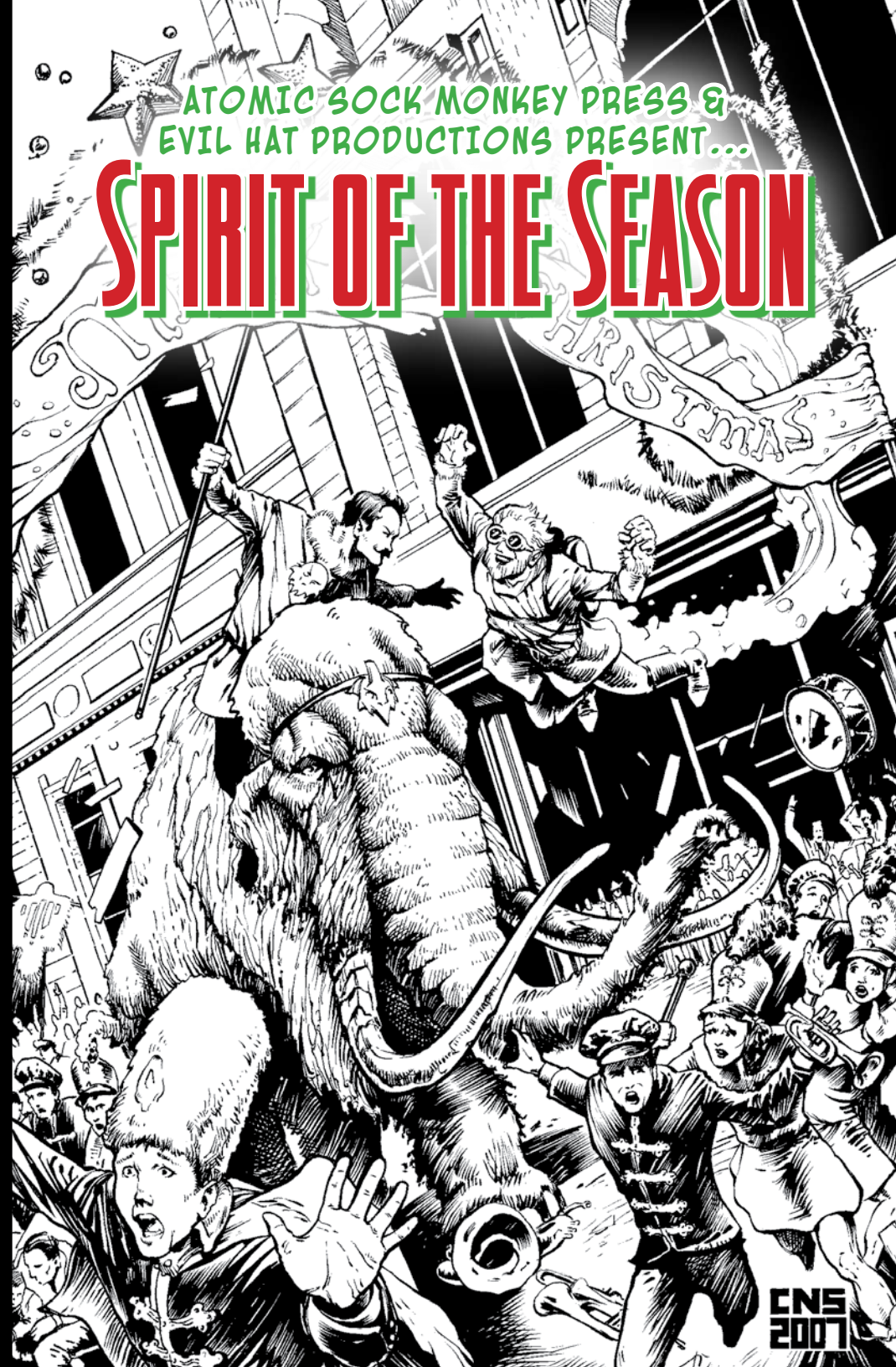


IT'S THE MOST WONDERFUL TIME OF THE YEAR... FOR EVIL!

The miserly villain **Doctor Scrooge** hides behind legal technicalities as he steals from the pockets of the impoverished... explorer-gone-mad **Jacques Frost** preys upon the peoples of the north with his resurrected **prehistoric murder monsters**... the immortal **Baroness Blackheart** quests for the **Elixir of Life**, threatening to destroy all foundations of happiness for mankind...

... and it's up to Nick Saint—Codename: **Secret Santa!**—his Reindeer Men, and **you** to save the holidays from their vile clutches!

Spirit of the Season is a holiday treat from the minds of **Evil Hat Productions** and **Atomic Sock Monkey Press**. Featuring characters and new rules compatible with both **Spirit of the Century** and **Truth & Justice**, **Spirit of the Season** is your ticket to two-fisted holiday pulp adventure!



ATOMIC SOCK MONKEY PRESS &
EVIL HAT PRODUCTIONS PRESENT...

SPIRIT OF THE SEASON

CNS
2007

SPRIT OF THE SEASON

*A Holiday Present
from Atomic Sock Monkey Press
& Evil Hat Productions*

*by Fred Hicks and Chad Underkoffler
Art by Christian N. St. Pierre*

This product is compatible with...

**SPRIT OF THE
CENTURY**

TRUTH
&
JUSTICE

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SPIRIT OF THE SEASON

Spirit of the Season is a bit of holiday cheer for your *Spirit of the Century* or *Truth & Justice* (pulp flavor!) games. The material within this gaily wrapped present can be used purely for inspiration, as a one-shot game (using the heroes and villains below as pre-generated characters), or as the basis for a campaign. Alternately, Nick Saint, his allies, and his enemies can be used as NPCs in your ongoing pulp heroic campaigns.

Pull on your big black boots, your red wool suit, and your tasseled cap, lay your finger aside of your nose, and fly up your chimney. . . to *holiday pulp adventure!*

SOTC INFO

Material specific to the *Spirit of the Century* RPG rules appears in boxes like this. For example...

SANTA AND HIS HELPERS

Nick Saint is presented here as something of a “Spirit Plus”—a *SOTC* character with enough experience under his belt to have a few more stunts than he usually would. You can drop Nick back down to a “starting player character” by reducing his stunts, but that should be about all that’s necessary.

Nick’s Reindeer Men, by contrast, are done up as full-on characters, even though they’re not necessarily Centurions in the sense of their dates of birth. In some visions of Nick Saint as an NPC Spirit of Giving, the Reindeer are only minions; in others, they’re companions (and if so, Nick would be loaded with ’em).

But in the end we decided to go with the Reindeer as full starting characters to support a Reindeer Game—one where each Reindeer Man (or Woman!) is treated as a pre-generated character for holiday game-play.

T&J INFO

Material specific to the *Truth & Justice* RPG rules appears in boxes like this. For example...

TRUTH & JUSTICE, PULP-STYLE!

To generate pulp-style characters for *T&J*, follow the character generation rules in Chapter 3. Select Qualities as usual, but when it’s time to pick Powers, use the following guidelines:

- * Limited to one of: **four Average [0] Powers**; or **two Good [+2] Powers**; or **one Good [+2] and two Average [0] Powers**; or **one Expert [+4] Power**.
- * Usually, a pulp character only has a singular superhuman Power, but may use their remaining Ranks (if any) for **Intense Training** (p. 37). If a character uses Power ranks in this way, they will get 4 extra Quality points for trading in an Average [0] Power, 6 extra Quality points for trading in a Good [+2] Power, or 10 extra Quality points for trading in an Expert [+4] power.
- * **Quasi-Powers** (p. 37-8) are highly encouraged!
- * In *T&J*, there is a distinction between **Gadgeteering** and **Super-Gadgeteering**. **Gadgets** are advanced technology, just beyond the limits of what is possible; **Super-Gadgets** are crazy mad-science bits of technology that can do incredible, ludicrous things. A radio that could pick up any station on Earth is a Gadget; a radio that can read minds or speak with the dead is a Super-Gadget.



THE SECRET HISTORY OF SECRET SANTA

From time immemorial, there has been a Spirit of Giving walking the Earth, distributing what is needed to those who need it. Of course, “what is needed” varies from place to place, time to time, and person to person. It could be food, shelter, money, protection, a listening ear, a helping hand, or even a stern talking-to. In any case, the Spirit of Giving exists to help people.

