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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.