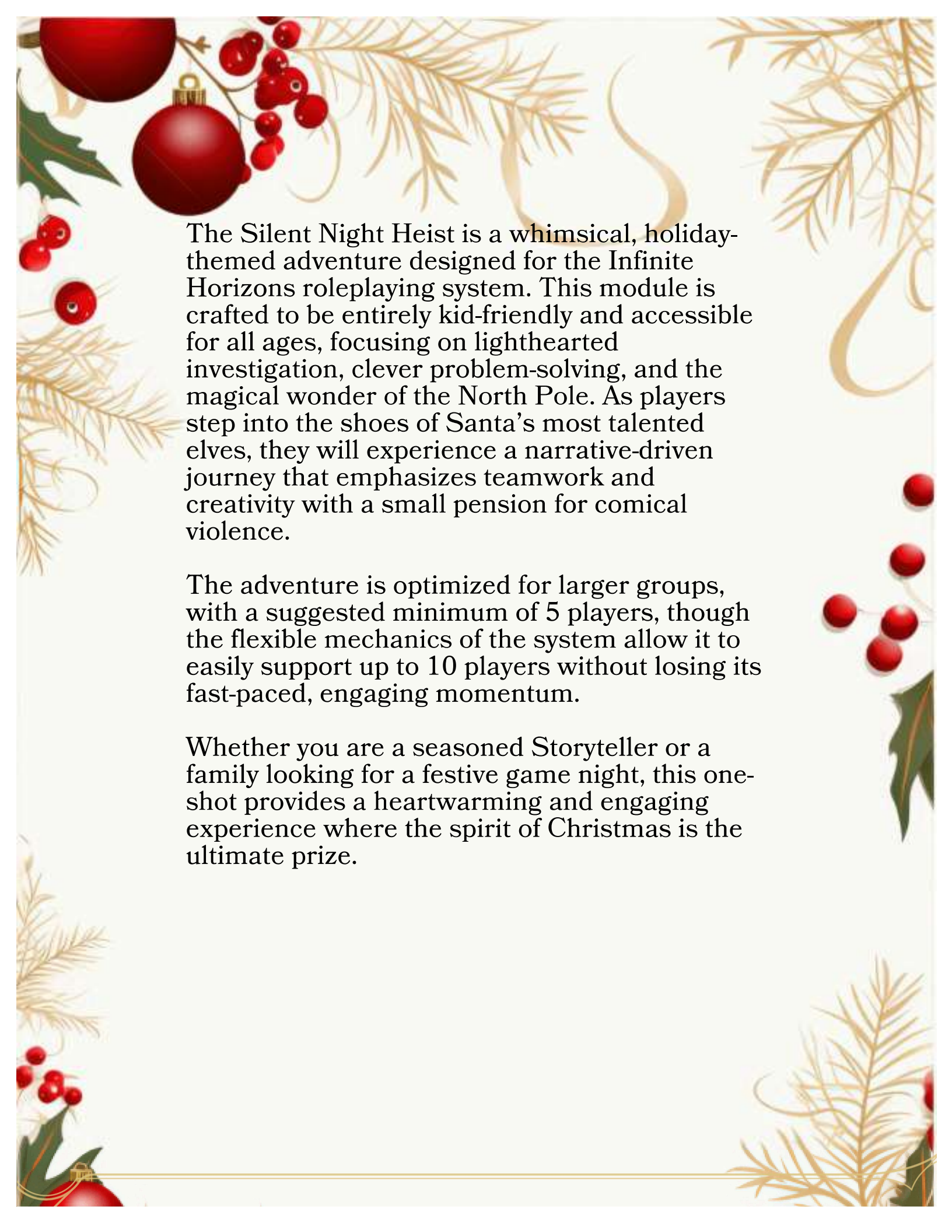




SILENT NIGHT HEIST

AN INFINITE HORIZONS CHRISTMAS ADVENTURE

BE THE ELF YOU WERE
ALWAYS MEANT TO BE



The Silent Night Heist is a whimsical, holiday-themed adventure designed for the Infinite Horizons roleplaying system. This module is crafted to be entirely kid-friendly and accessible for all ages, focusing on lighthearted investigation, clever problem-solving, and the magical wonder of the North Pole. As players step into the shoes of Santa's most talented elves, they will experience a narrative-driven journey that emphasizes teamwork and creativity with a small pension for comical violence.

The adventure is optimized for larger groups, with a suggested minimum of 5 players, though the flexible mechanics of the system allow it to easily support up to 10 players without losing its fast-paced, engaging momentum.

Whether you are a seasoned Storyteller or a family looking for a festive game night, this one-shot provides a heartwarming and engaging experience where the spirit of Christmas is the ultimate prize.



ELF CREATION

Players can create your elf using the infinite horizons system giving your elf 8 trait points and 10 skill points to be distributed however you see fit.

Alternatively, you can use the pregenerated elves at the end of this document.

