Stress 3
Gain the strength of a mighty bear. Gain +1 to the following stats - Might, Fists, Weapons, Endurance

Bear Claws

Equipment - Refresh 1, Stress 1
Instant - Refresh 0, Stress 3
Your hands sprout in the ghostly shape of mighty bear claws. These count as Weapon:3

Mammoth Hide

Equipment - Refresh 1, Stress 1
Instant - Refresh 0, Stress 3
Your skin thickens and becomes difficult to damage. You gain Armour:2

Wings of an Teratron

Equipment - Refresh 1, Stress 2
Instant - Refresh 0, Stress 5
You sprout large, golden wings. You can fly.

Snake Fangs

Equipment - Refresh 1, Stress 2
Instant - Refresh 0, Stress 3
Your throat burns as you shift, you can now spit acidic poison. Your saliva is Weapon:1 and you may inflict a Poison Tag with a bite.

Speed Of Sabre Tooth

Equipment - Refresh 1, Stress 1
Instant - Refresh 0, Stress 3
Your body moves with dire speed and agility. You move as quickly as a tiger and gain +3 to Athletics

Talons Of Vulture

Equipment - Refresh 1, Stress 1
Instant - Refresh 0, Stress 2
Your hands morph into razor sharp talons. They act as Weapon:2

Snake Skin

Equipment - Refresh 0, Stress 2
Instant - Refresh 0, Stress 3
Your spirit melds with the serpent. You move, shift and turn in such a way that you are untouchable. Gain +1 to any kind of dodging action

Rabbit Instinct

Equipment - Refresh 1, Stress 1
Instant - Refresh 0, Stress 4
You see that which has yet to happen and react before you know why. You may ask the GM to make your character 'safe' once this scene.

Commanding Elk Presence

Equipment - Refresh 1, Stress 2

Instant - Refresh 0, Stress 4

You take on the striking visage of an elk, towering over all others with your mighty horns and powerful legs. You gain +2 to Charisma when you are attempting to dominate a situation or person

Invisibility Of A Hunter

Equipment - Refresh 1, Stress 2

Instant - Refresh 0, Stress 3

You become impossible to track. You leave no footprints, and no scent. You may allow someone to catch your trail, if you do so, they will see you from the corner of their eye or all too late. +2 to Stealth rolls

Sloth Claws

Equipment - Refresh 1, Stress 1

Instant - Refresh 0, Stress 3

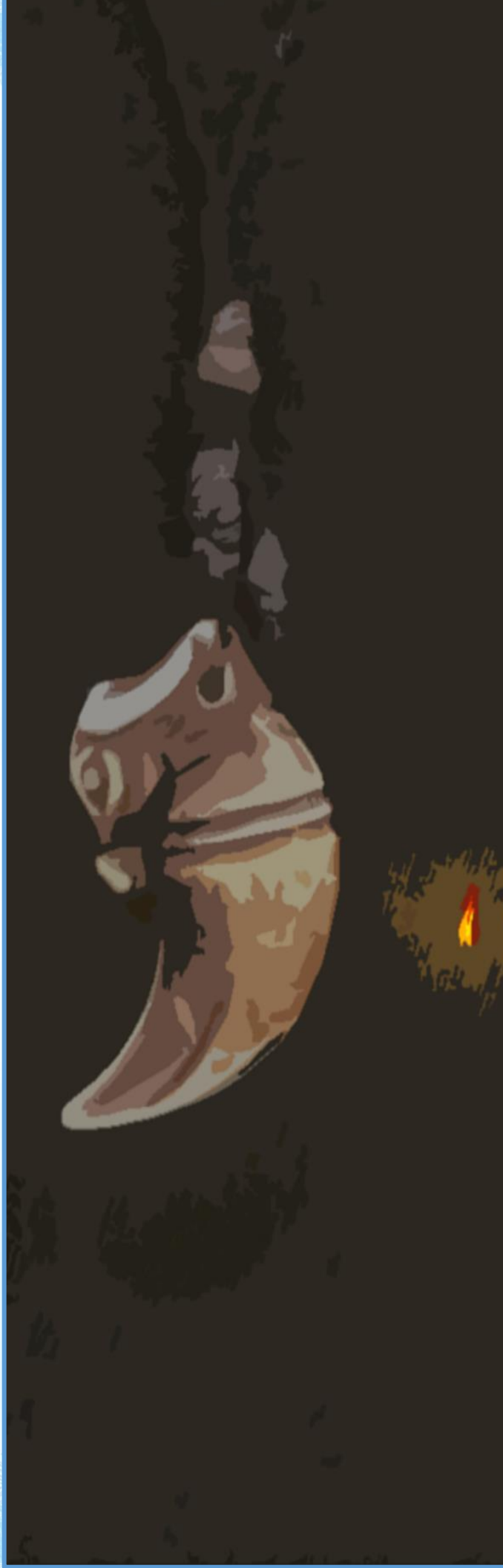
Climbing becomes simple. Your hands reach for the nearest branch instinctively, and where there aren't any, ghostly claws carve your path.

