



# TRAPPINGS

Item	Location	Enc	Item	Location	Enc	Item	Location	Enc
Sling bag [134] (15)	Side	134	Fullwater bottles and carrier [20]	Side	20	Dagger [10]	Belt	10
7 days rations (56)			Two canvas bags [6] (2)	Belt	6	Pistol [10]	Belt	10
81 rounds of ammunition (27)			Gasmask (3)			Snow Shoes [15]	Back	15
Comfortable clothing for town (B)			Respirator (1)					
Elegant Kislevarin dress (8)			Uniform [15] (8)	Body	15	Also: Dog sled and 8 dogs		
Kislev Lieutenant Uniform w Insignia (8)			Identity tag (0)					
Stationary, pens, ink (5)			Vial of lamp oil (1)			Misplaced: Rifle, Bayonet, nice dress and shoes, ratty "sewer" clothes, a couple pulp novels, phonograph and a couple jazz rolls, porcelain doll with change of dresses, a stuffed toy bear		
Towel (3)			Several small pins (1)					
Paybook (2)			Vial of butter (1)					
Soap (1)			A bunch of eagle feathers (1)					
Mess tin (1)			Several tiny darts (3)					
Mending and darning kit (0)			Boots [10]	Feet	10			
Toothbrush (0)			Large Wolf Pelt [20]	Back	20			
<b>Maximum Enc Capacity</b> = $s \times 10$ <b>250</b>						<b>Total Enc</b> <b>240</b>		

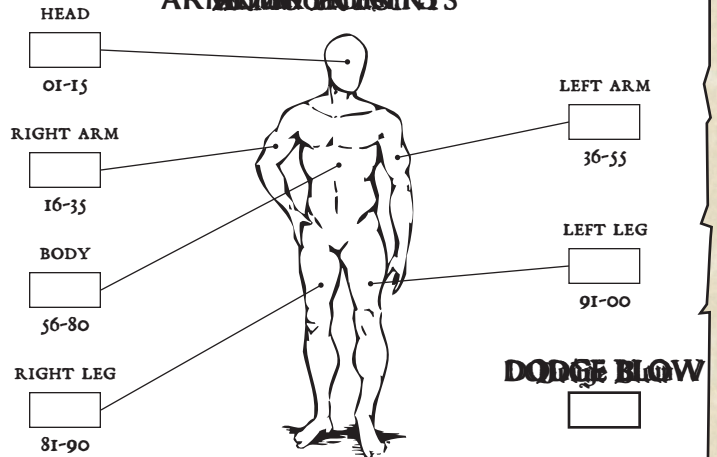
# WEAPONS

WEAPON	GROUP	DAMAGE	RANGE	RELOAD
Pistol	6 bullets	4	16"(32)	Full
QUALITIES				
Dagger	Melee	SB-3 (-1)		
QUALITIES				
Unarmed	Melee	SB-4 (-2)		
QUALITIES				
QUALITIES				
QUALITIES				
QUALITIES				

# ARMOUR

ARMOUR TYPE	LOCATIONS COVERED	ENC	AP

# ARMOUR POINTS



# MOVEMENT

ARMOURD MOVE/		CHARGE		RUNNING STANDING			
M	M	DISENGAGE	ATTACK	RUN	LEAP	LEAP	FLYING
5"(10)	5"(10)	10"(20)	20"(40)	30"(60)	3.5"(7)	1.75"(3.5)	
		= Mx2	= Mx4	= Mx6	= M+SB	= (M+SB):2	
HAMPERED MOVEMENT				STANDARD MOVEMENT			
YARDS PER MINUTE		30"(60)		YARDS PER MINUTE		60"(120)	
MILES PER HOUR		2.25		MILES PER HOUR		4.5	

# WOUNDS



# ACTION SUMMARY

BASIC ACTION	TYPE	ADVANCED ACTION	TYPE
Aim	Half	All Out Attack	Full
Cast	Varies	Defensive Stance	Full
Charge	Full	Delay	Half
Disengage	Full	Feint	Half
Move	Half	Guarded Attack	Full
Ready	Half	Jump/Leap	Full
Reload	Varies	Manoeuvre	Half
Stand/Mount	Half	Parrying Stance	Half
Standard Attack	Half	Run	Full
Swift Attack	Full		
Use a Skill	Varies		

# MONEY & TREASURE

GOLD CROWNS (gc) —	OTHER TREASURE —
	21 Kislevite kopeks (mixed paper and coin)
SILVER SHILLINGS (s) —	
	15 Paperback Gold Lira
BRASS PENNIES (p) —	

# PERSONALITY

Personality: Nature cheerful, demeanor distant unfeeling ice princess.

