Bahiro

Santa's reindeers are the worst! They call you names and won't let you join in on their reindeer games. Someone unfortunate has to be their stable boy, that unfortunate someone is you.

Traits

Basic communication with animals

Skills

Reindeer grooming

Gear

Shovel
Reindeer treats

During play, write down one more skill and gear that Bahiro has.

Relationships

Go around the group. On your turn, introduce Bahiro and read their introductory flavor text.

Go around the group two more times. On your turn, pick another elf and answer one of the questions.

Who encourages you after a rough day of dealing with the diva reindeers? Where do you meet them and how do they encourage you?

Who has a pet that you have bonded over? What kind of pet is it and what is its name?

Game Rules

Play: Describe what Bahiro does. The GM advises when the action is impossible, demands a cost or extra steps, or presents a risk. You can revise plans before committing so as to change goal/stakes. Only roll to avoid risk.

Rolling: Roll a skill die — d6 by default, d8 with a relevant skill, or d4 if hindered by injury or circumstances. If helped by circumstances, roll an extra d6; if helped by an ally, they roll their skill die and share the risk. Take the highest die.

1–2	**Disaster**. Suffer the full risk. GM decides if you succeed at all.
3–4	**Setback**. A lesser consequence or partial success.
5+	**Success**. The higher the roll, the better.

If success can't get you what you want (you make the shot, but it's bulletproof!), you'll at least get useful info or set up an advantage.

Defense: Say how one of your items breaks to turn a hit into a brief hindrance. Broken gear is useless until repaired.

Wunnedold

You've been a toymaker for hundreds of years. Toys used to be simple, but these new-generation toys have too many moving parts and flashy lights. Now this! You're getting too old for this s*** . . .

Skills

Woodworking
Sewing

Gear

Toolbox
Dress-up doll clothes

During play, write down one more skill and gear that Wunnedold has.

Relationships

Go around the group. On your turn, introduce Wunnedold and read their introductory flavor text.

Go around the group two more times. On your turn, pick another elf and answer one of the questions.

Who will you miss seeing everyday at the North Pole after you retire? Why?

Who is the grandchild of your best friend that you promised to look out for? How do they remind you of your friend?

Game Rules

Play: Describe what Wunnedold does. The GM advises when the action is impossible, demands a cost or extra steps, or presents a risk. You can revise plans before committing so as to change goal/stakes. Only roll to avoid risk.

Rolling: Roll a skill die — d6 by default, d8 with a relevant skill, or d4 if hindered by injury or circumstances. If helped by circumstances, roll an extra d6; if helped by an ally, they roll their skill die and share the risk. Take the highest die.

1–2	**Disaster**. Suffer the full risk. GM decides if you succeed at all.
3–4	**Setback**. A lesser consequence or partial success.
5+	**Success**. The higher the roll, the better.

If success can't get you what you want (you make the shot, but it's bulletproof!), you'll at least get useful info or set up an advantage.

Defense: Say how one of your items breaks to turn a hit into a brief hindrance. Broken gear is useless until repaired.

B.T. Vice

Santa's making a list and checking it twice, but he isn't doing it alone. You are a naughty list scribe. Santa's adultery put him on the list, but you kept silent out of loyalty. Maybe that was a mistake. . .

Traits

Naughty-sense

Skills

Dictation

Gear

Blank scroll
Quill and ink

During play, write down one more skill and gear that B.T. has.

Relationships

Go around the group. On your turn, introduce B.T. Vice and read their introductory flavor text.

Go around the group two more times. On your turn, pick another elf and answer one of the questions.

Who is the nicest elf? What do they do that refreshes your soul after you spend all day dealing with naughtiness?

Who was briefly on the naughty list? What was their misbehavior? Why did you keep this secret?

Game Rules

Play: Describe what B.T. does. The GM advises when the action is impossible, demands a cost or extra steps, or presents a risk. You can revise plans before committing so as to change goal/stakes. Only roll to avoid risk.

Rolling: Roll a skill die — d6 by default, d8 with a relevant skill, or d4 if hindered by injury or circumstances. If helped by circumstances, roll an extra d6; if helped by an ally, they roll their skill die and share the risk. Take the highest die.

1–2 **Disaster**. Suffer the full risk. GM decides if you succeed at all.
3–4 **Setback**. A lesser consequence or partial success.
5+ **Success**. The higher the roll, the better.

If success can't get you what you want (you make the shot, but it's bulletproof!), you'll at least get useful info or set up an advantage.