Mastodon Fur

Equipment - Refresh 1, Stress 2

Instant - Refresh 0, Stress 4

You grow warmer, the cold winds no longer hurt your face, your eyes no longer begin to freeze over and your body seems to radiate heat. Gain +2 to any checks against the cold. You can also act as a source of warmth for one other character.



Skill Stunts

These are more abilities you can pick during character creation and advancement. You will spend refresh to gain these abilities. You must have at least +1 in the relevant skill to pick this during character gen.

Ritualism

Mystic

Refresh 2

Allows casting and knowledge of Rituals and spells.

Animal senses

Alertness

Refresh 1

You have enhanced senses on par with animals - you can see farther, hear better and feel more. You gain +2 to all Alertness rolls when your enhanced senses would be relevant. This may also make it possible for you to sense things another player can not.

Surefoot

Athletics

Refresh 1

You have the ability to always find a path. Through hill, tree, mountain and cliff, your expert climbing, speed and navigation grant you unparalleled ability to traverse the land. Gain +1 to any dodge where you're running from cover to cover.

Leader in training

Standing

Refresh 1

You are destined to be the clan leader some day. You naturally excel at leading others. Gain +1 to any checks for leading a group of people. So long as you are in a relatively neutral place with a fair population, could probably round up a small gang to help with a task.

Improvisation

Craftsmanship

Refresh 1

For building small items, you need no tools or space - even if you're imprisoned or chained up, you can create small tools and items from raw materials.

Mind of metal

Discipline

Refresh 1

You are unshakable. Any attempts to put fear into you are at a -2 penalty.

Muddied history

Deceit

Refresh 1

You have so many tales and stories its hard to keep track of which are real any more. Tell a tale of how you've been in a situation like this before to the table to gain a +2 to any relevant stat for the rest of the scene at the GMs discretion.

A noble steed

Riding

Refresh 1

You own a mount - something splendid, one that knows you better than you know yourself. You are in perfect sync with the creature. Roll +1 for any riding checks while on your mount.

Like a book

Empathy

Refresh 1

If you can get a character talking, you learn one of their aspects and gain a free invoke on it.

Warm blooded

Endurance

Refresh 1

Your blood is hotter than most - when in the cold you gain a +2 to resist any negative effects of the frost.

Fight dirty

Fists

Refresh 1

Neck punches, eye gouging, ear slaps and sand to the eyes are all normal moves for you. Gain +1 on any underhanded or dishonourable. You also gain +1 on any defense against these tactics

Trickshot

Projectiles
Refresh 1

You're the master of your weapon and you can make its rounds sing in unlikely ways. Describe a trick shot and gain +2 to the attack roll.

Like the legends say

Intimidation
Refresh 1

Your legend precedes you anywhere you go. In any new area pick one character who already knows of - and possibly fears - you.