## CHARACTER SKETCH



Contacts/Friends: Oh so many people from Novevka and all the people who helped her make her way to Tilea and of course all of the . . . er,um, I meant hat I have none for I am a solitary figure walking alone.

Enemies: Nobody

Quote(s): "Many a true word is spoken in jest"

# BACKGROUND & NOTES

Player Name: Scott Gray

Game Master: Sharon Tripp

Campaign: Great WarHammer

Campaign Year: 3015

Date Created: 08/29/2012

Star Sign: The Twin Bullocks

Doom: The Beast of Brass shall claim thy soul

Yelenka was born in the Kislevite village of Novevka, on the second day of Summer-Tide in 2988.

Back in Novevka nothing was ever certain. Well, nothing was ever certain, save that life was always hard but that Mama Mishka and Papa Pyotr would always care for you, and you would help mama keep house until you and Mama and Papa agreed that the young man who came courting would be the best match. And then, sure as day follows night, soon you would be a Mama.

And until that happy day of your wedding, when you would start a family of your own, you worked and learnt to do all that a mama needed. Well, you didn't work too hard, because papa never let mama work you too hard. That's how papa's are!

When Yelenka was 10 years old, in 2998, poppa started to let her ride with him to market in the City of Uskovic, just twenty miles to the West. On these trips she got to see people from all walks of life, from the soldiers to bear trainers and even wizards. In Uskavic she would hear tales about Praag -- only eighty miles further on the Volksgrad road - but it was too far a trip for poppa to ever contemplate, given the demands of the farm back home.

Life's little surprises may seem like cause for sorrow. Like when the tree fell on the roof of the second room. But that's the wonderful thing, is that sometimes those changes and surprises really make life better - until we got the roof fixed, we all got to spend time still closer together in the main room, enjoying the adventure!

So Yelenka, with her older brother Oleg, born in 2986, and her younger sister Devora, born 2994, lived a happy life with mama and papa in Novevka.

But just as some surprises that seem like cause for sorrow aren't so bad, sometimes the ones that seem a cause for happiness mark a less pleasant change in one's life. Like in 3004, in the Summer when she and her best friend Dmirov were out behind the barn and he was saying such sweet things to her and confessed that he wanted to be her husband. The whole thing was timed just terribly - the area behind the barn became ice cold and a wizened woman appeared before them shrieking that Dmirov had better not touch Yelena. Well, Dmirov went running while Yelenka was frozen in place staring at the woman.

Well, long story short, the woman was the Ice Witch Baba Lukyana. And, apparently Yelenka was marked to be Lukyana's apprentice : Lukyana had picked and marked Yelenka in the crowd in Uskavic. And, well, apparently an ice maiden isn't supposed to let a boy touch her until she becomes an ice witch (boy, talk about double standards, and who would wanna . . . you know . . . with an ice witch like Baba Lukyana?). Well, it was a sad parting from her family (she didn't mention the incident with Dmirov that precipitated Lukyana finding her). But it was also to mark a great adventure, so Yelenka was excited.

Over several years, Yelenka apprenticed. And Lukyana kept yelling at her that she could never manage to cast ice magic if she kept smiling. So Yelenka has worked extra special hard to get the straight-faced tight-lipped expression which is key to ice magic. She didn't always succeed. Which is probably part of why her magic didn't always succeed - she could only do the chill-touch trick about half the time! Yelenka learnt to hide her homesickness, and worries about her family, from Lukyana.

Over those years Baba Lukyana had lots of guests. From peasants seeking this or that, to envoys from nobles, to other witches. Yelenka met the first elf she ever met - Aerwyn by name. Aerwyn's question was asked privately of Lukyana, but it perplexed Lukyana so that she had two other hags over for Kvas, to try and foretell the fortune. Well, Lukyana tries not to think about what was said to Aerwyn, because it was very frightening. Of course, maybe Yelenka was misunderstanding the fore-telling from having not hearing the question, but it was still creepy.

Yelenka thinks that her distracted tendency to break into a laugh or at least a smile is what drove Baba Lukyana to decide that - in order to gain a more serious demeanor and become a "real" ice maiden - Yelena would need to see hardship. "Fortunately," Lukyana declared, "a great war is brewing in the South."

