

# TWAS

The Roleplaying Game Before Christmas



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 **ACE GAMEBOOKS**  
R O L E P L A Y

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# Chapter 3

## Santa's Little Helpers

### Character Creation

#### Toy Story

Unusually, for a tabletop roleplaying game, in *'TWAS – The Roleplaying Game Before Christmas*, the Player Characters (or PCs) all take on the role of toys, brought to life by Santa's magic, and it's up to them to save the Big Man from not just Krampus the Christmas Devil, but his impish minions as well. So, before setting out on the epic quest that awaits them, the players must choose which characters they want to pretend to be for the duration of the adventure.

#### Attributes

In *'TWAS – The Roleplaying Game Before Christmas*, Player Characters each have four basic attributes – **Agility**, **Combat**, **Endurance** and **Magic** – and three special abilities, selected from a total list of twelve.

**Agility** – This is a measure of how athletic and agile a character is. If they need to leap across a chasm or dodge a deadly projectile, this is the attribute that will be employed.

**Combat** – This is a measure of how skilful a character is at fighting, whether it be in unarmed combat or wielding a keen-edged blade in battle.

**Endurance** – This is a measure of how physically tough a character is and how much strength they have left. This attribute will vary more than any other during the course of an adventure.

**Magic** – This is a measure of how much innate magic a character has. The higher the score, the more likely a character will be able to cast spells and resist the conjurations of others.

**Special Abilities** – Precisely which special abilities a character has will depend upon whether the player has chosen to play as one of the twelve pre-generated characters, or if they have generated their own unique character, randomly or otherwise. All of the Special Abilities are described in detail in Chapter Four.

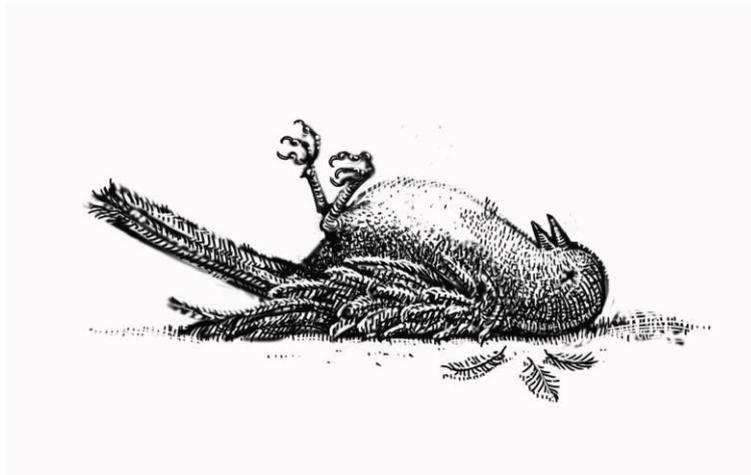
## Character Selection

By far the quickest way to get started and the most straightforward method of character creation is for the players to each choose one of the pre-generated characters.

For balance, it is far better that the players each choose a different character from the list of twelve below. You can either let your players choose their characters themselves, or select them randomly. If you want to use the second method, take the Hearts from a standard deck of playing cards, and ask each of the players to pick a card. Then consult the following list to see which characters they have randomly selected for themselves.

Character Selection Table			
Card	Character	Card	Character
Two of Hearts	Teddy Bear	Eight of Hearts	Toy Soldier
Three of Hearts	Fairy	Nine of Hearts	Witch
Four of Hearts	Archer	Ten of Hearts	Monkey
Five of Hearts	Robot	Jack of Hearts	Clown
Six of Hearts	Dog	Queen of Hearts	Ballerina
Seven of Hearts	Ragdoll	King of Hearts	Knight

If a player picks the Ace of Hearts, you can resolve this in one of three ways. You can (1) ask them to pick again, (2) allow them to choose which the remaining available characters they want to play as, or (3) you select one of the remaining characters for them.