Create the scene

Investigation
Refresh 1

You have an uncanny knack for recreating a scene in your mind. Whenever you look upon an area you wish to recreate, gain +2 to the roll.

Names have power

Mystic
Refresh 1

The names of the unknown ones are powerful and grant you control over them. When facing down a being from another place, roll +1 to know its name. If you succeed with style, you also gain knowledge of its weakness. Tell the GM what it is.

No one could have survived that

Might
Refresh 1

When you're taken out of a conflict, spend 1 fate point to instead concede - You are taken out somewhat that seems as if you're dead (You fall off a cliff, out a window, buried under snow, fall in the ice) only you're still alive and well. You may reenter the conflict unsuspectedly at a moment of your choosing.

Like a dream

Art
Refresh 1

Dreams wrack you every night, showing you the past, the future and the present. After resting, if you sit down to create art you gain an insight into an upcoming event or place.

Dashing hero

Charisma
Refresh 1

During combat you have a knack for saying the perfect thing at the perfect moment - you disarm foes with your wit and embolden your friends with your words. Gain +2 to any roll once per conflict following a witty line relevant to the situation.

Elf-Footed

Stealth
Refresh 1
You leave no footprints

Man's red fire

Survival
Refresh 1

Fire dances to your song. You can start a warm fire in any situation, no matter how cold, windy or barren the terrain.

Improvised weapons

Weapon
Refresh 1

Others have spears, blades, bows, slings - you never saw the need for such things - there are weapons everywhere. Any improvised weapon you pick up is automatically grants you a +1 to any weapon roll.

Internalized animal

Animality
Refresh 1

Your mastery over your animality is supreme to the point where you can internalize one transformation. Pick one of your animalities, you no longer need a totem of any kind to activate it.

Stress and Consequences

Characters in ICE have stress tracks and consequence slots to track injuries and suffering. You have a number of Stress tracks, namely Physical, Mystical and Animalism

Animalism

Animalism as a stress track controls how long you can maintain your animal powers without losing yourself and your mind. Taking on the powers of the beasts will cause you to take Animalism stress, and some will force you to take ongoing stress as you use the powers.

Should this track fill too much, the consequences from the fallout relate to your ability to hold your Humanity together.

A character who fails to maintain his Animalism stress may go berserk, take on the personalities of the animals he channels or be disfigured by their usage in some way.

Mystical

Mystical is essentially the standard Fate Core Mental stress track but slightly rethemed. Remember that in the setting, Humanity no longer thinks about the mind as a place where the ego lives. They believe in souls, Humanity and spirits. So whereas in other FATE games, you'd take mental stress for casting spells and evil vampires sap your mental energies, here, your soul is on the line and your spirit could wander if you cast too many dark rituals with forgotten gods.

Take damage on Mystical whenever you cast rituals, trade a part of yourself for power or have such binding magics forced upon you.



Ready To Play Ideas

If you and your group would rather skip the process of creating your own game, check below for a few ideas on getting starting. We highly recommend you building your own worlds, though!

Journey To The North

Things are getting worse. The wolf clan has been struggling in the cold for over a hundred years now, but food is getting scarcer and the winter is growing rougher. Ill winds blow from the mountain that towers over all in the North, in the land once called Artika.

The mountain itself has been there since anyone can remember. Its enormity eclipses anything imaginable. It is said to blot out the sky when you approach it, and all around it lays in perpetual darkness in its shadow. It is where the wind and the snow and the ice come from, and where it all goes.

Your band has been chosen to journey to the mountain and grant it your lives in return for a calming of its anger.

But between you and it lies the lands of the Others. Beings that look like us, think like us, but are not us. They are said to be faster, stronger, smarter and more cunning than we are, and they are retaking their homes. Some say they live in a vast city atop the Mountain, some say they live underground close to the core. Either way, you will have to see your way through somehow.

This is a good quest to try out everything that ICE is about. There's a long journey, with environmental hazards and a pressing need for survival. Players should spend time hunting for food, warm clothes or caves and deal with the effects of the hastening winter. Push your players with spiritual visions of the mountain, wild beasts and eventually the Neanderthals.

