

A BUNCH OF SANTAS

You are SANTA. While settling down for a nice cup of eggnog, you are enveloped by a mysterious cloud, smelling of evergreen & cinnamon. You drift off into a haze.

Suddenly you are in a workshop, much like your own, except very quiet. On a table you see a very large book.

Suddenly, in a cloud of the same smoke, several others appear. To your surprise they are all also SANTA!

The Huge Book begins to glow, and a voice booms out:

"Welcome to the Workshop at the center of the SANTAVERSE! Whenever there is a SANTA in trouble, a multidimensional team of SANTAS are summoned to rescue them!"

You and your fellow SANTAS are in for an adventure!

Select a Santa.

Each Santa has both natural Talents & Magical Powers. The GM may choose to assign characters, or number them and assign by roll of a die.

Your goal is to rescue the Santa(s) in trouble. The GM will construct a story with challenges, puzzles, villains, etc. Players collaborate in the storytelling by making choices that will impact outcomes and change things.

When taking action, roll a D6. The outcome will determine success or failure of the desired action.

Not all actions require a roll. For Example:

Looking at something in plain site vs closer investigation
Opening an unlocked door vs breaking down the door or picking the lock.

MAGICAL POWERS NEVER REQUIRE A ROLL TO SUCCEED

The GM has final say over when a roll is required.

When rolling there are two types of actions

TOYMAKER:

Technology, logic, building, fixing, precise or tricky actions, etc

SAINT:

Intuition, communication, fighting, impulsive/passionate actions, etc

Choose a Number between 2 and 5. You will keep this number throughout the game.

(A HIGH number means you are good at TOYMAKER skills, a LOW number means you are good at SAINT skills)

For TOYMAKER actions you want to roll UNDER your number
For SAINT actions you want to roll OVER your number

You can roll 1, 2, or 3 dice for an action (GM has final say).

1 D6 for any action

1 D6 if the action is one of your TALENTS

1 D6 if you are PREPARED (previously saw something, investigated the situation, have previous experience, etc)

If NONE of your dice succeed, the action falls AND something bad happens

If ONE die succeeds, you barely manage it, and the GM inflicts a complication or cost

If TWO dice succeed, the action goes well

If THREE dice succeed, Critical Success! The GM grants an extra bonus

If you roll your exact number, you get a SANTA BABY. You can ask the GM one question and they will answer honestly.

MERRY CHRISTMAS!

"A Bunch of Santas"™ was created by Dwight Hurst, www.dwighthurst.com

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Mr. C (The Polar Express)

You were watching YouTube videos about maintenance needs for a Baldwin 2-8-4 locomotive when you were drawn into this adventure.



Talents:

- Motivating & advising people
- Repairing broken toys & things
- Knowledge of trains & vehicles

Magical Powers:

- Make a hole appear in any pocket anytime
- Can summon Hobo Ghost or Hot Chocolate Waiters to help ONCE per adventure

The Grinch

One year after you stole and returned all the Who's presents, you were making a Who-Hash Casserole for the big Christmas dinner before coming here. At least the cloud didn't make any noise-noise-noise-noise.



Talents:

- Sneaking around
- Crafts, costume design
- Driving, even ramshackle vehicles
- Inspiring loyalty in animals, even if undeserved

Magical Powers:

- Strong as 10 Grinches + 2
- You can pull a crazy Whoville toy, instrument, or device from your bag (player describes it's design & ability) ONCE per adventure



Noelle Kringle (Noelle)

You were putting your brother on a corrective action employee plan when the cloud took you

Talents:

- Investigation & Finding things
- Fighting
- Creating friendship

Magical Powers:

- Sense best point for attack of a situation
- Can make someone do something of her choice that is in keeping with Christmas spirit ONCE per adventure



Scott Calvin (The Santa Clause)

*You put on some dead guys coat...kinda sus
You were waiting to see if season 3 is confirmed then BAM! here you are*

Talents:

- Engineering/Inventing
- Detecting other Santas
- Worked out his core to avoid slipping on roofs...GREAT balance

Magical Powers:

- Turn inanimate objects into toys or other small items anytime
- Can turn anyone into a Santa and back ONCE per adventure



Wanda (Elf)

*You aren't sure why you're here. Last thing you knew you were firing 2 of your employees for fighting. One of them wasn't Santa.
You feel the magic of Santahood coursing through your veins, and you are now an official member of the Santaverse.*

Talents:

- Organization
- Intimidation
- Tackling (especially Santas)

Magical Powers:

- Can wrap or decorate anything at high speeds anytime
- Can force any person or group to sing a carol ONCE per adventure

Santa (Rudolph The Red-Nosed Reindeer)

Notoriously a grump when skinny, you were just sitting down to carbo-load your way to jolly when you were transported here. You grabbed a handfull of cookies just in time.



Talents:

- Detecting Trickery, false noses, etc
- Gruff and Intimidating
- Leading others

Magical Powers:

- If you eat a cookie you get jolly & Clever, 1 extra die for Toymaker skill anytime
- Can summon a Misfit Toy (player describes what it is and what it can do) ONCE per adventure



A Right Jolly Old Elf (Twas The Night Before Christmas)

You were transported here while checking over your list of which towns you want to skip this year

Talents:

- Inspiring loyalty, convincing strangers
- Quick moving
- Investigation/Observation

Magical Powers:

- When placing a finger in between huge cheek and nose you can fly anytime
- Can summon little mice with great engineering skill and smarts ONCE per adventure

Chris



Notoriously a grump when skinney, you were just sitting down to carbo load your way to jolly when you were transported here. You grabbed a handfull of cookies just in time.

Talents:

- Fighting
- Marksmanship (you have a gun but you don't kill people)
- Healing ability makes you less affected by attacks or bad events than other Santas

Magical Powers:

- You can read people's mind and see thier past actions anytime
- You can physically overpower and restrain someone without rolling ONCE per adventure