Some say that over the millennia, these Spirits have given rise to the legends of Santa Claus. That may indeed be so—why, just in recent centuries, the stories of Santa have hewed ever-closer to the real Spirits of Giving out there. In the Eighteenth Century, the swashbuckling Age of Enlightenment scientist *Klaus Sinter* came to New Amsterdam (later, New York) from the Old Country, and inspired a generation of new Americans. In the Nineteenth Century, the mystic master *Christian Cringell* defended the frozen north from the ghostly serpentine race known as the Soul Thieves (and other magical foes). And in these grim days of the Twentieth Century, as the Great Depression rolls across the world, there is *Nick Saint*, exuberant inventor and philanthropist.

An interesting aspect of this is the remarkable continuity of Spirits of Giving—the world seems to have mandated that at least one must always exist. Usually, within fifteen to twenty-five years from the beginning of the Century, the current Spirit will find his or her protégé (or vice-versa). The pupil accompanies their mentor for five to ten years, then the “mantle” is passed. Retired spirits retreat to a hidden sanctum in the frozen north known only as *The Fastness*, and thus vanish from history. (However, it is said that the current Spirit can visit the Fastness and commune with their predecessors.)

Typically, the Spirits of Giving haven’t formally joined the Century Club as full members—they tend to prefer to remain simply associate members. However, that may be changing.

THE MAN IN RED: NICK SAINT, SECRET SANTA!

Born on 34th Street in New York City, Nick Saint grew up as the oldest son of a watchmaker. A large and exuberant boy with a mechanical knack, he was already helping his father in the family shop by age eight. By age ten, he’d patented the first of many devices using his own “iota-gearing”—remarkably fine, precise gearing and works. By age 14, he’d expanded his family’s store into a city-wide chain of watch, clock, and mechanical toyshops; one year later, it went national. At age 17, already a millionaire, he volunteered for the Medical Corps. (Nick doesn’t mind fighting, but he hates murder and war.)





On the killing fields of France, he met *Christian Cringell* (see page 6), the reigning Spirit of Giving. The two recognized something in each other, a kinship. Nick left the Medical Corps to follow and assist Cringell; Cringell took the boy under his wing to teach him the secrets he was heir to. They traveled together a only few short years, before an altercation with the mad alchemist *Baroness Blackheart* (see page 35) left Cringell mortally wounded.

With difficulty, Nick transported his mentor to the Fastness (see page 6), and there took up the Twentieth Century mantle of the Spirit of Giving. He returned to New York City, his family, and his fortune. He set up several philanthropic organizations, purchased a penthouse apartment/workshop, and began applying his formidable gadgeteering skills to his new avocation.

He's gathered around himself nine amazing allies that he calls *the Reindeer Men* (see page 11). Together, they use their incredible abilities to act as a positive—if chaotic—force in the world. While Nick is not as advanced an inventor as his ally *Codename Blitzen* (see page 24), only half-understanding the mad science of many of Blitzen's (and even his own!) devices, still Nick has created something that puzzles even Blitzen: a *Rocket Sled* that seems to distort time itself! (Might be a mystical side-effect of being the Spirit of Giving...)

Nick is a large man, tall and barrel-chested—not fat, but solid. Though only in his early thirties, his hair and close-cropped beard have gone completely white. He smiles often and broadly; he laughs oftener and loudly. He wears suits made of a special red material he's developed that acts as armor; he favors double-breasted ones when dressing up, and red coveralls/jumpsuit when ready for action). A pair of round goggles sits on his forehead when not shielding his eyes. He constantly gets involved in matters beyond the ken or ability of most in his efforts to help the helpless, be it subsidizing (and working at!) a new soup kitchen, or fighting off those strange dangers that threaten those unable to meet the challenge.

NICK SAINT

Aspects: The Spirit of Giving ✨ Secret Santa ✨ Crackerjack Timing ✨ Wealthy Philanthropist ✨ Jolly Soul ✨ If It's Worth Doing, It's Worth Doing BIG! ✨ Think of the Children! ✨ Nick Saint's Magnificent Red Rocket Sled ✨ Curse You, Scrooge! ✨ Loved By All

Skills:

Superb: Engineering
Great: Resources, Empathy
Good: Rapport, Fists, Pilot
Fair: Contacting, Leadership, Science, Stealth
Average: Might, Athletics, Survival, Alertness, Endurance

Stunts:

Nick has 10 stunts. Drop the Pilot and Rapport stunts and the Lair stunt to get him down to 5 if you want him as a starting PC.

Engineering: Personal Gadget (Rocket-Sled), Universal Gadget x2
Pilot: Barnstormer, Flawless Navigation
Rapport: Five-Minute Friends, International
Resources: Headquarters, Lair (Expert Staff, Utmost Secrecy, Communications Center), Money Is No Object

Stress:

Health ☐☐☐☐☐☐
Composure ☐☐☐☐☐☐

Fate Points: 10

Gadgets:

Nick Saint's Magnificent Red Rocket Sled: Unbelievable (Time Distortion), Craftsmanship (+1 to Pilot), Rugged. How Nick came by the Time Distortion capacity of his rocket sled is unknown—even to him!

Universal Gadgets: Nick's Universal Gadgets tend to get configured into various things, such as a Beacon that enhances his Contacting rolls and always manages to catch the eyes of the Reindeer Men, a Grapple Gun that makes it easy to swing about the urban landscape, or one of a number of Red Suits that contain some surprising toy or widget inside a flexible, jolly, armored shell.

Strategies: Nick, as the Spirit of Giving, is often prone to solving problems with his vast Resources. When that can't be done, he'll usually hop into his Rocket Sled and show up wherever he's needed (in record time), usually with some bizarre or entertaining toy-like gadget tailor-made to foil a villain's plans.



NICK SAINT

Motivation: Aid those who are less fortunate.

Qualities: Expert [+4] Crackerjack Timing, Expert [+4] Wealthy Philanthropist, Good [+2] Big Fella, Good [+2] Gadgeteer, Good [+2] Jolly, Good [+2] Pilot, Good [+2] Spirit of Giving, and Poor [-2] Loudly Overconfident.

Powers: Good [+2] Super-Vehicle: Rocket Sled (see below), and two Average [0] Powers converted to Intense Training (8 points).

Stunts: Nick's Gadgets include his *Beacon* (Good [+2] Signal Spotlight), his *Grapple-Gun* (Good [+2] Swinging), and *the Red Suit* (Good [+2] Armor).

Hero Point Pool: 5/10

Miscellany: Nick's *Crackerjack Timing* allows him to catch people at just the right time for what he (and they!) currently need, instantly determine the time of day or estimate durations, and arrive somewhere (or enter a situation) exactly when he should. Being as *Jolly* as he is, many people react very pleasantly to him. His Leadership skills are impressive, allowing him to direct and coordinate his Reindeer Men in pulling off extremely complex operations—in combat and out. Nick is recognized as the current *Spirit of Giving*, which has some sort of mystical penumbra to it; however, he's only used it to visit the Fastness so far (and, possibly to create the Time Control Power of his Rocket Sled).

Nick's Rocket Sled: **Qualities:** Good [+2] Flying Vehicle, Good [+2] Fast, Good [+2] Nimble; **Powers:** Good [+2] Time Control.



THE “NICE LIST”: THE REINDEER MEN

Every Spirit of Giving collects around him- or herself a number of assistants and allies to help bring good cheer to a weary world. In the Eighteenth Century, Klaus Sinter was accompanied by his two bondsmen—the mischievous *Zwarte Piet* and the sturdy *Knecht Ruprecht*. In the Nineteenth Century, Christian Cringell was aided by his nimble Snow Elves and mystical Winter Sprites.

Today, in the thoroughly modern Twentieth Century, Nick Saint is aided in his quest of generosity and goodwill by nine doughty companions: *the Reindeer Men* (though some are, in fact, women). Together, they dispense two-fisted charity!



Each Reindeer Man has a selection of equipment provided by the Man in Red, which are slightly weaker versions of his own unique gadgets. First off, there is the long *trenchcoat*, which is reversible (brown on one side, red on the other), and can serve as a form of armor—though not completely bulletproof, it is definitely bullet-resistant. Next is the *grapple-gun*, which allows the Reindeer Man to travel by swing-line, winch themselves up to the rooftops, and even catch hold of moving targets. Last is the *beacon*, a powerful mini-spotlight that casts an extremely visible and distinctive “reindeer signal” against the sides of buildings or even clouds.