In 3012, the Dwarf Kargun was travelling in the vicinity. Kargun was already a member of "Saint Randal's Brotherhood" mercenary group in Miragliana. Baba Lukyana implored Kargun to take Yelena away to join the group, suggesting that she fore-saw the coming war. Kargun was nice enough to oblige!

Proving herself a spellcaster to the recruiters was not easy!!! With the warm Tilean air (so wonderful on her face!) Yelenka found that she has to think real hard and scrunch up her eyes to even have a chance of summoning up enough magic to cast! All the while through Basic Training and her service, Kargun stayed in touch and was a real help and protector. Dwarfs are awesome, like little bears!

Yelenka doesn't think that she did very well in basic training. She thinks that there were two factors that led them to agree to put her on the front, rather than fetching coffee back at headquarters. First, Kargun protected her and plead her case often enough : and he had some real history with the group. Second, ice magic is rare; and because it would generally only be available a very small number of Kislevite units, the element of surprise and the unknown may increase it's value -- not only to other nationalities, but even to Kislev if they wish to keep a monopoly of ice magic throughout the conflict.

Yelenka fought side-by-side with the people who were to be part of her squad during the border wars -- though she did a whole lot less fighting than support. And she did become better able to cool her excitable nerves -- maybe from the experience, or maybe just from growing up some. When the border wars were finishing up, and final borders seemed settled, and the call for mercenaries decreased, in late 3013, Yelena took trains back to Uskovic (stopping in Praag to explore the great city), and went to Baba Lukyana's mansion outside of the city. There, she was rebuffed "The great war hasn't come yet. Go back girl. The war will come as swiftly as a crossbow bolt." A little chagrined, Yelenka returned to the mercenary company.

## Yelenalka Mishkadoch Rybkin: Special Rules

**Channeling:** You need access to Ice Magic to cast your spells. In Kislev, this is never a problem because even in summer, the leylines are flooded with chill power, and your spells can be cast normally. The same applies when you are surrounded by freezing conditions (harsh winters, tundra, ice houses, etc.). However, in other situations, all spells first need a Channeling Test (which requires a Use a Skill half action) to draw the Ice Magic to you. This Channeling Test does not provide a bonus to your Casting Roll (nor will any other); instead, it simply allows you to cast a spell. If your Channeling Test fails, you cannot cast a spell this round.

**Ingredients:** You use ingredients as normal. However, when surrounded by freezing conditions (e.g. the depths of winter, near a glacier, in a snowstorm), you fill with power, and all spells count as if an ingredient has been used in the casting. If an ingredient is used on top of this, it provides no further bonus.

**Automatic Failure:** Like other spellcasters, rolling all ones on your Casting Roll results in automatic spell failure. However, when in Kislev (including the Troll Country), instead of gaining a potential Insanity Point, you must roll on the Glacial Surge table as the powerful magic moves beyond your control. Outside Kislev, you gain an Insanity Point as normal and do not roll on this table.

**Glacial Surge:** In Kislev, you channel magic already "cleansed" by the Ancient Widow's cold heart, so you are less susceptible to Tzeentch's Curse; however, Ice Magic is a harsh mistress, and sometimes the flows are too strong for you to control.

When in Kislev (including the Troll Country), if you roll doubles, triples, or quadruples on your Casting Roll, or when you roll all ones, a huge flood of Ice Magic rises, and you must roll on the Glacial surge table to determine what happens. Unless the table says otherwise, spells are still cast successfully if the Casting Number was achieved.

Outside Kislev, you use the Tzeentch's Curse rules as normal. The effects of Glacial Surge always cause damage, even if a target is normally immune to cold attacks.

01-15 Chilled: Freezing magic stabs through you, stunning you for 1 round.

16-30 Slippery: The cold flow is too strong to channel effectively. Your spell takes twice as long to cast. You must take this time even if you failed to cast the spell.

31-45 Flood: Uncontrolled Ice Magic floods from you. The surrounding area suffers from the permafrost spell (page 120) for the next 1d5 days.

46-60 Uncontrolled: Bitter cold overwhelms you. You take 1d10 damage that ignores armour and Toughness Bonus. Your spell fails.

61-80 Ice Storm: A torrent of Ice Magic gushes upwards. Everyone within 24 yards (including you) suffers the effects of hailstorm (page 120) for 1d10 rounds.

81-90 Frozen: The cold flows threaten to freeze you. You suffer from the effects of Ice Maiden's Kiss (page 120), and your spell fails.

