

# NAME

# LOOK

Albrecht, Alaric, Boemus, Burchard, Boleslav, Eorpwald, Etzel, Gerhoh, Jörg, Lutz, Markwald, Nikola, Ordulf, Wernhämmer, Carlotta, Adelaide, Annagret, Dorthea, Gerta, Irma, Käthe, Lios, Marta, Ofrah, Renate, Stefi, Ute, Wulfila, Zensi, Zora

Red eyes, reptilian eyes, pale yellow eyes  
Short pointed horns, curved horns, long ribbed horns  
Fine brown hair, wiry black hair, matted white hair  
Plump body, muscular body, scarred body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 8 + CONSTITUTION

# DRIVE

## DISCIPLINARIAN

Punish the naughty.

## TRICKSTER

Surprise someone with something unexpected.

## NOTORIETY

Do something worthy of retelling throughout the land.

# STARTING MOVES

## THE NAUGHTY LIST

When you **learn someone's true name**, you may check your lists. Your GM will tell you if the name is on the nice list, the naughty list, or neither.

## DOWN THROUGH THE CHIMNEY (DEX)

When you **attempt to squeeze through a small opening**, roll +DEX. \*On a 10+, you succeed. \*On a 7-9, you succeed, but choose one:

- It takes longer than expected.
- Something in your possession is lost or damaged.
- Something or someone dangerous is waiting for you on the other side.

# BACKGROUND

## HERDER

Choose three kinds of domesticated animals. You can speak their language.

## TOY MAKER

You start with a toy making kit. Whenever you make camp, you can tinker with the supplies you have on hand to make a small toy. Additionally, you may take the Animate Toy move when you gain any level.

## BAKER

You start with baking supplies (5 uses, 1 weight). When you bake something tasty, gain one ration. When someone consumes your tasty baked good, they take +1 forward.

## I LOOK GOOD WITHOUT A SHIRT

Your thick fur gives you +1 armor and keeps you warm in even the harshest of environments. When you defy danger to endure the cold, you always automatically succeed.

## KIDNAP SACK

You have a magical sack. It behaves like a bag of holding, but it will only hold living creatures. A creature must be small enough to pass through sack's opening to be placed in the sack. Every creature added to the sack increases its weight by one. Creatures held in the sack cannot be harmed nor killed; they may struggle to get out, but when the sack is sealed escape is impossible. Any non-living creature or object that is placed in the sack will fall right through it, ripping a hole that causes the remaining contents to fall out.

## SNICKER SNATCH (DEX)

When you **stuff someone into your sack**, roll +DEX. \*On a 10+, you succeed. \*On a 7-9, you succeed but choose one.

- Someone else falls out of your sack.
- You expose yourself to an attack.
- Your sack is damaged. It's going to need repairs soon or it will rip open.
- The sack is getting full. Take -1 ongoing to snicker snatch until you remove someone from your sack.

# BONDS

Fill in the names of your companions in at least one:

\_\_\_\_\_ needs to learn a lesson the hard way.

I'm not sure why \_\_\_\_\_ is on the naughty/nice list.

I know a secret about \_\_\_\_\_ that nobody else knows.

I kidnapped \_\_\_\_\_ when they were a child.

# THE KRAMPUS

VO.2 BY BARRETT ALEXANDER

INSPIRED BY STEPHANIE BRYANT'S "KRAMPUS IN DUNGEON WORLD"

LEVEL

XP

## GEAR

Your load is 8+STR. You start with dungeon rations (5 uses, 1 weight) and your canvas sack. Choose your defenses:

- Leather vest (1 armor, 1 weight)
- Bag of books (5 uses, 2 weight)

Choose your weapon:

- Rusty chains (reach, close, 2 weight)
- Birch switch (close, 1 weight)

Choose two:

- Lumps of coal (10 uses, 1 weight)
- Halfling pipeleaf (6 uses, 0 weight)
- Personal feast (1 weight)
- Adventuring gear (5 uses, 1 weight)
- 20 coins

## ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

### NO TOYS FOR YOU

When you **parlay with someone on your naughty list**, you always have leverage.