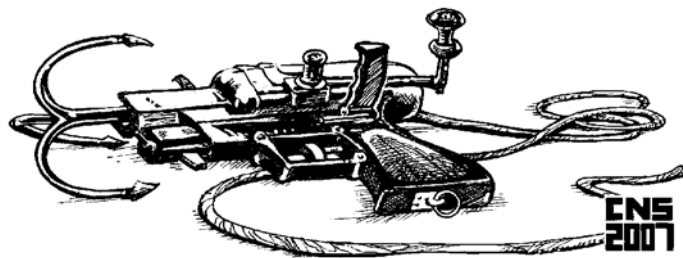
REINDEER MAN EQUIPMENT

Each Reindeer Man gets one Universal Gadget for free, though if you want them to be truly equal to starting players you’ll need to drop one of their other stunts to allow this.

The Universal Gadget reflects their access to the fabulous toys of Saint’s workshop. Possible configurations include the Standard Kit (Armored coat, Upgrade Grapple Gun, Craftsmanship Beacon), though other stranger things have been known to happen when *Codename Blitz* (page 24) gets his hands on things or when Nick wants something from his “toy shop” field tested.

REINDEER MAN EQUIPMENT

The standard kit: Average [0] Armored Trenchcoat; Average [0] Grapple-Gun; Average [0] Reindeer Beacon.



CODENAME DASHER

Called “the fastest man alive” by *Sports News Monthly*, the man known as “Codename Dasher” is a former Olympian (silver, pentathlon, 1920). After his sports career, he became a freelance courier, moving small, valuable, and/or important items quickly and smoothly from one end of the globe to the other. He has his finger on the pulse of the world.

His experiences traveling fast and far come in incredibly handy as a Reindeer Man, and have saved Nick Saint and the other Reindeer no end of trouble or discomfort. His friendship with the pilot now known as Codename Comet is strong—indeed, Dasher introduced Comet to Nick.

Dasher is a medium-sized guy, on the somewhat attractive end of things, and extremely fit.

CODENAME DASHER

Aspects: Fastest Man Alive * Reindeer Man * I Can Get There * World Traveler * I Speak the Local Patois * En Garde! * *and four more*

Skills:

Superb: Athletics
Great: Contacting, Rapport
Good: Guns, Weapons, Endurance
Fair: Alertness, Survival, Drive, Academics
Average: Empathy, Resolve, Pilot, Fists, Might

Stunts:

Academics: Linguist
Athletics: Marathon Training, Fast as a Leopard, Faster Than A Leopard
Contacting: I Know A Guy Who Knows A Guy

Stress:

Health ☐☐☐☐☐☐
Composure ☐☐☐☐☐

Fate Points: 10

Strategies: Dasher presents a fast-moving target. While he’s a skilled fencer, he’s best when working as the distraction in a fight, drawing fire and attention while his stealthier, slower brethren close with the foe. Dasher is also the number-one guy to run down someone trying to escape or get a message where it needs to go in the minimum amount of time.



CODENAME DASHER

Motivation: See it, learn it, live it!

Qualities: Master [+6] Fast, Expert [+4] Athletic, Good [+2] Fencing, Good [+2] High Society, Good [+2] I Can Get There, Good [+2] I Know a Guy, Good [+2] I Speak the Local Patois, Good [+2] Pistols, Good [+2] Riding, Good [+2] World Traveler, and Poor [-2] Restless.

Powers: Four Average [0] Powers converted to Intense Training (16 points).

Stunts: Quick Draw (Good [+2] Fast Signature, 1 HP).

Hero Point Pool: 5/10

Miscellany: Dasher's *I Can Get There* allows him to reach destinations, no matter the travails or troubles besetting him. *Restless* means that if more than a day passes without some sort of activity (preferably athletics, dangerous, physical, or all three at once), Dasher will go out looking for such.

CODENAME DANCER

Codename Dancer is the twin sister of Codename Prancer; they share an uncanny bond. Raised in a circus, she nevertheless went on to become a talented lawyer. (Dancer is a public defender in Los Angeles.) She is also an impressive musician (she plays both piano and guitar) and—of course!—dancer.

Her unique assortment of skills brought her—and her sister—to Nick's attention. She has signed on, one hundred percent, with his rough-and-ready ideas on charity. She often serves as a backup or lookout for Codename Vixen, with whom she has a close friendship.

Dancer is slender, lithe, and flexible. She has brown hair and eyes, and stands a hair over medium height.

CODENAME DANCER

Aspects: Raised by Circus Acrobats * Public Defender * Reindeer Woman * Twins' Rapport (Prancer) * Claustrophobic * The Sound of Music * *and four more*

Skills:

Superb: Art

Great: Athletics, Leadership

Good: Deceit, Empathy, Fists

Fair: Endurance, Rapport, Intimidation, Resolve

Average: Alertness, Investigation, Might, Guns, Drive

Stunts:

Art: Virtuoso, Moving Performance

Athletics: Acrobat, Acrobatic Teamwork (see below)

Leadership: Legal Eagle

Stress:

Health ☐☐☐☐☐☐

Composure ☐☐☐☐☐☐

Fate Points: 10

Strategies: In a fight, Dancer works best with her twin sister, Prancer, taking full advantage of their Acrobatic Teamwork to affect the conflict even when spending most of their time dodging. In a social circumstance, Dancer is most capable when using her talents as a musician and dancer to affect the mood of the room.

ACROBATIC TEAMWORK (NEW ATHLETICS STUNT)

Requires Acrobat. As a trained acrobat you're used to working with a team. Whenever around another trained acrobat (*i.e.*, someone with the Acrobat stunt), you gain +1 to *all* Athletics rolls that have an acrobatic component. Furthermore, any defensive *spin* you generate using Athletics gives a +2 adjustment to the next roll instead of the usual +1.

CODENAME DANCER

Motivation: Seek freedom, and help others seek it.

Qualities: Master [+6] Acrobat, Expert [+4] Dancer, Expert [+4] Lawyer, Good [+2] Criminal Knowledge, Good [+2] Musician, and Poor [-2] Claustrophobic.

Powers: Good [+2] Twins' Rapport, and two Average [0] Powers converted to Intense Training (8 points).

Stunts: Working with Prancer (Good [+2] Acrobat Signature, 1 HP).

Hero Point Pool: 5/10

Miscellany: *Criminal Knowledge* reflects what Dancer has learned about her clients (and their associates) as a public defender. Her Power of *Twins' Rapport* means that she knows her sister's general state (mental and physical), knows where (roughly) where her sister is, and—sometimes—can even communicate at a distance with her.



CODENAME PRANCER

Codename Prancer is the twin sister of Codename Dancer; they share an uncanny bond. Raised in a circus, she nevertheless went on to become a talented surgeon. She is also an impressive musician (she plays both piano and guitar) and—of course!—dancer.

Her unique assortment of skills brought her—and her sister—to Nick's attention. She supports Nick's rough-and-ready ideas on charity, but wonders if there might be a better way. She has no idea that Codename Cupid is in love with her.

Prancer is slender, lithe, and flexible. She has brown hair and eyes, and stands a hair over medium height.

CODENAME PRANCER

Aspects: Raised by Circus Acrobats * Top Surgeon * Reindeer Woman * Twins' Rapport (Dancer) * Heal the World * Occasionally Oblivious * *and four more*

Skills:

Superb: Science
Great: Athletics, Academics
Good: Fists, Alertness, Art
Fair: Rapport, Resolve, Sleight of Hand, Drive
Average: Guns, Investigation, Endurance, Empathy, Might

Stunts:

Athletics: Acrobat, Acrobatic Teamwork (see page 15)
Science: Doctor, Surgeon, Medic

Stress:

Health ☐☐☐☐☐☐
 Composure ☐☐☐☐☐☐

Fate Points: 10

Strategies: In a fight, Prancer works best with her twin sister, Dancer, taking full advantage of their Acrobatic Teamwork to affect the conflict even when spending most of their time dodging. Prancer uses her medical talents to keep the Reindeer Men a healthy, functioning unit.

CODENAME PRANCER

Motivation: Heal the injured—whether it be in body, mind, or spirit.