Perhaps your players should encounter them guerilla style, seen from afar, stalking their cities, or maybe the players are captured and brought within these walled complexes. Perhaps the Neanderthals aren't as bad as they seem?

Quest Aspect: *To The North*; Encroaching Doom: *It's Getting Colder*;
Clan: *The Wolf Clan*

The Core

Deep below the earth there is still civilization, people banded together in vast underground cities close to the Earth's core, where it's still warm. People down here still have many of the comforts of the old ways: power, water, plentiful food... but infighting has taken hold and many of the members of the Council of Twelve that run the city have broken off into their own smaller clans. War threatens to ruin this last bastion of hope in the world.

Making matters worse, the annual games are being held soon, and the players' band are chosen to represent the clan of the bat in the festivities. Just as the beacon of fire is lit to start the games, a huge explosion comes from a nearby tunnel, and men, clad in skins, emerge.

This is a good quest for more social players, who desire an exploration of the haves and have-nots. Trying to navigate the bounds of a tribal society on the brink of war while dealing with incoming migrants can be just as hard as fighting a cavebear- and who's to say there are no cavebears underground?

At some point the players should be forced to leave the safety of the underground and experience the frozen wastes above for themselves.

Quest Aspect: *Unity Under The World*;
Encroaching Doom: *The Machinations of Men*;
Clan: *The Bat Clan*

Unification

In just three years, the warlords of the West have united under a single banner, that of the Raven. They march across the wastes, their greatest warriors clad in the skins of mastodons wielding spears and blades of silver metal. Theirs is a tyrannical reign that seeks to enslave and destroy all that do not bow to it.

Your clan did not. And in the embers of their camp, you are the last remaining members of the Turtle Clan.

You can not defeat this horde on your own. There are too many of them and only a few of you. You must unite the clans and make a stand against this horde. Each clan will ask much of you, however, and all of them hate the others equally. It will be a tough road, with many quests and favours and much political maneuvering.

To make matters worse, the horde approaches this land and you have not long before it wipes this from the face of the Earth too.

A brilliant quest to merge all of the aspects ICE into one mega campaign. You can explore each clan's unique powers and place in the world and have a new one every session, there's a time limit and a clear and present threat to the players and their world.

Quest Aspect: *Making a Stand*;
Encroaching Doom: *The Horde*;
Clan: *The Turtle Clan*

The Return

Some of the elders tell ghost stories. Monsters and beasts and shadows come to steal children. Of the return of the old ones in their flying cities from the skies.

Long regarded as the mythic ramblings of elders who've had a little too much to drink, the arrival of a massive floating city above the Mammoth clan's temple fortress has put that completely to rest.

They haven't spoken yet, but its hard to imagine they came just to take a look at the frozen surface of the world and move on. The old ones are back, and what they want is yet to be seen. More curiously, the doors of The City have opened once more, though none of its citizens have come forth just yet, it does not bode well.

Your band is a representative of the mammoth clan, the best and brightest and strongest. You will be the delegation of this ruined world to those above.

This quest is probably best used as a big change up in the middle of an ongoing campaign, or maybe as the big epic ending. It brings a big change to the world, and lets your players explore some interesting dichotomy between themselves and the humans that didn't have to spend their lives clawing in the ice for scraps.

A clash between the raw magic and ritual and animality that the humans of the ruined earth bring against the technology of the advanced humans from the stars should make for a very interesting change if your players have spent a long time traipsing through the cold.

The central question of this should be what the new humans want and why they came back. The obvious answer is to resettle the planet – perhaps they've found technology to reclaim it, or enough temperate area has returned that they have decided its time to come back, either way, its doubtful they'll be accepting of a bunch of savages taking up their land.