## Pre-Generated Characters

The different toys are listed in alphabetical order below, along with their scores for the four attributes, their special abilities, weapons, and a brief description of the character.

# Archer

Agility	9
Combat	11
Endurance	21
Magic	1
Special Abilities	Acrobatics, Fighting, Shooting
Weapons	Bow and Quiver of Arrows, Short Sword



Description A hooded action figure, dressed in Lincoln green, with a realistic bow-firing action, the Archer is also armed with a short sword, and carries a quiver of arrows slung over one shoulder. A master of swordplay as well as archery, the Archer is lethal in both ranged and close combat.

# Ballerina

Agility	10
Combat	9
Endurance	21
Magic	3
Special Abilities	Acrobatics, Clockwork, Fighting
Weapons	Martial Arts



Description A simple, clockwork toy, there is something magical about the way the Ballerina dances. But the ballet shoes, pink tutu and her blonde hair tied up in a bun on top of her head, belie a keen martial artist, agile and deadly in equal measure.



## Clown

Agility	10
Combat	7
Endurance	21
Magic	3
Special Abilities	Bravery, Acrobatics, Fearsome
Weapons	Unarmed



**Description** With its sinister smile, large red nose, and shock of bright red hair, the Clown is more the stuff of nightmares than any child's favourite toy. However, it is not only children that are scared of the Clown, and he is as brave as he is fearsome – and an acrobat to boot!

## Dog

Agility	8
Combat	8
Endurance	24
Magic	2
Special Abilities	Bravery, Charm, Fearsome
Weapons	Claws, Bite



**Description** A stuffed toy hound – with floppy ears, a lolling felt tongue, and a collar, with a bone-shaped metal tag hanging from it – the Dog is most definitely favourite toy material. The cuddly canine is loyal and loveable, but will also ferociously fight any who would threaten those it has been tasked to protect.

## Fairy

Agility	8
Combat	6
Endurance	24
Magic	4
Special Abilities	Christmas Lore, Flight, Magic
Weapon	Wand



**Description** The Fairy from the top of the Christmas tree, having seen many winters pass, there is little, if anything, she does not know about the festive season. Thanks to her glittering wings she is able to fly, and thanks to her sparkling wand she is able to channel her innate magical energies into powerful enchantments.

## Knight

Agility	7
Combat	10
Endurance	23
Magic	2
Special Abilities	Bravery, Demon Lore, Fighting
Weapons	Sword and Shield



**Description** The archetypal crusader knight, clad in chainmail armour, with a sturdy iron helmet on his head, and wearing a white tabard bearing the red cross of Saint George. Wielding his sword and shield, he strides bravely into battle, determined to do away with the enemies of both God and man, be they heartless heathens or diabolical demons.

## Monkey

Agility	11
Combat	9
Endurance	20
Magic	2
Special Abilities	Acrobatics, Fearsome, Fighting
Weapons	Claws, Bite

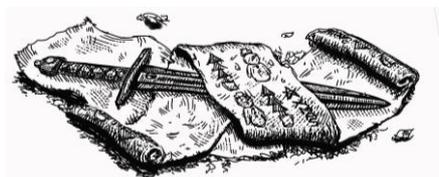
**Description** A fluffy toy monkey toy, wearing a smart waistcoat, this animal is mischievous, malicious and manic in equal measure. With its prehensile tail acting as a fifth limb, it is incredibly acrobatic, while its claws and teeth make it as lethal in battle as any warrior wielding a weapon.



## Ragdoll

Agility	9
Combat	6
Endurance	24
Magic	3
Special Abilities	Acrobatics, Charm, Christmas Lore
Weapons	Unarmed

**Description** With her stitched-on features, hair made from plaits of wool, and patchwork dress, the Ragdoll would be a comforting companion for any child. What she lacks in fighting prowess, she makes up for in flexibility and brain power, being particularly well-informed about the customs of Christmas.