EQUIPMENT

Each elf gets 4 pieces of equipment relevant to their job at the North Pole. Some equipment examples are:

- Ever-Sharp Chisel: A finely crafted blade made of a rare alloy that never loses its edge, regardless of the hardness of the timber.
- Heavy Suede Apron: A thick, reinforced garment designed to shield the wearer from flying wood shards and heavy workshop debris.
- Oiled Mallet: A perfectly balanced tool with a head made of dense hardwood, treated with oils to prevent splintering during heavy use.
- Magnetic Level: A small, brass-encased device that uses a hovering magnetic needle to ensure absolute horizontal and vertical precision.
- Prismatic Palette: A handheld tray containing an array of paints that shift colors based on the light and never run dry.
- Fine-Hair Detail Brush: A brush made from the softest bristles, capable of painting microscopic patterns on the smallest toys.
- Silver-Bell Whistle: A delicate whistle that produces a clear, melodic tone that reindeer can hear from miles away through a blizzard.
- Insulated Fur Parka: A heavy, floor-length coat lined with enchanted fur to keep the wearer warm in sub-zero temperatures.
- Emergency Poultice Kit: A satchel containing various dried herbs, clean bandages, and soothing salves for treating injuries.
- Heavy Leather Reins: Thick, braided straps made of durable leather, long enough to be used for securing heavy cargo.
- Magnifying Monocle: A glass lens framed in gold that reveals hidden layers of ink or microscopic imperfections in paper.
- Ever-Ink Fountain Pen: A writing tool that draws moisture from the air to create a permanent, dark ink that never fades.
- Calming Peppermint Tea: A thermos of hot, aromatic tea brewed with special peppermint leaves known for their soothing properties.
- The Pocket Almanac: A dense, magically condensed volume containing the history, geography, and lore of the North Pole.

PLAYERS STOP READING NOW



SCENE 1: THE HEART OF THE WORKSHOP

READ:

The Great Workshop is a marvel of festive industry, a sprawling hall of cedar beams and polished brass that stretches further than the eye can see. The air is warm and heavy with the scent of fresh pine shavings, melted wax, and bubbling pots of peppermint glaze.

Everywhere you look, there is a rhythmic, joyful chaos. In the center of the hall, massive mechanical looms whir as they weave enchanted fabrics that shimmer like fallen snow. Teams of elves are gathered at long oak workbenches, their hammers tapping out a staccato beat against wooden blocks, while others use fine brushes to apply the final, glowing touches of paint to intricate clockwork birds.

High above in the rafters, a choir of elves sings traditional carols in perfect harmony, their voices buoyed by the occasional whistle of steam from the heating pipes. Tiny mechanical lanterns bob through the air, casting a golden glow over the mountains of wrapped parcels and the endless ribbons of velvet that decorate every pillar.

At the very center of this masterpiece of productivity stands the Great Globe. It is a massive sphere of crystalline glass, rotating slowly and silently. It is covered in millions of tiny, flickering golden lights—each one representing the kindness and joy of a child somewhere in the world. The soft hum of the workshop and the warmth of the hearth make it feel as though nothing could ever go wrong.

Now then, please introduce yourself.

STORYTELLER NOTE

This is the moment to pause and let the players breathe life into the scene. Ask each player to introduce their elf: What is your name, what are you wearing, and what specific part of the Christmas preparations are you currently focused on? Are you at the workbenches, up in the rafters, tending to the sleigh and reindeer? or perhaps tending to the Great Globe itself?



IF SOMEONE IS WATCHING THE GLOBE:

The golden glow of the Great Globe begins to falter, though the change is subtle at first. A single light winks out over a small village, then another over a distant city, like embers cooling in a dying fire. For a few moments, the rhythm of the hammers and the harmony of the carols continue unabated, the elves too buried in their work to notice the growing patches of shadows on the crystal surface.

The pace quickens without warning. Clusters of lights vanish in sudden, cold sweeps, turning entire continents to a dull, lightless grey.

CONTINUE

The warm hum of the workshop is pierced by the sudden, jarring clang of the alarm bells—a sound reserved only for the most dire emergencies. The mechanical looms grind to a halt, and the singing in the rafters dies away into a heavy, frightened silence.

The massive doors at the head of the chamber swing open, and Santa emerges onto the dais. His usual warmth and joyful Presence are gone, replaced by a look of sheer terror as he gazes at the darkening world. He clutches his chest, staring at the Globe as the final few lights wink into nothingness, leaving the workshop bathed in an unnatural, icy shadow.

“The world is turning cold,” Santa whispers, his voice trembling. “The ‘Nice’ are vanishing, and I do not know why.”

The workshop remains in a stunned, frozen silence. Santa looks toward his private study, a small room just off the main dais. “I... I stepped away from my desk only a while ago to go help myself to some of.. I mean help Mrs Claus with some cookies.”

STORYTELLER NOTE

At this point, you can ask the players what they want to do.

- If they ask about the list: The list is kept on Santa’s desk
- If they ask Santa. He will tell them the list is on his desk.



SCENE 2: SANTAS OFFICE

READ:

Inside, the room is exactly as you remember it. The fire in the hearth crackles softly, casting dancing shadows against walls lined with thick, leather-bound reference books and wooden prototypes of toys from centuries past. The air carries the familiar, comforting scent of pipe tobacco, old parchment, and the lingering sweetness of the cocoa Santa had earlier.

His massive mahogany desk sits in the center of the room, bathed in the warm, steady amber light of a single desk lamp. Scattered across the blotter are the usual items: a pair of spectacles, a half-eaten ginger snap on a ceramic plate, and a quill pen resting in its inkwell.

In the very center of the desk lies the Great Ledger. It is open to the final pages of the year, its heavy parchment leaves settled flat. From where you stand by the door, the room feels like the safest, most normal place in the North Pole.