91-99 Tzeentch Comes: The uncontrolled Ice Magic pierces through to the Aethyr. You suffer from Tzeentch's Curse as normal.

00 Frostfiend: A great spirit manifest from the uncontrolled Ice Magic. A Frostfiend (page 136 of the Realm of the Ice Queen book) appears within 6 yards of you and attacks.

**Variable Flows:** The flows of Ice Magic vary in strength. By Kislev's sites of power, along her leylines, and in the depths of winter, Ice Magic is very strong. But in warmer climes, it is far weaker and wanes the closer to the equator and the further from Kislev one travels. This variation is determined by the GM and uses the same modifiers as Variable Winds.

From WFRP, page 145: GMs can reflect these variable winds in two ways. First, the GM can give a bonus or penalty to each d10 used for a casting Roll (+t-1, +l-2, etc.). second, the GM can provide extra d10s to roll, or take them away. Spellcasters can detect such areas with a successful Magical Sense Test

## **Spells:**

### **Glowing Light**

Casting Number: 3

Spell list Petty Magic (Ice)

Casting Time: Half action

ingredient: A drop of lamp oil (+1)

Description: you can cause any item in your grasp to glow with the light of a lantern for one hour or until you let it go.

### **Protection from Rain**

Casting Number: 3

Spell list: Petty Magic (Ice)

Casting Time: Full action

Ingredient: A freshly picked leaf (+1)

Description: This spell protects you from the rain and other types of precipitation. Even in the heaviest downpour, you and your belongings remain perfectly dry. The spell lasts for 1 hour, though you may dismiss it any before that at your option'

### **Move**

Casting Number: 4

Spell list: Lesser Magic

Casting Time: Half action

Range: You

Ingredient: A small fan (+1)

Description: You use magical force to move and manipulate light objects. You can move any unsecured light item (Encumbrance of 10 or less) up to 12 yards (6 squares). You can also open or close any unlocked door or knock over items with an Encumbrance of 50 or less if they are within 24 yards (12 squares) of you.

### **Drop**

Casting Number: 4

Spell list: Petty Magic (Ice)

Casting Time: Half action

Ingredient: A dab of butter (+1)

Description: you compel a target character within 24 yards (12 squares) to drop whatever he is holding. The subject of this spell can resist it with a successful Will Power Test.

### **Chill**

Casting Number: 6

Spell list Petty Magic (Ice)

Casting Time: Full action

Duration: 1 day

Range: Touch

Ingredient: An ice ball (+1)

Description: Your touch leaves a gleaming frost behind. Use the small template. The air within the template drops to freezing for the duration'

### **Magic Dart**

Casting Number: 6

Spell list: Petty Magic (Ice)

Casting Time: Half action

Ingredient: A small dart (+1)

Description. you throw a dart of magical force at an opponent within 16 yards (B squares). Although small, the magic dart strikes with considerable force. A magic dart is a magic missile with Damage 3.

### **Shock**

Casting Number: 6

Spell list: Petty Magic (Ice)

Casting Time: Half action

Ingredient: A small pin (+1)

Description: Your touch stuns one opponent for a number of rounds equal to your Magic Characteristic unless a successful Will Power Test is made. Shock is a touch spell.

### **Winter Walk**

Casting Number: 7

Spell list Petty Magic (Ice)

Casting Time: Full action

Duration: t hour

Range: You

Ingredient: A snow shoe (+1)

Description: You demand the winter spirits grant you passage. You take no penalties to movement from blizzards, snow drifts, icy surfaces, and similar.

### **Silence**

Casting Number: 10

Spell list: Lesser Magic

Casting Time: Half action

Range: You

Ingredient: A gag (+1)

Description: You magically silence one character within 24 yards (12 squares) of you. The target can resist the spell with a successful Will Power Test. Otherwise, he cannot talk or even grunt for a number of rounds equal to your Magic Characteristic.

### **Skywalk**

Casting Number: 11

Spell list: Lesser Magic

Casting Time: Full action

Range: You

Ingredient: An eagle's feather (+2)

Description: You briefly walk on air, moving up to triple your Movement Characteristic and then returning to the ground. You can reach a height of up to 6 yards, allowing you to easily walk over ground obstacles. Skywalk is in effect while casting.