Qualities: Master [+6] Acrobat, Master [+6] Surgeon, Good [+2] Cook, Good [+2] Driving, Good [+2] Sewing, and Poor [-2] Socially Clueless.

Powers: Good [+2] Twins' Rapport, and two Average [0] Powers converted to Intense Training (8 points).

Stunts: Working with Dancer (Good [+2] Acrobat Signature, 1 HP).

Hero Point Pool: 5/10

Miscellany: Her Weakness of *Socially Clueless* means she has absolutely no idea of—and even if she did, would have a limited idea of how to deal with—Codename Cupid's attraction to her. Her Power of *Twins' Rapport* means that she knows her sister's general state (mental and physical), knows where (roughly) where her sister is, and—sometimes—can even communicate at a distance with her.



CODENAME VIXEN

A former grifter and cat burglar (reformed by Nick Saint), Codename Vixen uses her demimonde skills now in the service of generosity. She is comfortable everywhere—in a back alley dive, at an upper-crust cocktail party, or hanging by a rope forty stories above the street. Unfortunately, sometimes she has to be reminded occasionally to think of doing things the honest way.

Vixen is a beautiful woman, somewhat on the tall side. Her eyes flash with humor, and a witticism is always on her lips.

CODENAME VIXEN

Aspects: Mostly Reformed Grifter * Nimble Like a Cat * Reindeer Woman * Silver Tongued Beauty * One Foot In Each World * Once A Thief... * *and four more*

Skills:

Superb: Burglary
Great: Deceit, Sleight of Hand
Good: Stealth, Fists, Contacting
Fair: Athletics, Alertness, Empathy, Weapons
Average: Resolve, Guns, Drive, Intimidation, Resources

Stunts:

Burglary: Hatpin Maestro, Criminal Mind
Deceit: Con Man
Sleight of Hand: Bump and Grab, Sucker Punch

Stress:

Health ☐☐☐☐☐
 Composure ☐☐☐☐☐ ☐

Fate Points: 10

Strategies: Vixen's strongest attack is always her first, setting her victim up for a Sucker Punch. Her skills are all about getting to where she shouldn't be and then taking advantage of surprise. When "on the case", she uses her past experience to put her Criminal Mind to good use.

CODENAME VIXEN

Motivation: Make amends for all I've taken from people.

Qualities: Master [+6] Cat Burglar, Master [+6] Grifter, Expert [+4] Silver-Tongued, Expert [+4] Streetwise, Good [+2] Beautiful, Good [+2] High Society Good [+2] Singing, and Poor [-2] Prone to Backsliding.

Powers: Four Average [0] Powers converted to Intense Training (16 points).

Hero Point Pool: 5/10

Miscellany: Vixen's Weakness of *Prone to Backsliding* means she is often tempted—and sometimes follows through—on stealing and grifting. However, she usually repents of this, and donates her ill-gotten gains to charity.



CODENAME COMET

The man known as Codename Comet is a crackerjack pilot. He can drive or fly *anything*. And often does, to the point of destruction. He uses his skill to explore the world, and fight bad guys, whenever possible. He met Nick Saint through his close friend Codename Dasher, who he'd worked with before (as a pilot helping Dasher in his courier work).

Comet is an average-looking fellow, but something in his manner is extremely attractive.

CODENAME COMET

Aspects: Explore Everything * The Need for Speed * Reindeer Man * Hard on Vehicles * Amateur Greasemonkey * "Check Out My New Ride!" * *and four more*

Skills:

Superb: Pilot
Great: Drive, Guns
Good: Survival, Fists, Endurance
Fair: Engineering, Athletics, Rapport, Contacting
Average: Investigation, Empathy, Alertness, Stealth, Sleight of Hand

Stunts:

Drive: One Hand on the Wheel
Engineering: Universal Vehicle (same as Universal Gadget, but +1 improvement in exchange for being limited to some kind of whiz-bang prototype vehicle)
Pilot: Barnstormer, Flying Ace
Survival: Ride Anything

Stress:

Health ☐☐☐☐☐☐
Composure ☐☐☐☐☐

Fate Points: 10

Strategies: As transportation man, Comet can't be beat—if you need to get there, he can get you there, whether it's on land, in the air, or at sea, by vehicle or by beast. He's also a good shot and makes the most of it.

CODENAME COMET

Motivation: See it all (explore!)—as fast as possible.

Qualities: Master [+6] Driving, Master [+6] Pilot, Good [+2] Dashing, Good [+2] Go Faster, Good [+2] Gunplay, Good [+2] Mechanic, Good [+2] Vehicle: *Halley's Dream*, Good [+2] Vehicle: *Fireball*, Good [+2] World Traveler, and Poor [-2] Hard on Vehicles.

Powers: Four Average [0] Powers converted to Intense Training (16 points).

Stunts: I Know a Few Maneuvers (Good [+2] Pilot Signature, 1 HP) and I Know a Few Maneuvers (Good [+2] Driving Signature, 1 HP).

Hero Point Pool: 5/10

Miscellany: Comet's *Go Faster* Quality allows him to pull more oomph! out of vehicles he is driving; he can get the most out of any mechanical form of transport. Unfortunately, this leads directly into his *Hard on Vehicles* Weakness—the vehicles pushed beyond their limits are often not good for much afterwards.

Halley's Dream: Good [+2] Autogyro, Good [+2] Fast, Good [+2] Nimble, Average [0] Machine Guns.

Fireball: Good [+2] Car, Good [+2] Fast, Good [+2] Armor, Average [0] Machine Guns.

CODENAME CUPID

The man known as Codename Cupid was once an archaeologist, historian, and antiquarian. His greatest discovery was a copy of Ovid's *Ars Amatoria*, seemingly annotated in a mystical fashion by one Giovanni Giacomo Casanova. The manuscript impressed itself on Cupid's mind, and made him a master of seduction—with access to mystical means to wear down the resistance of any romantic (or even purely sexual) target.

Interestingly, Cupid's association with Nick Saint has led to his delving deeper into the magical powers he possessed. To take from the Greek, Cupid has moved beyond simply *eros* in his mystical abilities, into *agape* and *philia*. He is totally in love with Prancer, and she has no idea.

Cupid is a chubby, tweedy-looking sort. . . but sometimes, like when using his mystical powers, he's just *stunning*.



CODENAME CUPID

Aspects: Chubby, Tweedy, & Unassuming ✱ Secret Love Mojo ✱ Reindeer Man ✱ Guns Are So Barbaric... ✱ Tempting, All Too Tempting ✱ Casanova's Legacy ✱ *and four more*

Skills:

Superb: Mysteries
Great: Academics, Empathy
Good: Rapport, Archery (Guns), Weapons
Fair: Athletics, Drive, Fists, Might
Average: Endurance, Investigation, Alertness, Resolve, Stealth

Stunts:

Academics: Scholar (Archaeologist)
Mysteries: Mesmerist, Hypnotic Speech, Mind's Shadow, Entrall

Stress:

Health ☐☐☐☐☐
 Composure ☐☐☐☐☐

Fate Points: 10

Strategies: If it comes to a fight (Cupid prefers "make love, not war", as you might expect), Cupid hangs back and uses a bow and arrow. But in general, he much prefers the softer touch, taking time to get to know his quarry and confuse or convert them through his powers of emotional hypnosis—though these days, under Nick's influence, he's careful to avoid robbing others of their freedom.

CODENAME CUPID

Motivation: Bring the power of love to everyone.

Qualities: Master [+6] Occultist, Expert [+4] Archeologist, Good [+2] College Professor, Good [+2] Cook, Good [+2] Fieldwork, Good [+2] High Society, and Poor [-2] In Love with Prancer.

Powers: Good [+2] Love Magic.

Stunts: Cupid has only just begun to use his mystic powers for more than direct seduction, so has yet to formalize any Signature Stunts.

Hero Point Pool: 5/10

Miscellany: Cupid's Power of *Love Magic* has mostly been aimed at seduction and less savory sorts of things. However, after linking up with Nick, Cupid has begun to explore the full extent of his mystical powers, He has altered emotions, addressed moral issues, and manipulated the emotions of others through his mystical knowledge.

CODENAME DONNER

A former soldier in the Great War (though it is not known which side he fought on; he refuses to speak of it), the man known as Codename Donner is a skilled demolitions expert. After the War, he went to college to become an architect.