There is no wind, no noise from the frantic workshop outside—just the quiet ticking of the grandfather clock in the corner.

WHEN LOOKING AT THE DESK

SUCCESSFUL CHECKS ON INVESTIGATION REVEAL: (3 SUCCESSES TOTAL):

- First success: Everyone is listed as naughty
- Second Success: This list isnt in Santa's writing. It's a forgery.
- Third Success: from a lore perspective. Certain letters are written differently. : J S T O
R A K F C

SUCCESSFUL ARCANA CHECKS REVEAL (2 SUCCESSES)

- First Success: There is evidence of evocation / adjuration magic
- Second Success: Specifically Cryomancy

SUCCESSFUL HISTORY:

- Crypmancy is Jack Frost's preferred magic

ROOM INVESTIGATION:

1. The window is slightly ajar, with frost around the edges.
2. Damp footprints on the floor



WHAT THE ELVES DISCOVER

As you examine the desk and the document, your keen eyes and specialized knowledge reveal the truth of what happened while the room was empty:

THE FORGERY

At first glance, the rows of names appear normal, but a closer look reveals that every single child in the world has been marked as Naughty.

THE HANDWRITING

Upon further scrutiny, you realize the handwriting is wrong; the loops are too sharp and the ink has a shimmering, icy quality. This is a meticulously crafted forgery left in place of the real List.

THE HIDDEN CLUE

For those who understand ancient scripts and specialized Lore, certain letters throughout the forgery stand out. When isolated, they spell out a jumbled message: J S T O R A K F C.

STORYTELLER NOTE

Id suggest giving them scrabble tiles or alphabet letters that they can play with and unscramble

MAGICAL RESIDUE

Those who understand the Arcana of the North Pole will detect the unmistakable residue of Evocation and Adjuration magic clinging to the desk. Specifically, the area radiates Cryomancy—the magic of deep ice.

THE CULPRIT

Based on the history of the North Pole, Cryomancy is the unmistakable signature of Jack Frost, who must have slipped in the moment Santa's back was turned.



SCENE 3: STEPPING OUTSIDE

Beyond the warm glow of the workshop and the quiet of the study, the North Pole stretches out into a sprawling, magical estate. The air outside is biting and sharp, filled with the constant swirl of snow and the shimmering curtains of the aurora overhead.

THE GROUNDS

The central courtyard is paved with smooth, frost-resistant cobblestones that radiate a faint heat to keep the paths clear. Tall, iron streetlamps topped with glowing crystals line the walkways, casting long shadows across the pristine snowbanks. The architecture is a mix of heavy timber framing and steep, snow-dusted gables designed to withstand the most brutal arctic gales.

THE REINDEER BARN

To the east stands the Great Barn, a massive structure built from ancient pine. Unlike the bustling workshop, the barn is peaceful. The air inside is thick with the scent of sweet timothy hay and magical oats. Each reindeer has a spacious stall carved with their name in silver leaf.

At the far end of the barn is the Sleigh Hangar. This high-ceilinged room houses the legendary vehicle, currently sitting atop a specialized maintenance lift. Large double doors at the front of the hangar lead directly to a long, icy runway that disappears into the white horizon.

THE LIVING QUARTERS

The residential wing is a cluster of cozy, interconnected cottages known as The Kringle Commons. These buildings feature circular windows and chimneys that puff out colorful, fragrant smoke. Inside, the rooms are filled with plush rugs, overstuffed armchairs, and floor-to-ceiling bookshelves. This is where the elves retreat for “Cocoa Hours” to recover their Stability and rest their Wits after a long shift.

THE OUTER PERIMETER

Past the main buildings, the landscape quickly becomes treacherous. The Eternal Blizzards form a natural wall of white-out conditions that protect the North Pole from the outside world. Only those with high Survival skills or specialized Pilot training can hope to navigate the shifting ice shelves and hidden crevasses that lie beyond the safety of the estate lights.

STORYTELLER NOTE

As the players step outside, you might ask them to describe how they prepare for the cold. Do they head straight for the Reindeer Barn to check for clues, or do they look for Jack Frost’s trail leading toward the perimeter?



SCENE 4: THE TRAIL OF FROST

As the elves exit the warmth of the workshop, the path is not initially obvious due to the Eternal Blizzards that mask the perimeter. However, a keen-eyed investigator will notice that the heat-radiating cobblestones of the central courtyard have been flash-frozen in a specific direction. A jagged line of black ice cuts a path straight toward the Great Ice Chasm to the North.

JACK'S DESTINATION: THE PALACE OF SHARDS

Jack Frost has retreated to the Palace of Shards, an ancient fortress carved entirely from "Ever-Ice"—a magical substance that never melts.

THE JOURNEY

To reach it, the elves must navigate the Frost-Barrens, a desolate stretch of shifting glaciers where the wind screams with a supernatural chill. This is an ideal place for the Storyteller to call for Survival checks to stay on the trail or Athletics checks to scale icy ridges.

THE FORTRESS

The Palace sits atop a jagged spire overlooking the Frozen Sea. It is a place of absolute silence, where the "Nice" magic Jack stole is being fed into a massive, swirling vortex of cold to ensure that winter never ends.

