

HOLLYTECH
& JollyMancy
v2.2

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Christmas
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Christmas Eve. The big night. A year's worth of preparation all comes down to this. Not only the busiest and most anticipated evening of the year, but also the moment when The North Pole is most vulnerable. Defenses have to be lowered to enable delivery; the best agents are preoccupied with keeping things on schedule or exhausted from last minute preparations; and the big man himself relaxes his all seeing eyes to focus on the task at hand. It's the most wonderful time of the year, and the perfect time for malevolent forces to strike.

What is this game?

Hollytech & Jollymancy v1.0 was a game I wrote for the Stop, Hack, and Roll New Year New Game Game Jam 2k17. Inspired by Christmas adventure movies such as The Santa Clause, Arthur Christmas, 'Twas the Night, Prep & Landing, and The Ultimate Christmas Present.

My hope is that this can be a fun, lighthearted game you and your friends can play to celebrate the season or capture some of that holiday magic throughout the year

What do I need to play?

- 2-6? people (more might work, who knows)
- 2 six sided dice (a pair per person might be nice)
- A printed out GM Sheet for the person running the game
- One character sheet for every player other than the GM
- Pencils (or other writing implements, crayons are fun)

Character Sheets

Christmas is in danger! The North Pole's best agents are either isolated in the field, or too exhausted from preparations. So it's up to you and your friends to save Christmas!
Roll or choose to make your character

Name _____

Pronouns _____

Description:

d6	Resident	Department	Specialty
1	Elf	Scouting	Jollymancy
2	Reindeer	IT	Hollytech
3	Penguin	Transport	Jollymancy
4	Polar Bear	Security	Hollytech
5	Snow Person	HR	Jollymancy
6	Living Toy	Maintenance	Hollytech

When you channel Jollymancy to overcome an obstacle, roll 2d6 +1 for each yes to the following questions:

- Do your natural gifts aid you?
- Are you a trained Jollymancer?
- Does this spread holiday cheer?

On a 10+, you overcome the obstacle with style. On a 7-9, the obstacle is dealt with, but your magic causes a complication. On a 6- you fail to solve the obstacle unless you choose to make a sacrifice

When you employ Hollytech to resolve an issue, roll 2d6 +1 for each yes to the following questions:

- Is this handled by your department?
- Are you a certified Hollytechnician?
- Does this follow Christmas Spirit Protocols?

On a 10+, you solve the issue elegantly. On a 7-9, the issue is solved, but your tech has a glitch. On a 6- the issue persists unless you push your gear past its limits

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Generating the Adventure and Your Moves

To create an adventure for your players to embark on, roll on the following tables (or pick the options you want, I'm not a cop). Each entry will come with a GM Move you can use whenever a player rolls a 6-, or if you feel the time is right.

A:

1	Renegade Elf	Turn the North Poles Resources Against Them
2	#1 Naughty Lister	Impede Them with Pranks and Childish Traps
3	Invading Alien Force	Unleash Technology that's Out of this World
4	Greedy CEO	Reveal the Best "Toys" Money Can Buy
5	Shadowy Govt Org	Obstruct them with the Unseen Hand of Beauracracy
6	Long Forgotten Deity	Conjure Magics that Rival their own

Wants to:

1	Corrupt	Turn their magic to a more sinister purpose
2	Steal	Take their gear to use against them
3	Destroy	Obliterate an important piece of equipment
4	Merge With	Absorb their resources into that of their opposition
5	Dominate	Coerce their allies into their opponents forces
6	Duplicate	Negate their efforts by mirroring them

The:

1	North Pole	Separate them from the North Pole's resources
2	S.L.E.D.	Put vast distances between them and their goal
3	Santa Claus	Keep them just behind Santa's deliveries
4	Spirit of Christmas	Distract them with people in need of Christmas cheer
5	First Snowflake	Obstruct them with Winter's Fury
6	Red-Nosed Reindeer	Obscure their sight with thick fog

Which Will:

1	Crash the global economy!	Reveal Panic as the market plummets
2	Break the Time-Space Continuum!	Showcase increasing anachronisms
3	Melt the Polar Ice Caps!	Warn of coastlines threatened by rising water
4	Enslave all of Humanity!	Foretell signs of Humanity's Surrender
5	Drain all Love from the World!	Display rifts forming between loved ones
6	Start a War!	Show Armed Forces Gathering

And:

- 1 RUIN CHRISTMAS!
- 2 RUIN CHRISTMAS!
- 3 RUIN CHRISTMAS!
- 4 RUIN CHRISTMAS!
- 5 RUIN CHRISTMAS!
- 6 RUIN CHRISTMAS!