### **Chill Voice**

Casting Number: 9

Spell List: Witch Lore of Ice, "North Wind"

Casting Time: Half action

Duration: 1 minute (6 rounds)/ Magic point

Range: Caster

Ingredient: A tongue carved of ice (+1)

Description: You speak with the pitiless chill of the Khan-Queens of old. Gain a +10 bonus on all Command, Haggle, Intimidate, and Torture Tests, but take a -10 penalty to all Blather and Charm Tests.

### **Ice Sheet**

Casting Number: 12

Spell List: Witch Lore of Ice, "North Wind"

Casting Time: Half action

Duration: 1 minute (6 rounds)/ Magic point

Range: 24yards (12 inches)

Ingredient: One-foot-square sheet of ice (+2)

Description: You glaze an area with a thin layer of slippery ice. Use the large template. Those in the area must succeed on a Challenging (-10) Agility Test every time they attempt an action involvtnng movement, ortheyslip and fall, taking 1d10 damage, and lose the restof theirturn. A success means the character can act normally but at half movement.

### **Wall of Ice**

Casting Number: 12

Spell List: Witch Lore of Ice, "North Wind"

Casting Time: Full action

Duration: 1 minute (6 rounds)/ Magic point

Range: 12yards (6 inches)

Ingredient: One-foot-square sheet of ice (+2)

Description: You form a wall of snowy ice from the ground. You may create a straight wall up to 10 yards long and 6 yards high, all of which must be within the spell's range and may not pass through an area emanating anywarmth (liMng bodies, fire, and similar, as dictated bythe GM). The wall blocks line of sight and has TB 5 and 10 Wounds per point of your Magic Characteristic. Fire deals double damage to the wall.

### **Hailstorm**

Casting Number: 14

Spell List: Witch Lore of Ice, "North Wind"

Casting Time: Half action

Duration: 1 minute (6 rounds)/ Magic point

Range: 18 yards (9 inches)

Ingredient: A hailstone (+2)

Description: You channel Ice Magic upwards, forming large chunks of ice that fallto the ground with horrifying speed. Use the large template. All creatures beneath the template take 1 d10+2 damage each round they remain in the area. Also, they reduce their range of sight to just 4 yards, take a -20 penalty to Ballistic Skill and Agility Tests, and halve their movement. As a full action and with a successful Challenging (-10)Will Power Test, you can move the hailstorm 2 yards per point of your Magic Characteristic.

### **Shoika's Call**

Casting Number: 15

Spell List Witch Lore of Ice, "North Wind"

Casting Time: Full action

Duration: 1 minute (6 rounds) / Magic point

Range: 36 yards (18 inches)

Ingredient: A handful of icicles (+2)

Description. You call out to the Ancient Widow, reminding her of her promises to Khan-Queen Shoika, first Tzarina of Kislev, and cause 20-foot tendrils of ice erupt from the ground. Use the large template. Movement through this area is halved. Any creature in the area must succeed on an Agility Test each round, or the tendrils wrap around it and deal 1d10+4 damage that ignores armour. In addition, the character is considered grappled \* to break free, he must win an opposed Strength Test. The tendril counts as having a Strength equal to your Intelligence Characteristic.

### **Walk the Endless Steppe**

Casting Number: 15

Spell List: Witch Lore of Ice, "North Wind"

Casting Time: 2 full actions

Duration: 1 day/ Magic point

Range: Caster

Ingredient: A ball of frozen bear fat (+2)

Description: You lower the temperature of your body. You are immune to exposure caused by freezing conditions and are immune to damage from cold-based attacks.

### **Permafrost**

Casting Number: 20

Spell List: Witch Lore of Ice, "North Wind"

Casting Time: 2 full actions

Duration: 1 day/ Magic point

Range: 48 yards (24 inches)

Ingredient: A frozen chunk of tundra (+2)

Description: You channel mighty flows of cold into the land. A heavy frost immediately crusts over every affected surface, halving all movement for those in or moving through the area. On the round of casting (and that round only), anyone affected also takes 1d10 damage that ignores armour and must succeed on a Strength Test or lose their next half action. After one minute, all water in the area freezes.

### **Biting Wind**

Casting Number: 23

Spell List Witch Lore of Ice, "North Wind"

Casting Time: Full action

Duration: Instant

Range: 36 yards (18 inches)

Ingredient: A white dragon's fang (+3)

Description: You channel mighty flows of magic into a howling gale of cold. Anyone between you and your target is slashed by wind-whipped ice shards dealing 1d10+4 damage. In addition, creatures that lost at least 1 Wound from this spell must pass a Strength Test or fall to the ground, prone. Biting wind is a magic missile.