THE HIDDEN PATH

Jack didn't just walk away; he used the Cryomancy identified in the study to create "Ice Slides"—translucent bridges that hang over bottomless crevasses. These bridges are treacherous and may require Acrobatics or Finesse to cross safely.

STORYTELLER NOTE

As the players begin the trail, you can ask: "How are you following him? Are you looking for physical footprints in the snow, or are those sensitive to Arcana following the lingering pulse of the stolen magic?"

if they are moving along nicely or are failing miserably, you can offer forest animals to provide hints or distractions.



SCENE 5: THE NOT SO NICE ICE BATTLE

As the elves cross the threshold, leaving the howling winds of the arctic behind, the heavy doors of the fortress grind shut with a sound like a glacier cracking.

THE INTERIOR: THE HALL OF FROZEN ECHOES

Inside, the Palace of Shards is a cathedral of silence and light. The floors are made of deep-blue ice, polished so finely that they act as a dark mirror, reflecting the elves' anxious faces back at them. The walls are not made of stone, but of thousands of jagged, translucent spikes that hum with a faint, crystalline vibration. There is no warmth here. The very air seems to hang in frozen ribbons.

At the far end of the hall, seated upon a throne of jagged frost that looks more like a cage than a chair, sits Jack Frost. He is spinning the real Naughty and Nice Ledger between his fingers like a toy. He looks up as you enter, his eyes glowing with the pale blue light of a winter moon.

JACK FROST'S MONOLOGUE

He stands, the hem of his frost-rimmed cloak hissing against the ice floor, and begins to pace with a slow, predatory grace.

"Look at you. Shivering. Small. Still smelling of peppermint and wood-glue. You've come all this way through the dark just to protect a book full of names you don't even own."

"For centuries, he's bottled up the 'Nice.' You've metered it out once a year like a ration of soup, all to keep the world under the thumb of a jolly old man who can't even see when his most precious treasure is being lifted from his own desk. But tell me—did you see the Globe? Did you see how quickly the lights went out?"

He laughs, a sound like glass breaking in a velvet bag.

"The world didn't fight back. It didn't scream. It just went cold. Because deep down, everyone is tired of trying to earn their place on a list. I've done them a favor. I've marked them all Naughty. I've set them free from the burden of being 'Good.' And now, I will turn the entire horizon into a permanent, beautiful, silent winter. No more deadlines. No more deliveries. Just the ice, the stars, and the end of the List."

He tosses the Ledger onto the floor between you and him. A thin layer of frost immediately begins to bind it to the ground.

"If you want it back, you'll have to prove that a few workshop laborers have enough Resolve to face the heart of my storm."

STORYTELLER NOTE

At this point, you can ask the players for a Stability Check (Wits + Resolve + 1) to see if they can maintain their composure against Jack's chilling presence and his plan to end Christmas forever. Failure might mean they start the encounter with a mental penalty or a loss of Stability.



VICTORY

As the final shards of Jack Frost's magic dissipate into the arctic air, the oppressive feeling of the Palace is replaced by the stillness.

THE RETURN TO THE NORTH POLE

The journey back is no longer a struggle against the elements. The “Nice” list seems to radiate from the Ledger, carving a path of warmth through the Eternal Blizzards. As you approach the estate, the gray, dim lights of the Great Globe begin to pulse with a fierce, golden intensity, one city at a time, until the entire world is bathed in light once more and the air is filled with the rhythmic sound of the workshop bells—this time, ringing in celebration.

The courtyard is filled with elves who have dropped their tools to cheer. The machines roar back to life with renewed vigor. Standing on the dais, no longer trembling but beaming with his signature warmth, is Santa.

THE EPILOGUE

With the real Ledger back on the desk, the final signatures are inked, and the great delivery begins. You stand on the edge of the snowy runway as the sleigh, pulled by the now-energized reindeer, streaks into the aurora-filled sky.

THE AFTERMATH

RESTORING THE WORLD

Because you recovered the list, the “Nice” magic is tethered back to the children of the world, reversing the sudden cold and bitterness Jack Frost had spread.

THE WORKSHOP'S GRATITUDE

Santa presents each of you with a hand-carved medal of the North Star. More importantly, he grants you the “First Choice” of the post-season cocoa and a full week of rest in the Living Quarters to recover.

THE LEGEND OF THE ELVES

Your names are entered into a special section of the Great Ledger—not as children to be judged, but as the heroes who ensured that the horizon stayed infinite and the spirit of Christmas remained unbroken.

The last thing you hear as you head toward the warmth of the fireside is a faint, merry “Ho-Ho-Ho” echoing through the crisp winter air, and for the first time in days, the North Pole feels exactly as it should: like home.

STORYTELLER NOTE

This concludes the one-shot. You may award your players experience points to improve their Traits or Skills for their next adventure in Infinite Horizons.

APPENDIX A: JACK FROST STATS

ELF ROLE: MASTER OF WINTER

OTHER INFO:

Damage Mitigation 2
((Body + Finesse) / 4, rounded down) + Armor Value

WOUNDS

MINOR

Minor Wound = 4 + Body + Resolve

MAJOR

CRITICAL

TRAITS

BODY

FINESSE

WITS

AWARENESS

PRESENCE

RESOLVE

STABILITY

Stability = Wits + Resolve + 2

EQUIPMENT

FROSTBITE DAGGERS (MELEE) OR (RANGED)

Jack strikes with blades made of Ever-Ice (pool: 6d10)

- Special Effect: If Jack achieves 2+ net successes, the target is partially frozen. Their Finesse and Body are reduced by 1 for the next round.