A great believer in Nick's tirades about what the world should be like, Donner is one of the most absolutely loyal Reindeer Men.

Donner is a tall and gangly man. His hands are huge and much-scarred.

CODENAME DONNER

Aspects: Haunted by the Great War ✱ It Is Time For The Blowing Up ✱ Reindeer Man ✱ That Which Is Destroyed Must Be Rebuilt ✱ This Is My Boom Pistol ✱ Cut The Red Wire ✱ *and four more*

Skills:

Superb: Alertness
Great: Guns, Engineering
Good: Might, Fists, Weapons
Fair: Intimidation, Resolve, Endurance, Contacting
Average: Investigation, Empathy, Stealth, Drive, Pilot

Stunts:

Alertness: Danger Sense, Saw It Coming
Engineering: Demolitions, Personal Gadget (Boom Pistol)
Guns: Shot on the Run

Stress:

Health ☐☐☐☐☐
 Composure ☐☐☐☐☐

Fate Points: 10

Gadgets:

The Boom Pistol: A very large handgun that few can manage to lift and aim, the Boom Pistol grants a +1 to any attacks made with it, and does 2 additional stress to inanimate targets. It can also fire several kinds of non-lethal ammunition, giving a +2 to certain maneuvers (that might place a 'smoke cloud' aspect on a zone, for example).

Strategies: Donner is never surprised thanks to Saw It Coming, and can use his Guns skill to defend thanks to Shot on the Run. This makes him an absolutely terrifying man on the battlefield—even though his preference would be to put all of that behind him. He uses his Boom Pistol to great effect, but usually on inanimate targets.

CODENAME DONNER

Motivation: Build the world you wish to live in.

Qualities: Master [+6] Architect, Expert [+4] Demolitions, Good [+2] Gunplay, Good [+2] Perceptive, Good [+2] Reflexes, Good [+2] Soldier, and Poor [-2] Recurring Nightmares.

Powers: Good [+2] Boom Pistol.

Hero Point Pool: 5/10

Miscellany: Donner's *Boom Pistol* fires small rockets packed full of high explosive of his own formulation; a tremendously potent weapon, whether it's against versus shadowy forces, vehicles, or the general scenery (it does super-scale damage).

CODENAME BLITZEN

Codename Blitzen is a black mad-scientist, originally from Georgia, who got involved in a mystery that Nick Saint was investigating in the Deep South. Quickly recognizing the man's amazing intellect and skills, Nick quickly offered him a place in the Reindeer Men. Blitzen accepted, intrigued by the challenges—and the science!—he'd come across working with Nick. He is inspired by his hero, George Washington Carver, to use (mad) science to better the lives of everyone.

Blitzen is the mechanic and inventor who helps keeps all of Nick's strange contraptions running. (Indeed, he's smarter and more skilled in the ways of Mad Science than the Man in Red.) However, a couple of Nick's inventions—like the Time Control ability of the Rocket Sled—continue to befuddle him, because their principles are clearly not mad science. . . and, by his lights, *should not work!* (As a skeptical-minded sort, he still resists and has problems dealing with all of the “mumbo jumbo” and “voodoo” they keep coming across; he often argues with the more mystically adept of his comrades about the divide between science and magic.)

Nick is a short, broad, balding black man in his early 20s. He rarely smiles, but has a fantastic sense of extremely dry humor.

CODENAME BLITZEN

Aspects: Skeptical Mad Scientist ✱ What Would George Washington Carver Do? ✱ Reindeer Man ✱ Voodoo? Nonsense! ✱ Confounded By The Arcane ✱ Color Doesn't Matter ✱ *and four more*

Skills:

Superb: Science
Great: Pilot, Academics
Good: Investigation, Endurance, Guns
Fair: Athletics, Drive, Contacting, Alertness
Average: Burglary, Stealth, Rapport, Fists, Engineering

Stunts:

Engineering: Personal Gadget (Shrink Ray / Ready Radio)
Science: Scientific Genius, Scientific Invention, Weird Science, Mad Science

Stress:

Health ☐☐☐☐☐☐
 Composure ☐☐☐☐☐

Fate Points: 10

Gadgets:

Shrink Ray: This is a Gun that's modified with the Unbelievable ability to shrink its target! Shrinking begins when the target takes a consequence; against inanimate targets, the shrink ray gets a +2 to affect and rapidly shrink the object.

The Ready Radio: This gadget is so minor it only counts as a fraction of Blitzen's Personal Gadget—it's a massively upgraded radio that gives a +2 to any attempts with Contacting to pick up on broadcast news items of interest to the Reindeer Men.

The Silent Knight: In the *Spirit of the Century* version, the Silent Knight is just a normal, if very big, zeppelin that Nick Saint has bought with his outstanding Resources.

Strategies: Blitzen excels at figuring things out, whether it's with Science or Investigation. His Mad Science and Scientific Invention allows him to tinker with all sorts of gadgets, making him an exciting—if unpredictable—ally. His Shrink Ray is mostly just a gun that shrinks an opponent if he defeats them—but it can be put to some clever use when targeting objects instead of people, making a getaway car into a toy or getting past a locked door by shrinking the door itself.

CODENAME BLITZEN

Motivation: Use (mad) science to improve the world.

Qualities: Expert [+4] Mechanic, Good [+2] Driving, Good [+2] Pilot, Good [+2] Science, and Poor [-2] Skeptical.

Powers: Expert [+4] Super-Gadeteering.

Stunts: Blitzen has one Super-Gadget—his Good [+2] *Shrink Ray*—and two Gadgets: the Good [+2] *Ready Radio* (see below) and Expert [+4] Vehicle: *The Silent Knight* (see below).

Hero Point Pool: 5/10

Miscellany: His Weakness of *Skeptical* means that he doesn't believe in anything mystical; at best, he considers them confusions about scientific or mad scientific principles. He never considers a mystical solution to a problem on his own. While he can include his knowledge of the *effects* of mystic or magical things familiar to him (those of his fellow Reindeer Men or recurring foes), he has no understanding of the underlying *causes* or necessary *requirements* of those things.

Ready Radio: This highly-modified radio scans all broadcast wireless transmissions and news agency wire services in the world, and prioritizes stories of particular interest to Nick Saint and the Reindeer Men.

The Silent Knight: This zeppelin serves as a flying headquarters for Nick Saint and the Reindeer Men; it is large enough to hold private quarters for all, substantial cargo, and a few smaller vehicles like Nick's Rocket Sled and Comet's plane and car. **Qualities:** Expert [+4] Zeppelin, Good [+2] Armored, Good [+2] Fast, Good [+2] Large; and Good [+2] Quiet.

CODENAME RUDOLPH

Youngest of the Reindeer Men, Codename Rudolph is a talented Chinese-American teenager from Seattle. Descended from a long line of policemen and judges, Rudolph is a great natural detective. He's picked up a thing or two in the martial arts department, and is a better fighter than many people twice his age. He radiates a deep calm, which then often fractures

under his youthful excitability.

He helped Nick Saint recover a boxcar-load full of food and medical supplies destined for Seattle's Chinatown, and was quickly recruited as a permanent ally. He is infatuated with both Dancer and Vixen; his favorite changes often. (Since his comrade Cupid is pining for Prancer, Rudolph has explicitly taken her off of his list. However, sometimes he nags Cupid to give him some magical romance mojo advice, which Cupid almost always refuses to do.)

CODENAME RUDOLPH

Aspects: He's Just A Kid! ✱ Calmly Centered Martial Artist ✱ Teenage Invulnerability Complex ✱ Reindeer Man ✱ Home Turf: Chinatown! ✱ Infatuation Fascination ✱ *and four more*

Skills:

Superb: Investigation
Great: Stealth, Fists
Good: Burglary, Alertness, Sleight of Hand
Fair: Athletics, Intimidation, Rapport, Weapons
Average: Endurance, Resolve, Contacting, Academics, Empathy

Stunts:

Fists: Martial Arts, Flow Like Water, Bend Like the Reed, Flying Kick
Investigation: Quick Eye

Stress:

Health □□□□□ □
 Composure □□□□□ □

Fate Points: 10

Strategies: Rudolph is all about getting in there and mixing it up. While he can definitely dish out the punches, he's strongest when taking someone's attacks and turning them around—a favorite is to mount a full defense at +3 (thanks to Flow Like Water) and then get mobbed, turning all defenses that beat his opponent by 3 or more into throws. Outside of a fight, his Quick Eye means he can investigate a crime scene several times faster than the other Reindeer Men—and his Superb Investigation means he comes away with plenty.

