

## Corey Elliston, AKA The Snowdrop

They say that some have greatness thrust upon them but then you always thought you were pretty great anyway, which lead you to where you are now: burdened with these crazy powers but trying to make the best of it. Your whole body runs at sub-zero temperatures, due to a curse laid on you as a result of some crazy pact your ancestors entered into with a witch: the only way to lift the curse is to find a modern descendant of the witch and kill them! Like, how weird is that?!

Your parents **Duncan & Eleanor** really did try to protect you for as long as they could, but you were always too proud and vain to listen to them: you thought they were just being over-protective, but now you can't even touch them for fear that the same thing will happen as last time and you'll send them to the hospital with hypothermia, or worse...

Actually, you've found that parts of this whole 'superbeing' thing are cool (yeah, lame joke or what?!) though the whole 'don't touch anyone for too long' has limited your social interactions, forcing you to get work loading & unloading trucks at the frozen goods factory. You've done your best not to draw attention, but your co-worker **Mike** has seen the colour trying to push through the layers of thick, warm clothing you wear, and dammit, he's cute! He keeps trying to find out more about you, inviting you to social events... is he romantically interested? Just trying to be a friend? Or does he suspect there's more to you than meets the eye?

What's the point of superpowers if you don't use them? You roam London in your spare time, looking for crimes to stop and people to save: maybe that makes you a vigilante, but they should be grateful for your help!

<b>Might+1</b> Strike, Steel Yourself	<b>Speed+1</b> Press On, Rescue
<b>Will=0</b> Stand Firm, Persuade	<b>Genius-1</b> Investigate, Improvise
<b>Pain</b> <i>When you have filled in all your pain shields, you must <b>face death</b>; you can remove pain during any scene if you <b>steel yourself</b>.</i>	
<b>Experience</b> <i>When you have filled in all your experience shields, take an advance from the list below and reset your experience to zero. Mark 3 experience to start.</i>	

- |   |   |
|---|---|
| <input type="radio"/> Take +1 Speed.        | <input type="radio"/> Take +1 Genius.       |
| <input type="radio"/> Advance a basic move. | <input type="radio"/> Advance a basic move. |
| <input type="radio"/> Take a style move.    | <input type="radio"/> Take a style move.    |
| <input type="radio"/> Advance a style move. | <input type="radio"/> Advance a style move. |

**Basic Moves:** *fill in the circle when you advance one of these.*

- Strike:** to attack a target.
- Steel yourself:** to recover from harm.
- Press on:** to move into danger.
- Rescue:** to save yourself or others.
- Stand firm:** to hold your ground.
- Persuade:** to get another to do as you say.
- Investigate:** to seek information.
- Improvise:** to get an inspired solution.

## Trait

Your curse is aligned with the hours of darkness, so you have learned to be **Nocturnal** in your habits in order to make the best of it: remove all your pain and tags at sunset each day so that you begin each night refreshed and ready to do battle against evil.

## Special

When you entrust your secret identity with another, you both reset your pain to zero.

## Status

Circle 'like' or 'dislike' for each other hero: you can **support** those you like and **taunt** those you dislike.



**Steel Spring** is guilty of pride, the same as me.



**Dr. Dusk** represents what I aspire to be like.



**Lady Smoke** does not take herself seriously.

Fill in the circle by a style move when you take it; fill in the target when you advance that move. You begin with the moves marked.

● **Freeze Ray:** when you **strike**, add this to list of outcomes: "They are tagged with *frozen*."

◎ You may target an area instead of an individual when you make this move; on a 10+, everyone in the target area is *frozen*.

○ **Ice Form:** when in your ice form, you take no pain from cold or ice.

◎ When in your ice form, you take no pain from fire or heat.

○ **Ice Sculpture:** you can create any small object out of ice in seconds.

◎ You can create any large object out of ice in seconds.

● **Heat Vision:** you can see things by the heat they give off.

● You can follow the trail of heat left by anything.

● **Cold Breath:** you can freeze liquids and extinguish fires by blowing on them for a minute.

◎ You can freeze liquids and extinguish fires by blowing on them for a second.

○ **Wall of Ice:** you may push to physically **stand firm** or **rescue** by creating an icy barrier.

◎ On a 10+, the target or source of danger is defeated.

When a target is *frozen*, they are unable to move their limbs or joints and remain stuck to the spot.

## Basic Rules & Terminology

Most moves require you to roll 2d6, adding the results together and modifying the total by a stat to get your result.

- 6 or less is a miss: there will be consequences for this.
- 7-9 is a hit, but not a perfect one: the outcome won't be the best.
- 10 or more is a hit and it's usually the best success you can hope for.
- If you have advanced a move, you get a spectacular success on 12 or more.

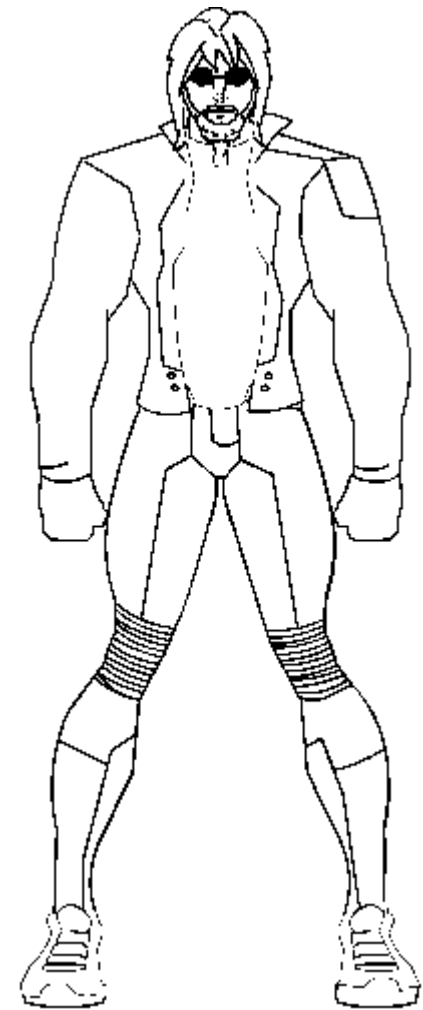
**Forward:** an effect that applies to the next move you make, e.g. 'take +1 forward' means you add +1 to your next die roll.

**Ongoing:** an effect that persists for some time, e.g. 'take -1 Speed ongoing' means you roll with -1 each time you use Speed, until the condition affecting you wears off.

**Push:** any basic move can be pushed, if you have a style move or other advantage that enables you to do so. When you **push** a basic move, you have more chance of success, but a miss means that you fall prey to hubris and go too far.

**Ace:** all basic and style moves can be advanced, making them more effective; when you **ace** a move, you act as if it were advanced the next time you use it.

The Snowdrop



NEW GODS FOR AN OLD TOWN