FLASH FREEZE (ARCANA)

Jack blasts the ground or air with a wave of intense cold (Pool: 8d10)

- Can tager up to 4 people
- Special Effect: On 3+ net successes, the target is encased in ice and is Incapacitated for their next turn unless they or an ally succeed on a Body + Athletics roll to break free.

HUMBUG’S CHILL (PASSIVE)

Jack radiates an aura of seasonal despair. Any elf starting their turn within close range must make a Stability Check (or lose 1 Stability point as the cold saps their holiday spirit)

SKILLS

ACROBATICS

ACADEMICS

ARCANA

ARTISTRY

ATHLETICS

BRAWL

CRAFT

DIPLOMACY

EMPATHY

ENGINEERING

INVESTIGATION

INTIMIDATION

LEADERSHIP

LORE

MEDICINE

MELEE

PERFORMANCE

PILOT

RANGED

STEALTH

STRATEGY

SURVIVAL

TECH

THIEVERY

PLAYER: 1

ELF ROLE: MASTER WOODWORKER

NAME: THIMBLE "THUMP" IRONWOOD

Damage Mitigation _____
(Body + Finesse) / 4, rounded down + Armor Value

WOUNDS

MINOR

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Minor Wound = 4 + Body + Resolve

MAJOR

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CRITICAL

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TRAITS

BODY

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FINESSE

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WITS

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AWARENESS

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PRESENCE

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RESOLVE

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STABILITY

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Stability = Wits + Resolve + 2

EQUIPMENT

Ever-Sharp Chisel: A finely crafted blade made of a rare alloy that never loses its edge, regardless of the hardness of the timber.

Heavy Suede Apron: A thick, reinforced garment designed to shield the wearer from flying wood shards and heavy workshop debris. (Damage Mitigation +1)

Oiled Mallet: A perfectly balanced tool with a head made of dense hardwood, treated with oils to prevent splintering during heavy use.

Magnetic Level: A small, brass-encased device that uses a hovering magnetic needle to ensure absolute horizontal and vertical precision.

SKILLS

ACROBATICS

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ACADEMICS

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ARCANA

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ARTISTRY

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ATHLETICS

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BRAWL

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CRAFT

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DIPLOMACY

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EMPATHY

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ENGINEERING

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INVESTIGATION

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INTIMIDATION

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LEADERSHIP

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MEDICINE

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PERFORMANCE

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STEALTH

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TECH

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THIEVERY

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PLAYER: 2

ELF ROLE: MASTER PAINTER

NAME: PIP "PALETTE" CHROMAS

Damage Mitigation

((Body + Finesse) / 4, rounded down) + Armor Value

WOUNDS

MINOR

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Minor Wound = 1 + Body + Resolve

MAJOR

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CRITICAL

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TRAITS

BODY

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FINESSE

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WITS

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AWARENESS

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PRESENCE

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RESOLVE

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STABILITY

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Stability = Wits + Resolve + 2

EQUIPMENT

Prismatic Palette: A handheld tray containing an array of paints that shift colors based on the light and never run dry.

Fine-Hair Detail Brush: A brush made from the softest bristles, capable of painting microscopic patterns on the smallest toys.

Glow-Dust Vial: A small glass container filled with a shimmering powder that emits a soft, constant light when exposed to air.

pectacles of True Color: Lenses that allow the wearer to see every hue in perfect clarity, even in total darkness or through magical distortion. S

SKILLS

ACROBATICS

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ACADEMICS

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ARCANA

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ARTISTRY

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ATHLETICS

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EMPATHY

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ENGINEERING

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INVESTIGATION

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INTIMIDATION

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LEADERSHIP

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LORE

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MEDICINE

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MELEE

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PERFORMANCE

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PILOT

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RANGED

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STEALTH

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SURVIVAL

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TECH

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THIEVERY

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PLAYER: 3

ELF ROLE: REINDEER MANAGER

NAME: BRAMBLE BUCKLE-STRAP

Damage Mitigation

((Body + Finesse) / 4, rounded down) + Armor Value

WOUNDS

MINOR

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Minor Wound = 1 + Body + Resolve

MAJOR

☐☐☐☐

CRITICAL

☐☐☐☐

TRAITS

BODY ☒☒☐☐

FINESSE ☒☒☐☐

WITS ☐☐☐☐

AWARENESS ☒☐☐☐

PRESENCE ☐☐☐☐

RESOLVE ☒☒☐☐

STABILITY

☐☐☐☐

Stability = Wits + Resolve + 2

EQUIPMENT

Silver-Bell Whistle: A delicate whistle that produces a clear, melodic tone that reindeer can hear from miles away through a blizzard.

Insulated Fur Parka: A heavy, floor-length coat lined with enchanted fur to keep the wearer warm in sub-zero temperatures.

Emergency Poultice Kit: A satchel containing various dried herbs, clean bandages, and soothing salves for treating injuries.

Heavy Leather Reins: Thick, braided straps made of durable leather, long enough to be used for securing heavy cargo.