CODENAME RUDOLPH

Motivation: Defend the weak from injustice.

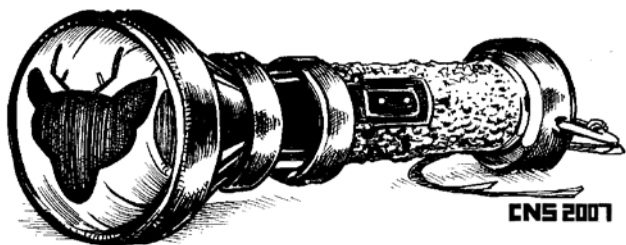
Qualities: Expert [+4] Karate, Good [+2] Athletic, Good [+2] Detective, Good [+2] Stealth, and Poor [-2] Teenage Invulnerability.

Powers: Expert [+4] Chi Focus.

Stunts: Good [+2] Dragon Strike (Chi Focus Signature; does super-scale damage; 1 HP) and Good [+2] Tiger Leap (Chi Focus Signature; allows combination of Athletic, Chi Focus, and Tiger Leap for jumping purposes, a total of +8 to his rolls; 1 HP).

Hero Point Pool: 5/10

Miscellany: His Weakness of *Teenage Invulnerability* is that odd mix of overconfidence, disregard for consequences, and lack of long-term planning common to anyone who's been an adolescent. Rudolph's Power of *Chi Focus* is a general mystical "mind-over-matter" technique, allowing him to perform startling—sometimes superhuman—feats related to his karate. He has used it to break bars, hold his breath, make incredible leaps, fight while blinded at no penalty, and catch arrows out of the air.



COMPANIONS RELOADED

For a number of players out there, the companion rules in *Spirit of the Century* are a bit broken. To that we can only say, *mea culpa!* The companion stuff was added to *SOTC* very early on and some of the elements of the design drifted away from them after it was all said and done, and we just never tripped over the disconnect in playtesting.

With that in mind, here's an alternate set of backwards-compatible companion rules that may just work in a way that fits better with the rest of the game. And more to the point, we'll be using these rules in the writeups of Frost's Murder Monsters (page 34).

Advances: Companions have the same number of advances as indicated in the *Spirit of the Century* text. An advance may be spent on one of: Quality, Communication, Independent, Keeping Up, Skilled, or Stunt.

Attachment: Only one companion may "attach" to a character at a time, the same as a minion might, taking hits to its stress track in substitute for the character's own. An attached companion can't take actions of his or her own, though the companion's skills are available to the character while attached.

Quality: Companions start with a base quality of Average, and its quality may be increased by one step for each advance spent on Quality. The quality of a companion reflects how skilled he, she, or it is, and how resilient the companion is. Companions have a base of one stress plus one box per point of quality. The companion gets a single skill column (instead of a pyramid) with an apex equal to its quality and counting down from there. Therefore:

An **Average quality** companion has 1 Average skill and 2 stress.

A **Fair quality** companion has 1 Fair and 1 Average skill and 3 stress.

A **Good quality** companion has 1 Good, 1 Fair, and 1 Average skill and 4 stress.

A **Great quality** companion has 1 Great, 1 Good, 1 Fair, and 1 Average skill, and 5 stress.

COMPANIONS RELOADED (CONTINUED)

Scope: Companions may no longer have the Scope advance. Instead, this is replaced by Stunt (below).

Communication: One advance may be spent on Communication, as in *Spirit of the Century* on page 78. Attempts to disrupt the method of communication between companion and character face a difficulty equal to the companion's quality rating, or the character's skill that yielded the companion, whichever is higher. Additional advances spent on Communication increase this difficulty by 2.

Independent: All companions are now considered independent—able to act on their own—without needing to spend an advance on it; however, in order to send a companion off on an independent mission, the character must **spend a fate point** in order to do so. Only one fate point needs to be spent per *significant* mission (there's no need to spend fate points when the companion is getting sent off to do something trivial). That said, the Independent advance may still be purchased for a companion, *removing* this fate point cost.

Keeping Up: One advance may be spent on Keeping Up (*SOTC* p.78). No modifications have been made to this advance.

Skilled: Each time this advance is taken, an additional “column” of skills is added to the companion's sheet. But this is at diminishing returns; each column *after* the first starts one rank lower than the previous. So a Good quality companion with the Skilled advance taken twice would have 2 Good, 3 Fair, and 3 Average skills in total. A third advance would only add 1 Average skill, and a fourth advance would be wasted. A Great quality companion who takes the Skilled advance 4 times would end up with a “blunted” skill pyramid that's 1 Superb shy of being equal to a PC!

Stunt: This advance may be taken a maximum of two times. Each time it is taken, the companion gains the use of a single stunt. The stunt may not confer companions of its own (though minions are possible). If using the “classic” companion rules instead, this advance should be replaced by Scope or Skilled instead.

THE “NAUGHTY LIST”: SHADOWS OF THE SEASON

While one would think that the Spirit of Giving would have enough to worry about in a world like ours, there are some individuals who seem to glory in making it even bleaker, colder, and harsher. These miscreants are on the Man in Red's “Naughty List”: he seeks to thwart their vile schemes at every opportunity.

JACQUES FROST

Jacques Frost is a French-Canadian explorer who delves into the mysteries hidden under polar (both North and South) ice, searching for lost civilizations, strange artifacts, and frozen prehistoric creatures. . . for *evil*!





After discovering the mysterious *Medallion of Oyr'k*, Frost is able to find, thaw, and command several types of long-extinct animals—wooly mammoths and rhinoceroses, saber-toothed tigers, cave bears, giant sloths. He then trains these beasts as his personal murder monsters. Whether using them to attack his enemies, terrorize cities, or simply serve as a distraction or cover for other nefarious deeds, they always cause great chaos when they appear.

Frost wears heavy winter clothing, the Medallion of Oyr'k (its evil eyes glow faintly), and a nasty, haughty expression. His backpack is stuffed full of mountaineering and survival gear.

JACQUES FROST

Aspects: Arrogant Polar Explorer ✱ The Perils of Prehistory ✱ Secrets Under The Ice ✱ My Magnificent Murder Monsters! ✱ The End of Civilization ✱ I've Been There ✱ The Medallion of Oyr'k ✱ There Will Be Blood Tonight! ✱ Championship Spear-Thrower ✱ Rampage!

Skills:

Superb: Survival
Great: Mysteries, Weapons
Good: Endurance, Athletics, Alertness
Fair: Intimidation, Contacting, Stealth, Fists
Average: Rapport, Empathy, Resolve, Investigation, Gambling

Stunts:

Mysteries: Personal Artifact (the Medallion of Oyr'k, below)
Survival: Animal Companion x 3, Due North, Tracker, Ride Anything
Weapons: Good Arm, Close at Hand, Weapons of the World

Stress:

Health ☐☐☐☐☐☐
Composure ☐☐☐☐☐

Fate Points: 10

JACQUES FROST (CONTINUED)

Artifacts:

The Medallion of Oyr'k: A strange, potent artifact. Its wearer can never get lost in an icy climate, getting +2 to his Survival rolls in that environment. It has the power to reanimate creatures frozen within the ice by imbuing them with spirits of feral rage, and lends a +2 to efforts to control or effectively “tame” them allowing him to psychically sense where they are and to call them to him.

Strategies: Jacques prefers to enter into a fight on the back of his Wooly Mammoth (below) or behind a pair or trio of vicious beasts. He uses his Medallion to coordinate the actions of his companion-creatures and uses his Good Arm to throw spears at his attackers and targets from a great distance. When not venturing into civilization to stomp it to shreds, he spends his time in the frozen wilderness—it's nearly impossible to take him on there, as his cumulative +4 bonus (from the Medallion and Due North) to navigating there makes it far too easy for him to disappear, or worse, to arrange for an ambush.

JACQUES FROST

Motivation: Make civilization wild again, by any means necessary.

Qualities: Master [+6] Survival, Expert [+4] Polar Explorer, Good [+2] Animal Knowledge, Good [+2] Axe, Good [+2] Knife, Good [+2] Secrets Under the Ice, and Poor [-2] Bloodthirsty.