Defense: Say how one of your items breaks to turn a hit into a brief hindrance. Broken gear is useless until repaired.

Tampopo

You assemble the latest toys with complicated electronic parts, like remote-controlled cars and robotic pets. However, you're not satisfied with just producing knock-off toys. You want to innovate!

Skills

Electrical engineering
Doodling

Gear

Drone with camera
Batteries (for toys) and LEDs

During play, write down one more skill and gear that Tampopo has.

Relationships

Go around the group. On your turn, introduce Tampopo and read their introductory flavor text.

Go around the group two more times. On your turn, pick another elf and answer one of the questions.

Who knows about your dream of creating your own toys? How did they respond to it?

Who did you build a special custom toy for? What was the occasion for the gift? What is unique about that toy?

Rules

Play: Describe what Tampopo does. The GM advises when the action is impossible, demands a cost or extra steps, or presents a risk. You can revise plans before committing so as to change goal/stakes. Only roll to avoid risk.

Rolling: Roll a skill die — d6 by default, d8 with a relevant skill, or d4 if hindered by injury or circumstances. If helped by circumstances, roll an extra d6; if helped by an ally, they roll their skill die and share the risk. Take the highest die.

1–2	**Disaster**. Suffer the full risk. GM decides if you succeed at all.
3–4	**Setback**. A lesser consequence or partial success.
5+	**Success**. The higher the roll, the better.

If success can't get you what you want (you make the shot, but it's bulletproof!), you'll at least get useful info or set up an advantage.

Defense: Say how one of your items breaks to turn a hit into a brief hindrance. Broken gear is useless until repaired.

Bablu

You are an Elf on the Shelf – a visible reminder of Santa's magical surveillance for the kids – who has just returned from the field. Someone is going to pay for ruining your vacation!

Skills

Climbing
Intimidating glare

Gear

Grappling hook
An airport paperback

During play, write down one more skill and gear that Bablu has.

Relationships

Go around the group. On your turn, introduce Bablu and read their introductory flavor text.

Go around the group two more times. On your turn, pick another elf and answer one of the questions.

Who do you call regularly when you are away on assignment? What do you usually talk about?

Who do you have plans with for your vacation? What are you going to do together?

Rules

Play: Describe what Bablu does. The GM advises when the action is impossible, demands a cost or extra steps, or presents a risk. You can revise plans before committing so as to change goal/stakes. Only roll to avoid risk.

Rolling: Roll a skill die — d6 by default, d8 with a relevant skill, or d4 if hindered by injury or circumstances. If helped by circumstances, roll an extra d6; if helped by an ally, they roll their skill die and share the risk. Take the highest die.

1–2	**Disaster**. Suffer the full risk. GM decides if you succeed at all.
3–4	**Setback**. A lesser consequence or partial success.
5+	**Success**. The higher the roll, the better.

If success can't get you what you want (you make the shot, but it's bulletproof!), you'll at least get useful info or set up an advantage.

Defense: Say how one of your items breaks to turn a hit into a brief hindrance. Broken gear is useless until repaired.

Hex

You mine the coal that Santa puts into the stockings of naughty children and power the North Pole's workshops. It's not glamorous work – no one will ever make a Christmas special about your work – but you are proud of it all the same.

Traits

Darkvision

Skills

Strong

Gear

A Pickaxe
A sack of coal

During play, write down one more skill and gear that Hex has.

Relationships

Go around the group. On your turn, introduce Hex and read their introductory flavor text.

Go around the group two more times. On your turn, pick another elf and answer one of the questions.

Where do you go when you take a break from the mine? Who meets you there?

Who do you respect the most despite your differences? Why?

Rules

Play: Describe what Hex does. The GM advises when the action is impossible, demands a cost or extra steps, or presents a risk. You can revise plans before committing so as to change goal/stakes. Only roll to avoid risk.

Rolling: Roll a skill die — d6 by default, d8 with a relevant skill, or d4 if hindered by injury or circumstances. If helped by circumstances, roll an extra d6; if helped by an ally, they roll their skill die and share the risk. Take the highest die.

1–2 **Disaster**. Suffer the full risk. GM decides if you succeed at all.
3–4 **Setback**. A lesser consequence or partial success.
5+ **Success**. The higher the roll, the better.

If success can't get you what you want (you make the shot, but it's bulletproof!), you'll at least get useful info or set up an advantage.

Defense: Say how one of your items breaks to turn a hit into a brief hindrance. Broken gear is useless until repaired.