SKILLS

ACROBATICS ☐☐☐

ACADEMICS ☐☐☐

ARCANA ☐☐☐

ARTISTRY ☐☐☐

ATHLETICS ☒☒☐

BRAWL ☐☐☐

CRAFT ☐☐☐

DIPLOMACY ☒☐☐

EMPATHY ☐☐☐

ENGINEERING ☐☐☐

INVESTIGATION ☐☐☐

INTIMIDATION ☒☐☐

LEADERSHIP ☒☐☐

LORE ☐☐☐

MEDICINE ☒☒☐

MELEE ☐☐☐

PERFORMANCE ☐☐☐

PILOT ☒☒☐

RANGED ☐☐☐

STEALTH ☐☐☐

STRATEGY ☐☐☐

SURVIVAL ☒☐☐

TECH ☐☐☐

THIEVERY ☐☐☐

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PLAYER: 4

ELF ROLE: ARCHIVE SCHOLAR

NAME: SCRIBE SILVER-INK

Damage Mitigation

((Body + Finesse) / 4, rounded down) + Armor Value

WOUNDS

MINOR

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Minor Wound = 1 + Body + Resolve

MAJOR

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CRITICAL

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TRAITS

BODY

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FINESSE

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WITS

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AWARENESS

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PRESENCE

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RESOLVE

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STABILITY

☐☐☐☐☐☐

Stability = Wits + Resolve + 2

EQUIPMENT

Magnifying Monocle: A glass lens framed in gold that reveals hidden layers of ink or microscopic imperfections in paper.

The Pocket Almanac: A dense, magically condensed volume containing the history, geography, and lore of the North Pole.

Ever-Ink Fountain Pen: A writing tool that draws moisture from the air to create a permanent, dark ink that never fades.

Calming Peppermint Tea: A thermos of hot, aromatic tea brewed with special peppermint leaves known for their soothing properties.

SKILLS

ACROBATICS

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ACADEMICS

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ARCANA

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ARTISTRY

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ATHLETICS

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BRAWL

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SURVIVAL

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TECH

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THIEVERY

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PLAYER: 5

ELF ROLE: GIFT-WRAP NINJA

NAME: DASH "DUST-FOOT" TINSEL-TWINE

Damage Mitigation

((Body + Finesse) / 4, rounded down) + Armor Value

WOUNDS

MINOR

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Minor Wound = 1 + Body + Resolve

MAJOR

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CRITICAL

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TRAITS

BODY

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FINESSE

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WITS

☐☐☐☐

AWARENESS

☒☒☐☐

PRESENCE

☐☐☐☐

RESOLVE

☒☐☐☐

STABILITY

☐☐☐

Stability = Wits + Resolve + 2

EQUIPMENT

Silk-Steel Ribbon: A spool of decorative ribbon that is soft to touch but possesses the tensile strength of a metal cable.

Tinsel Smoke Bombs: Small, fragile ornaments that release a thick cloud of reflective glitter and silver smoke when shattered.

Master-Key Scissors: A pair of sharp, silver-handled shears capable of cutting through the toughest materials and magical seals.

Padded Velvet Slippers: Lightweight footwear with multi-layered soles designed to muffle the sound of footsteps on any surface.

SKILLS

ACROBATICS

☒☒☒

ACADEMICS

☐☐☐

ARCANA

☐☐☐

ARTISTRY

☐☐☐

ATHLETICS

☐☐☐

BRAWL

☐☐☐

CRAFT

☐☐☐

DIPLOMACY

☐☐☐

EMPATHY

☐☐☐

ENGINEERING

☐☐☐

INVESTIGATION

☒☐☐

INTIMIDATION

☐☐☐

LEADERSHIP

☐☐☐

LORE

☐☐☐

MEDICINE

☐☐☐

MELEE

☐☐☐

PERFORMANCE

☐☐☐

PILOT

☐☐☐

RANGED

☒☐☐

STEALTH

☒☒☒

STRATEGY

☐☐☐

SURVIVAL

☐☐☐

TECH

☐☐☐

THIEVERY

☒☒☐☐☐☐☐☐☐

PLAYER: 6

ELF ROLE: COCOA ALCHEMIST

NAME: MALLOW "MUG" STEAM-WHISK

Damage Mitigation

((Body + Finesse) / 4, rounded down) + Armor Value

WOUNDS

MINOR

☐☐☐☐☐☐☐

Minor Wound = 1 + Body + Resolve

MAJOR

☐☐☐☐

CRITICAL

☐☐☐☐

TRAITS

BODY ☒☐☐☐

FINESSE ☒☐☐☐

WITS ☒☒☐☐

AWARENESS ☒☒☐☐

PRESENCE ☐☐☐☐

RESOLVE ☒☒☐☐

STABILITY

☐☐☐☐☐☐

Stability = Wits + Resolve + 2

EQUIPMENT

Bottomless Marshmallow Bag: A small pouch that always seems to have another soft, sugar-dusted marshmallow ready to be served.

Thermos of Liquid Cheer: A warm beverage infused with spices that radiate a feeling of comfort and joy to anyone who drinks it.

Cinnamon Burn Salve: A fragrant, cooling cream used to immediately soothe skin irritations and minor physical injuries.

Steam-Powered Whisk: A rapidly spinning mechanical tool used for mixing complex chemical compounds or culinary ingredients.