Powers: Good [+2] The Medallion of Oyr'k (Limitation: Can Be Stolen, temporarily).

Villain Point Pool: 5/10

Miscellany: Frost's *Secrets Under the Ice* Quality gives him knowledge of the legends (and the truth!) of lost civilizations, recovered prehistoric animals, and strange natures of areas in both polar zones. His *Medallion of Oyr'k* Power allows him to find frozen prehistoric animals, thaw them out safely, and communicate and command them. It has a Limitation of *Can Be Stolen, temporarily*; the commanded animals then usually lose interest in whatever they're doing or run away into the wilderness. (Because of this, Frost may be responsible for a small breeding population of sabretoothed tigers in Michigan.) Unfortunately, Frost always eventually gets it back, collects up his wayward pets, and again runs amok.





FROST'S MURDER MONSTERS

These are written as per the *Companions Reloaded* rules, page 29.

Dire Wolf:

Advances: Great Quality (3), Skilled (1)

Skills: Great Fists, Great Alertness, Good Survival, Good Stealth, Fair Might, Fair Athletics, Average Intimidation, Average Investigation

Stress: □□□□□

Sabretoothed Tiger:

Advances: Good Quality (2), Skilled (1), Stunt (1)

Skills: Good Fists, Good Athletics, Fair Alertness, Fair Stealth, Average Might, Average Survival

Stunt: Tooth & Claw (Fists: +2 stress on a successful attack.)

Stress: □□□□□

Wooly Mammoth:

Advances: Great Quality (3), Stunt (1)

Skills: Great Fists, Good Might, Fair Athletics, Average Endurance.

Stunt: Herculean Strength

Stress: □□□□□ □ (Last box is physical only, from Endurance).

BARONESS BLACKHEART

In the middle of the Nineteenth Century, a girl was born in Prussia with a heart three sizes too small. In an effort to overcome this condition, as a teenager she turned to alchemy, seeking the Elixir of Life. She crafted a strange alchemical engine—the *Blackheart*—which uses the power of coal to sustain her miserable life, at the cost of her emotions, leaving her bereft of any sense of humanity. Thus, the girl came to be known to the world as Baroness Blackheart.



FROST'S MURDER MONSTERS

(See *T&J*, *Animals*, p. 74, for more details.)

Dire Wolf: Good [+2] Wolf, Good [+2] Big, Good [+2] Bite; Good [+2] Fast.

Sabretoothed Tiger: Good [+2] Tiger, Expert [+4] Bite, Good [+2] Hunter.

Wooly Mammoth: Good [+2] Elephant, Good [+2] Prehensile Trunk, Expert [+4] Big, Good [+2] Thick, Furry Hide.



She searches for lost alchemical formularies, mystical ingredients, and dangerous technologies to aid her in her quest. Since she can make gold nearly on command from base lead, she can afford to purchase nearly anything she wants—only the rarest items draw her out personally. Because she lacks emotions, she cares not at all about destroying economies with her alchemical gold. She doesn't blink an eye about removing the pituitary glands from orphan children, or wince at destroying an entire soup kitchen just to get at a particular copper kettle (because someone of mystical import once used it).

Initially, she sought the Elixir of Life so that she could put aside the Blackheart, but who knows now if that is yet her plan?

The Baroness has severe and stereotypically Germanic features, with long black hair. She tends to wear men's clothing, tending towards leather and dark wools. In the center of her chest is the Blackheart, a large metal device that seems to be a cross between a vest and a cast iron stove. The burning coal within surrounds her with smoke and soot.

BARONESS BLACKHEART

Aspects: The Blackheart ✱ Ageless Alchemist ✱ The Curse of Coal ✱ All I Touch Turns To Soot ✱ Quest for the Elixir of Life ✱ Where There's Smoke ✱ Sinister Whispers ✱ 19th Century Warfare ✱ The Crucible of My Heart ✱ Clouded Purposes

Skills:

Superb: Mysteries
Great: Athletics, Guns
Good: Endurance, Stealth, Resolve
Fair: Academics, Science, Fists, Resources
Average: Burglary, Intimidation, Deceit, Gambling, Art

Stunts:

Mysteries: Artificer, Alchemist (page 38), The Blackheart (A Rare Artifact x 3), Potions (on-the-fly Rare Artifacts x 3)

Stress:

Health ☐☐☐☐☐ ☐☐
Composure ☐☐☐☐☐ ☐☐

Fate Points: 10

BARONESS BLACKHEART (CONTINUED)

Artifacts:

The Blackheart: A nasty, potent Rare Artifact that carries the Curse of Coal within it. The Curse darkens the soul of the one who possesses the Blackheart and leaves the user prone to sudden, vicious acts of inhuman cruelty. Its improvements include: Arcane, Miniaturization (a coal-fire black-iron stove mounted in one's chest cavity), Conscious (the Curse whispers dark things, but can follow instructions, such as "bathe this room with fire if I am knocked unconscious"), Unbelievable (Confers Immortality), Craftsmanship (+1 to all Endurance efforts), Armed (Can throw bolts of flame, aimed with Guns), Upgrade (+2 to concealment efforts by exuding clouds of smoke), Rugged, and Armored (conferred to her, reducing the physical stress she takes by 1 per hit).

Wings of Icarus (Potion): Temporarily gives the same abilities as Jet Black's Jet Pack (*SOTC* page 220), only without using a physical device, and using Mysteries as the skill to pilot it. The Rare Artifact downside is that the potion is fickle and will "melt" at inopportune times.

Medusa's Kiss (Potion): A poison-potion that can turn a man to stone once ingested: treat as an attack made with Mysteries against the victim's Endurance (these attacks are as frequent or infrequent as suits the group's sense of fair play)—the victim starts to ossify as he takes consequences, and once taken out, turns to stone. The downside: there's always some kind of "catch" for undoing the potion, but what the "catch" is can vary wildly due to the fluctuations of magic.

Gyges' Ring (Potion): An invisibility potion, allowing Mysteries to substitute for Stealth and gain a +1 bonus besides. The fickle catch is that the potion is only 99% effective—there's always some small part of the body (a finger, an eyeball, a shoe) that remains visible.

Strategies: The Baroness is no stranger to personal combat. She's always able to dish out some severe punishment, whether it's with bullets or gout of flame from the Blackheart. She can take a lot of punishment too, though, if outnumbered, she'll make use of her coal-powered physique to throw up a literal smokescreen and make an escape. She can cash in one of her Rare Artifacts earmarked for potions to give the Blackheart a new temporary ability, such as boosted damage or strength or other, stranger things, though her potions themselves are always a source of unpredictability. She'll never use the same tactic twice—a long life has lead to a shrewd mind and boundless capacity for learning her foes' weaknesses.



ALCHEMIST (NEW MYSTERIES STUNT)

Requires Artificer. As an alchemist, your character is able to create potions, unguents, transmogrification salves, impossible chemicals. While a part of Mysteries, alchemy also embraces some of the principles of Science, and thus allows Mysteries to substitute for Science in the realms of chemistry and some elements of physics. Alchemy also allows for the creation of new artifacts in the form of potions, which can create effects that allow the alchemist to make “attacks” through them using her Mysteries skill (see *Medusa’s Kiss*, page 37, for one example), usually over an extended timeframe. Finally, the Alchemist stunt allows the creation of processes that transform substances from one to the other (such as lead into gold); when relevant, this means the alchemist can **spend a fate point** to use her Mysteries skill in place of Resources, provided she can find a buyer for her transformed goods.

BARONESS BLACKHEART

Motivation: Find the Elixir of Life, at any cost.

Qualities: Expert [+4] Gunplay, Expert [+4] Wealth, Expert [+4] Occultism, Good [+2] History, and Poor [-2] Emotionless.

Powers: Good [+2] Alchemy and Good [+2] the Blackheart (see below).

Stunts: The Baroness carries at least one each of these specific *Alchemical Potions* at all times; using them costs her a Villain Point, and their effects usually last a Scene or two: *Wings of Icarus* (Good [+2] Flight), *Medusa’s Kiss* (Good [+2] Turn to Stone), and *Gyges’ Ring* (Good [+2] Invisibility). She can whip up potions with other effects as Spin-Off Stunts.