Quest Aspect: *The Old Ones Return*
Encroaching Doom: *What Do They Want?* Clan: *The Mammoth Clan*

The Journey

The main campaign setting for Ice is that of a Journey. Of the clan's heroes venturing into the dark, cold, and terrifying unknown to save their people from disaster and ruin. Think *Fallout*, *Journey to the West*, *Jason and the Argonauts*, or *Mass Effect*. This section provides a helpful guide for GMs in setting up campaigns and running sessions.

Every Ice campaign begins with 3 basic ideas. The Stakes, The Threat and The Grail. These three concepts are the driving force behind a campaign, and can also be used in a session-by-session basis.

The Stakes

What is at risk, what happens if the heroes fail in their task? The Stakes often represents status quo, the village, the heroes' family, their way of life, but can also stretch to larger stakes such as the whole human species or the world itself. Come up with a Stake that applies to every character and provides a solid motivation for them to set out into the cold unknown.

The Threat

What is out there, what force is exerting itself over the heroes and their Stake. The Threat is the enemy, often an actual physical enemy (Such as Neanderthals or a warlord) but can just as much be a vague evil, or an abstract concept like fission between clans or a violent winter. The Threat provides an obvious foe for your players to rally against.

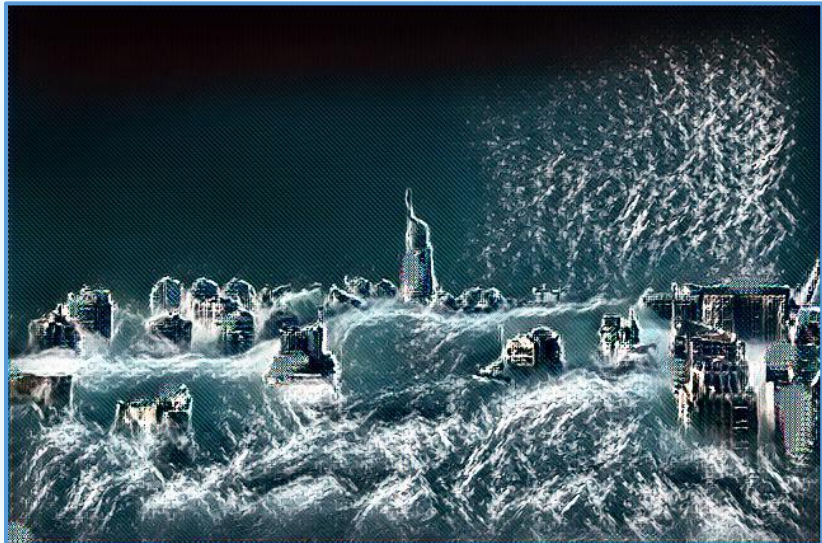
The Grail

What would save everything and fix all the heroes' problems. The Grail can be an object, or a ritual, a person or a place, but it is ultimately something of great value, of overwhelming importance, shrouded in mystery and something that has laid dormant for as long as anyone can remember. This is what the heroes are Journeying for, this is what drives them and what lies at the end of their adventure.

Using these concepts

These should be the foundation of your game, from which you build everything else. Each concept should inform the next - the stakes inform the threat inform the grail. These provide a setting and motivation that drives the players and should inform your session-to-session arcs while also ensuring the campaign is suitably steeped in the mythic hero's journey that the setting draws from.

These can also be used on smaller, session scale as well. This often means being a tad more abstract than if you're applying these concepts to an overarching campaign, The Grail can simply be "Warmth" or something similar.



ICE

Name

Refresh



Tribe

Core Aspects

High Concept

Trouble

Group Aspects

Quest

Encroaching Doom

Skill Stunts

Inventory

Skills

+5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
+4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
+3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
+2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
+1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Physical Stress



Mystic Stress



Animalism Stress



Consequences

2 (Mild)

4 (Moderate)

2 (Mild)

6 (Severe)

Totems

Equipment

Cost

Equipment

Cost

Equipment

Cost

Instant

Cost

ICE

Phase One: The Spark – How did The Spark manifest for you?



Phase Two: The First Quest – What was your first quest?



Phase Three: The Last Quest – What was the last quest you went on?