SKILLS

ACROBATICS ☐☐☐

ACADEMICS ☒☒☐

ARCANA ☒☒☐

ARTISTRY ☐☐☐

ATHLETICS ☐☐☐

BRAWL ☐☐☐

CRAFT ☒☒☐

DIPLOMACY ☐☐☐

EMPATHY ☒☐☐

ENGINEERING ☐☐☐

INVESTIGATION ☐☐☐

INTIMIDATION ☐☐☐

LEADERSHIP ☐☐☐

LORE ☐☐☐

MEDICINE ☒☒☒

MELEE ☐☐☐

PERFORMANCE ☐☐☐

PILOT ☐☐☐

RANGED ☐☐☐

STEALTH ☐☐☐

STRATEGY ☐☐☐

SURVIVAL ☐☐☐

TECH ☐☐☐

THIEVERY ☐☐☐

☐☐☐

☐☐☐

PLAYER: 7

ELF ROLE: NORTH POLE SECURITY GUARD

NAME: CAPTAIN CANDY-CANE

Damage Mitigation

((Body + Finesse) / 4, rounded down) + Armor Value

WOUNDS

MINOR

☐☐☐☐☐☐☐☐☐

Minor Wound = 4 - Body + Resolve

MAJOR

☐☐☐☐

CRITICAL

☐☐☐☐

TRAITS

BODY ☒☒☒☐

FINESSE ☐☐☐☐

WITS ☐☐☐☐

AWARENESS ☒☒☐☐

PRESENCE ☒☐☐☐

RESOLVE ☒☒☐☐

STABILITY

☐☐☐☐

Stability = Wits + Resolve + 2

EQUIPMENT

Candy-Cane Halberd: A long-shafted polearm with a heavy, hook-shaped blade that is as sturdy as steel despite its festive appearance.

Polished Star-Badge: A shining silver badge that identifies the wearer as a formal protector of the workshop.

Heavy Wool Greatcoat: A thick, multi-layered coat that acts as a form of flexible armor against physical strikes.

Whistle of the North Wind: A heavy brass whistle that emits a piercing, low-frequency blast that carries over the sound of machinery.

SKILLS

ACROBATICS ☐☐☐

ACADEMICS ☐☐☐

ARCANA ☐☐☐

ARTISTRY ☐☐☐

ATHLETICS ☒☒☐

BRAWL ☐☐☐

CRAFT ☐☐☐

DIPLOMACY ☒☐☐

EMPATHY ☐☐☐

ENGINEERING ☐☐☐

INVESTIGATION ☐☐☐

INTIMIDATION ☒☒☐

LEADERSHIP ☒☐☐

LORE ☐☐☐

MEDICINE ☐☐☐

MELEE ☒☒☒

PERFORMANCE ☐☐☐

PILOT ☐☐☐

RANGED ☐☐☐

STEALTH ☐☐☐

STRATEGY ☐☐☐

SURVIVAL ☒☐☐

TECH ☐☐☐

THIEVERY ☐☐☐

☐☐☐

☐☐☐

PLAYER: 8

ELF ROLE: MASTER BAKER

NAME: YEAST "CRUMBLE" OVEN-GLOVE

Damage Mitigation

((Body + Finesse) / 4, rounded down) + Armor Value

WOUNDS

MINOR

☐☐☐☐

Minor Wound = 1 + Body + Resolve

MAJOR

☐☐☐☐

CRITICAL

☐☐☐☐

TRAITS

BODY

☐☐☐☐

FINESSE

☒☒☐☐

WITS

☒☒☐☐

AWARENESS

☒☒☐☐

PRESENCE

☒☒☐☐

RESOLVE

☐☐☐☐

STABILITY

☐☐☐☐

Stability = Wits + Resolve + 2

EQUIPMENT

The Ever-Cool Rolling Pin: A heavy marble cylinder that generates its own internal cooling, making it perfect for working chilled dough.

Kevlar-Lace Mitts: Reinforced, fireproof gloves that allow the baker to reach directly into active ovens or handle white-hot metal.

Vial of Instant-Rise Yeast: A concentrated magical powder that causes any biological or dough-based material to expand rapidly.

Tin of Ginger-Snap Stars: A container of hard, spicy cookies designed to provide an immediate burst of physical energy.

SKILLS

ACROBATICS

☒☐☐

ACADEMICS

☒☐☐

ARCANA

☐☐☐

ARTISTRY

☒☒☐

ATHLETICS

☒☐☐

BRAWL

☐☐☐

CRAFT

☒☒☐

DIPLOMACY

☐☐☐

EMPATHY

☐☐☐

ENGINEERING

☐☐☐

INVESTIGATION

☐☐☐

INTIMIDATION

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LEADERSHIP

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LORE

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MEDICINE

☒☐☐

MELEE

☒☒☐

PERFORMANCE

☐☐☐

PILOT

☐☐☐

RANGED

☐☐☐

STEALTH

☐☐☐

STRATEGY

☐☐☐

SURVIVAL

☐☐☐

TECH

☐☐☐

THIEVERY

☐☐☐☐☐☐☐☐☐

PLAYER: _____

ELF ROLE: _____

NAME: _____

Damage Mitigation _____
((Body + Finesse) / 4, rounded down) + Armor Value

WOUNDS

MINOR	MAJOR	CRITICAL
<div><div><div><div></div></div><div><div></div></div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div><div><div></div></div><div><div></div></div><div><div></div></div><div><div></div></div></div></div>	<div><div><div><div></div></div><div><div></div></div><div><div></div></div><div><div></div></div></div></div>	<div><div><div><div></div></div><div><div></div></div><div><div></div></div><div><div></div></div></div></div>
<small>Minor Wound = 4 + Body + Resolve</small>		