Villain Point Pool: 5/10

Miscellany: The Baroness’ alchemical engine, *the Blackheart*, gives her several weird abilities: it serves as Good [+2] *Super-Armor* and Good [+2] *Immortality*, can generate a Good [+2] *Obscuring Cloud of Soot and Smoke*, and can create a number of short term Spin-Off Stunts like *Super-Strength*, *Super-Speed*, or *Bolt of Fire*. However, she must keep it fueled with coal constantly, and using the Blackheart for Spin-Off Stunts increases coal consumption (use her VPs to represent her coal supply).



DOCTOR SCROOGE

Doctor Scrooge is a madman; though he almost never lets anyone know it. As a starving orphan child, he came to believe that he was the last surviving heir of Ebenezer Scrooge from *A Christmas Carol*. (Never mind that Charles Dickens made him up.) Therefore, he was heir to Scrooge’s fortune. Indeed, according to his frenzied calculations, if his “ancestor” hadn’t stupidly given it all away, he would currently be the wealthiest man in the world.

Doctor Scrooge is a nasty miser and unlike Ebenezer, completely unrepentant about it. He’s built himself a massive fortune through amoral—but, unfortunately legal—practices. He will do absolutely anything for a dollar, provided it is not criminal. (If something is criminal, he either has it taken care of quietly, through a series of cut-outs and fall guys, or he just buys a judge, councilman, or congressman



to *make* it legal). He is a Nineteenth Century robber baron updated to the Twentieth Century, an anti-philanthropist who seeks only to amass wealth (preferably at the expense of others).

He is very tall and reed-thin, gangly like a scarecrow. Scrooge often sports a top hat and a fine gentleman's suit. On his pinched mister's face he wears a monocle, in his ropy hand he carries a cane. He is attended by his loyal unto death minions known as *the Cratchits*.

DOCTOR SCROOGE

Aspects: Ebenezer's Heir * Just Plain Mean * "Cratchit!" * Greedy Heart * "Bah, Humbug!" * Waste Nothing! Nothing! * Robber Baron * "That's Not Illegal, Just Immoral." * "Unhand Me, Ruffian!" * "I'm Just An Old Man."

Skills:

Superb: Resolve
Great: Resources, Intimidation
Good: Leadership, Deceit, Alertness
Fair: Academics, Sleight of Hand, Burglary, Investigation
Average: Stealth, Survival, Weapons, Contacting, Science

Stunts:

Intimidation: Subtle Menace, The Serpent's Tongue
Leadership: Personal Conspiracy, Minions x2, Reinforcements, Legal Eagle
Resolve: Smooth Recovery, Unflappable, Iron Determination
Resources: Headquarters (Extensive Security)

Stress:

Health ☐☐☐☐☐
Composure ☐☐☐☐☐ ☐☐ (+1 Minor consequence)

Fate Points: 10

Strategies: Dr. Scrooge works best through catpaws, making use of his Cratchits and Personal Conspiracy to make trouble for other people who can't trace it back to him. When they do, he has enough skill with the law to fend such things off, and folks who tangle with him socially will soon feel his Serpent's Tongue. If it comes to violence, he'll simply run away—that's not his bag, and his Cratchits are all too willing to get in the way while Scrooge makes his escape.

DOCTOR SCROOGE

Motivation: Become the wealthiest man in the world.

Qualities: Master [+6] Economics, Master [+6] Just Plain Mean, Master [+6] Robber Baron, Master [+6] Wealth, Good [+2] Minions: The Cratchits, and Poor [-2] Greedy Miser.

Powers: Four Average [0] Powers converted to Intense Training (16 points).

Stunts: Good [+2] "That's Not Illegal, Just Immoral" (Mean Signature; 1 VP; allows him to justify the nastiest actions under confusing or corrupt laws as being A-OK under the legal system, no matter how vile).

Villain Point Pool: 5/10

Miscellany: His Quality of *Just Plain Mean* benefits Scrooge in any sort of dirty-trick or low-blow, be it in business, social interaction, or even combat. For his Quality of *Minions: the Cratchits*, see the textbox below. His Weakness of *Greedy Miser* means that if there's a dollar in view, he grabs it (though he takes extra precautions to shield himself if said grabbing would be illegal).

THE CRATCHITS

Scrooge has nine minions he calls "the Cratchits." They're all Average minions, and he never shows up to a scene with more than six of them at a time—though thanks to his Reinforcements, the other three are usually waiting in the wings waiting for him to holler "Cratchit!"

THE CRATCHITS

Scrooge has nine minions he calls "the Cratchits." All have Good [+2] Thug and Poor [-2] Utter Loyalty to Scrooge, plus one other Good [+2] Quality as a specialty (like Driving, Gunplay, Law, Pilot, Science, etc.).



STORIES OF THE SEASON

Here are some short *Spirit of the Season* adventure seeds, to light the candles of your imagination. We think it best if we provide you with starting-points, and let the chaos that your players visit upon them shape where the adventure can go, in true *Spirit of the Century* style!

REINDEER GAMES

This holiday season Doctor Scrooge has derailed the philanthropic efforts of a dozen charities using his Cratchits. These include soup kitchens, homeless shelters, job training programs, orphanages, and free medical clinics. There seems to be no connection between these charities—so what does Doctor Scrooge gain from disrupting them?

Unfortunately, Nick is away on secret business (to the Fastness, to commune with the previous Spirits of Giving). It's up to the Reindeer Men to figure out what Scrooge's diabolical goal is, defeat his Cratchits, and keep the spirit of the holidays alive!

TWELFTH NIGHT

Dr. Methuselah (see *SotC*, page 402) has a deep and abiding interest in Nick's Rocket Sled, especially its Time Control abilities. He has sent several of his villainous allies to steal it.

Nick—and the other Reindeer Men—are constantly assaulted by Methuselah's agents, all with the aim of capturing the Rocket Sled, be it while they're on a mission, relaxing in *The Silent Knight*, or while Nick is returning from the Fastness. Can they protect this bit of mad science from the archvillain?

THE HILLS ARE ALIVE WITH THE SOUND OF *CARNAGE!*

In Nunavut, Canada, Jacques Frost has unleashed a prehistoric rampage against the people of Frobisher Bay on Baffin Island. Hundreds of gigantic polar bears are running through the streets, attacking the populace.

Can Nick Saint and his Reindeer Men end the bloody carnage? And what is Frost's purpose in this wanton attack?

CHANNUKAH IN PERIL!

At the start of Channukah, in old Palestine, in the city of Jerusalem, Baroness Blackheart has unearthed a cache of consecrated oil dated from before 70 AD and the destruction of the Temple. She intends to corrupt the oil's purpose in her alchemical pursuit of the Elixir of Life!

Can Nick Saint and the Reindeer Men brave international politics and reclaim the oil from Blackheart before this holy relic is lost forever to her sinister purposes?

COOKIES. MILK. *MURDER.*

A food scientist named *Doctor Nathan Bisko Kibbler* has recently developed an amazing food product: the **Nutri-Cookie**. When consumed with a glass of milk, the Nutri-Cookie provides all of the vitamins, minerals, proteins, and fats that a growing child needs for an entire day—and it tastes *great!* Not only is this a godsend to mothers whose children hate their vegetables, it is a possible solution for world hunger.

Unfortunately, Doctor Kibbler is missing (leaving behind only a bloodstain and a tray of crumbs), and only he knows the recipe for the Nutri-Cookie. Can Nick Saint and the Reindeer Men find him before Doctor Scrooge or Baroness Blackheart do? (Both villains have their reasons: Scrooge wants to control the Nutri-Cookie, and the Baroness believes that Kibbler has stumbled across one of the hidden techniques necessary for the Elixir of Life.)

(EVIL) BATTERIES NOT INCLUDED!

Children's toys—dolls, teddy bears, choo-choo trains, tin soldiers, etc.—begin running amok, animated by some mysterious force. At first, the toys were simply stealing the gold and silver jewelry laying within their household, and running off into the streets. However, now they are brutally attacking household residents in their mad flight, laden with ill-gotten goods.

While manufactured by different companies, all afflicted toys were purchased at Marley's Department Store downtown. Has Jacques Frost discovered a new power? Is Baroness Blackheart up to no good? Or is this a new villain, striking at people through their children's beloved toys?

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Bulldogs! RPG- illustrator