

# Playing The Ice Queen

Distant. Unflappable. Resentful. Angry. The Ice Queen has a lot of pent up anger they have wrestled into such deep repression that they can't engage emotionally at all. Even if they wanted to express their feelings, trying to open up inevitably leads to the biting cold rolling out.

The source of the Ice Queen's powers is unclear, and up to the Ice Queen's player and the MC. Tell the MC and other players what you disdain so they can create situations that provoke your Cracks in the Ice and give you opportunities to cross them out. Make your List choices specific, like people, places, or single objects. Destroying stuff doesn't mean ending its existence, you can destroy something socially, emotionally, figuratively, or defeat it utterly.

*Cold Shoulder* lets you seduce people or push them away from you. You can give the Condition **Iced Out** by using Strings as well.

You can decide what *Sub Zero* looks like. Maybe you actually turn to ice, maybe you shatter and reassemble, or maybe the ice sparkles on your skin without doing harm.

If you're having trouble triggering *Cold Snap*, that might mean the move is working. If people are afraid to set you off, see how far you can push it.

## Credits

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This is a fan Skin for *Monsterhearts 2*. This skin is a reskinning of *The Firestarter* by Orion Canning, modified by Rebecca Gold and edited and formatted by Max Hervieux ([logbook-project.com](http://logbook-project.com)). Check out the game at [buriedwithoutceremony.com](http://buriedwithoutceremony.com)



## The Ice Queen

*Some say the world should end with fire, but you're probably in the camp that favors ice.*

*You work very hard at being detached from everything because nothing feels important anymore. But you've accepted that's the way things are, or at least that's what you're telling yourself.*

*You're just a chill person.*

# Identity

**Name:** Angel, Colby, Dustin, Jack, Libby, Elsa, Crystal, Yuuki

**Eyes:** Dead eyes, dark eyes, hard eyes, blank eyes, cruel eyes

**Look:** Graceful, slender, sturdy, off-putting.

**Origin:** Black sheep, alone in the world, spoiled rotten, product of abuse, test subject

## Your Backstory

You lost control and made an icy mess of something. Add what you were thinking about to your List. Take a String on the person you scared the most with this.

Someone got too close to you and saw how iced over your heart really is. You're no longer chill. Give them 2 Strings.

## Strings

## Darkest Self

Freeze everyone in their tracks. Maybe they deserve it. Maybe they just annoy you. Either way they are going to learn how cold your heart really has become. Go after each thing on your List, one by one, until you cross them all out. If there's nothing left on your List, turn on yourself. After all, you're as worthless as everything else. Suck all the life and energy as externally as you feel internally. You escape your Darkest Self when someone proves they're on your side, or when you've iced everyone and everything out.

## Harm



## Experience



- Add +1 to one of your stats.
- Take an Ice Queen move.
- Take an Ice Queen move.
- Take a move from any Skin.
- Take a move from any Skin.
- You command a **Band of Hipsters**.

## Conditions

Hot -1	Cold 2	Volatile 1	Dark -1
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Hot -1	Cold 1	Volatile -1	Dark 2
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# The Ice Queen Moves

You get these 2, and choose 1 more:

### ● **The List**

You keep a list of things you hate with icy indifference. When you hate something, write it on your List. When you forgive or destroy something on your list, cross it out. If it was destroyed, also mark experience. Normally you can't have more than 3 entries on your list at once.

### ● **Cracks in the Ice**

When you think hard about something on your List, choose something that freezes over and roll with cold. On a 10 up, ice consumes it and it cracks or shatters. On a 7-9, as above, but choose 2:

- someone realizes you caused it,
- it spreads out of your control,
- you gain the Condition **Drained**,
- that thing takes little harm.

### ○ **Cold Snap**

You hold your cold deep inside you, but sometimes you just can't hold it in. When you take your fourth harm, deal four harm to everyone nearby.

### ○ **Sub Zero**

You and anything you're touching are immune to freezing.

### ○ **Cold Shoulder**

When someone seeks your romantic attention and either bungles the attempt or you refuse their advances, give them the Condition **Iced Out**.

You add 1 to rolls to *shut down* or *lash out* against **Iced Out** characters. They mark experience if you have sex with them.

### ○ **Making It Weird**

You have a way of making everyone feel just a little off. After you *shut someone down* or *gaze into the abyss*, everyone there (including you) adds 1 to further rolls to *shut down* or *gaze* until you leave.

### ○ **Black Ice**

When you tell someone what you wish would happen to something on your List, roll with dark. On a 10 up, they choose: do it and mark experience, or don't do it and you get a String on them. On a 7-9, instead they choose:

- they do it but you're blamed,
- they'll help you do it,
- they don't do it and you add them to your List, even if it's full.

### ○ **Too Cool**

When you *turn someone on*, roll with cold instead of hot.

## Sex Move

When you have sex with someone, tell them about the things that freeze your heart. They choose: tell you what's heartwarming about something on your List and cross it out, or tell you what they hate most and add it to your List, even if it's full.