TRAITS

BODY	<div><div><div><div></div></div><div><div></div></div><div><div></div></div><div><div></div></div></div></div>
FINESSE	<div><div><div><div></div></div><div><div></div></div><div><div></div></div><div><div></div></div></div></div>
WITS	<div><div><div><div></div></div><div><div></div></div><div><div></div></div><div><div></div></div></div></div>
AWARENESS	<div><div><div><div></div></div><div><div></div></div><div><div></div></div><div><div></div></div></div></div>
PRESENCE	<div><div><div><div></div></div><div><div></div></div><div><div></div></div><div><div></div></div></div></div>
RESOLVE	<div><div><div><div></div></div><div><div></div></div><div><div></div></div><div><div></div></div></div></div>

STABILITY

Stability = Wits + Resolve + 2

EQUIPMENT

SKILLS

ACROBATICS	<div><div><div><div></div></div><div><div></div></div><div><div></div></div></div></div>
ACADEMICS	<div><div><div><div></div></div><div><div></div></div><div><div></div></div></div></div>
ARCANA	<div><div><div><div></div></div><div><div></div></div><div><div></div></div></div></div>
ARTISTRY	<div><div><div><div></div></div><div><div></div></div><div><div></div></div></div></div>
ATHLETICS	<div><div><div><div></div></div><div><div></div></div><div><div></div></div></div></div>
BRAWL	<div><div><div><div></div></div><div><div></div></div><div><div></div></div></div></div>
CRAFT	<div><div><div><div></div></div><div><div></div></div><div><div></div></div></div></div>
DIPLOMACY	<div><div><div><div></div></div><div><div></div></div><div><div></div></div></div></div>
EMPATHY	<div><div><div><div></div></div><div><div></div></div><div><div></div></div></div></div>
ENGINEERING	<div><div><div><div></div></div><div><div></div></div><div><div></div></div></div></div>
INVESTIGATION	<div><div><div><div></div></div><div><div></div></div><div><div></div></div></div></div>
INTIMIDATION	<div><div><div><div></div></div><div><div></div></div><div><div></div></div></div></div>
LEADERSHIP	<div><div><div><div></div></div><div><div></div></div><div><div></div></div></div></div>
LORE	<div><div><div><div></div></div><div><div></div></div><div><div></div></div></div></div>
MEDICINE	<div><div><div><div></div></div><div><div></div></div><div><div></div></div></div></div>
MELEE	<div><div><div><div></div></div><div><div></div></div><div><div></div></div></div></div>
PERFORMANCE	<div><div><div><div></div></div><div><div></div></div><div><div></div></div></div></div>
PILOT	<div><div><div><div></div></div><div><div></div></div><div><div></div></div></div></div>
RANGED	<div><div><div><div></div></div><div><div></div></div><div><div></div></div></div></div>
STEALTH	<div><div><div><div></div></div><div><div></div></div><div><div></div></div></div></div>
STRATEGY	<div><div><div><div></div></div><div><div></div></div><div><div></div></div></div></div>
SURVIVAL	<div><div><div><div></div></div><div><div></div></div><div><div></div></div></div></div>
TECH	<div><div><div><div></div></div><div><div></div></div><div><div></div></div></div></div>
THIEVERY	<div><div><div><div></div></div><div><div></div></div><div><div></div></div></div></div>
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_____	<div><div><div><div></div></div><div><div></div></div><div><div></div></div></div></div>

PLAYER: _____

ELF ROLE: _____

NAME: _____

Damage Mitigation _____

((Body + Finesse) / 4, rounded down) + Armor Value

WOUNDS

MINOR

☐☐☐☐ ☐☐☐☐☐☐☐

Minor Wound = 1 + Body + Resolve

MAJOR

☐☐☐☐

CRITICAL

☐☐☐☐

TRAITS

BODY ☐☐☐☐

FINESSE ☐☐☐☐

WITS ☐☐☐☐

AWARENESS ☐☐☐☐

PRESENCE ☐☐☐☐

RESOLVE ☐☐☐☐

STABILITY

☐☐☐☐☐☐☐☐☐☐

Stability = Wits + Resolve + 2

EQUIPMENT

SKILLS

ACROBATICS ☐☐☐

ACADEMICS ☐☐☐

ARCANA ☐☐☐

ARTISTRY ☐☐☐

ATHLETICS ☐☐☐

BRAWL ☐☐☐

CRAFT ☐☐☐

DIPLOMACY ☐☐☐

EMPATHY ☐☐☐

ENGINEERING ☐☐☐

INVESTIGATION ☐☐☐

INTIMIDATION ☐☐☐

LEADERSHIP ☐☐☐

LORE ☐☐☐

MEDICINE ☐☐☐

MELEE ☐☐☐

PERFORMANCE ☐☐☐

PILOT ☐☐☐

RANGED ☐☐☐

STEALTH ☐☐☐

STRATEGY ☐☐☐

SURVIVAL ☐☐☐

TECH ☐☐☐

THIEVERY ☐☐☐

_____ ☐☐☐

_____ ☐☐☐