### BAD OR GOOD

Take +1 forward to **spout lore about someone on your naughty or nice list**.

### YOUR PERMANENT RECORD

When you **find someone's name on your naughty or nice list**, you may ask your GM one of the following questions about the creature.

- What did they do to get on the list?
- What do they desire most?
- Who is most important to them?

### COOKIES AND MILK

When you **consume a tray of cookies and milk that has been offered to you**, you may heal 2d6 damage or remove one debility.

### THAT'S NOT VERY NICE

When you **deal damage to a creature on your naughty list**, add +1d4 your damage roll.

### THAT'S NICE

When you **roll a 7+ to defend a creature that is on your nice list**, take +1 hold.

### SNOOZE ALARM

You have a preternatural knowledge of everyone's sleeping habits. Name a creature and your GM will tell you whether that creature is currently sleeping or awake.

### HOOF TO THE HEAD (STR)

When you **attempt to stun a foe with a strike to the head with your cloven hoof**, roll +STR. \*On a 10+, you succeed. \*On a 7-9, you succeed but choose one.

- You injure yourself.
- You fall prone.
- You draw unwanted attention to yourself.

### SACK WARD

As long as you have at least one creature in your canvas sack, you have +2 armor.

### LITTLE HELPERS

You have a crew of little helpers that will assist you. When you make camp, you may ask your helpers to perform one task for you while you rest.

- Repair something broken.
- Create a small toy or trinket from materials that you supply.
- Keep an eye on things. Anyone who takes watch while you rest takes +1 forward.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

### THE BIG NIGHT (CHA)

Choose your deity. Once per year, on the night of your deity's birthday celebration you may create up to your CHA modifier in duplicates of yourself. Each duplicate is a first level Krampus with a maximum HP of your level and +1 modifiers for all stats.

### REINDEER SLEIGH (CHA)

You have a sleigh and nine magic reindeer. The sleigh seats four. Your reindeer require one ration each to fly. When you **sit in your sleigh and call out to your reindeer**, state your destination, feed your reindeer, and roll +CHA. \*On a 10+ you arrive at your stated destination. \*On a 7-9 you arrive, but choose 2.

- The trip takes longer than expected.
- Your reindeer need double rations to get there.
- Your journey draws unwanted attention.
- You lose something on the way.

### SACK SHIELD

*Replaces: Sack Ward*

As long as you have at least one creature in your canvas sack, you have +4 armor.

### THAT'S REALLY NOT NICE

*Replaces: That's Not Very Nice*

When you **hack and slash with a creature on your naughty list**, add +2d4 to your damage roll.

### ELF ON THE SHELF

*Requires: Little Helpers*

When you **ask your little helpers to make a toy that resembles an elf**, the helpers will magically enchant the toy to spy on its owner. At any time you may ask your GM what an Elf on the Shelf sees, and the GM must answer honestly.

### LUMP OF COAL

When you **roll a 7+ to hack and slash**, instead of dealing damage you may choose to replace something your opponent wields with a lump of coal. You now hold whatever your opponent wielded.

### THREATEN THE KIDS (CHA)

When you **attempt to coerce someone to do what you ask by threatening their children**, roll +CHA. \*On a 10+ they do what you ask. \*On a 7-9 they do what you ask but attempt to subvert your request. After you've threatened someone's children, they will never regard you as a friend.

### ANIMATE TOY (CHA)

When you **wink at a toy and whisper the magic words**, it becomes sentient. The toy has access to the moves that make sense for its form. Your GM will tell you which. An animated toy has 1 HP, deals 1d4 damage, and has a +1 modifier to all stats. Roll +CHA. \*On a 10+ hold three. \*On a 7-9 hold one. Spend your hold one-to-one to make moves with your animated toy.