## Robot

Agility	6
Combat	9
Endurance	27
Magic	0
Special Abilities	Flight, Shooting, Strength
Weapons	Ray Gun, Pincer Hand

**Description** Powered by batteries, what the Robot lacks in manoeuvrability, it more than makes up for in terms of strength, endurance and firepower. The Robot can also choose how to spend its battery-power, either boosting its ray gun or channelling the energy through its feet-thrusters, thus enabling it to fly.



## Teddy Bear

Agility	7
Combat	8
Endurance	24
Magic	3
Special Abilities	Charm, Fearsome, Strength
Weapons	Claws, Bite, Bear Hug

**Description** This well-stuffed Teddy Bear wants nothing more than to keep its child-owner safe from harm. The faithful, big-hearted bear can do this by giving the child a comforting cuddle, when required, or by fighting off those who would threaten its beloved owner, in a frenzy of flailing claws.



## Toy Soldier

Agility	7
Combat	10
Endurance	24
Magic	1
Special Abilities	Bravery, Clockwork, Shooting
Weapons	Rifle and Bayonet

**Description** Made from tin and painted to give him a smart uniform, the Toy Soldier is loyal unto death. With his rifle he can pick off opponents from afar, or tackle them up close with his thrusting bayonet. Never one to disobey an order, he is proud, dependable, and always ready to serve.



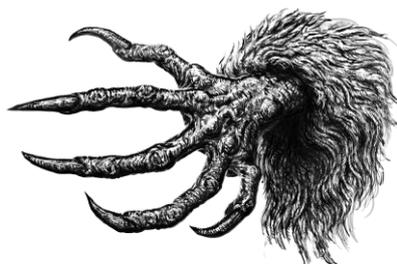
## Witch

Agility	8
Combat	7
Endurance	22
Magic	5
Special Abilities	Demon Lore, Flight, Magic
Weapons	Wand, Claws

**Description** This stringed puppet of a hideous Witch riding her broomstick is a mistress of the dark arts, conversant in the lore of demons, and even capable of flight. She can channel her fearful magical powers through her wand, unleashing devastating spells against any who would stand against her, in an attempt to thwart his esoteric plans.



Summary of Character Attributes and Special Abilities					
Character	Agility	Combat	Endurance	Magic	Special Abilities
Archer	9	11	21	1	Acrobatics, Fighting, Shooting
Ballerina	10	9	21	3	Acrobatics, Clockwork, Fighting
Clown	10	7	21	4	Acrobatics, Bravery, Fearsome
Dog	8	8	24	2	Bravery, Charm, Fearsome
Fairy	8	6	24	4	Christmas Lore, Flight, Magic
Knight	7	10	23	2	Bravery, Demon Lore, Fighting
Monkey	11	9	20	2	Acrobatics, Fearsome, Fighting
Ragdoll	9	6	24	3	Acrobatics, Charm, Christmas Lore
Robot	6	9	27	0	Flight, Shooting, Strength
Teddy Bear	7	8	24	3	Charm, Fearsome, Strength
Toy Soldier	7	10	24	1	Bravery, Clockwork, Shooting
Witch	8	7	22	5	Demon Lore, Flight, Magic



### Creating Your Own Characters

Rather than playing as one of the pre-generated characters, the players can choose to create their own characters. If they decide to do this, it is recommended that they choose a variety of different special abilities between them, but before then they will need to determine their strengths and weaknesses.

In *'Twas – The Roleplaying Game Before Christmas*, strengths and weaknesses are not determined randomly. Instead, the players get to decide what their characters are good at and, conversely, what they might not be so good at.

Both the *Agility* and *Combat* attributes start at a base level of 6. The *Endurance* score starts at a base level of 20, but the *Magic* score starts at zero. Each player has a pool of 10 extra points to share out between *Agility*, *Combat* and *Endurance* as they see fit.

However, they may only add up to 5 points to their *Agility*, *Combat* or *Magic* attribute, but they can add as many points to their *Endurance* score as they like. So the maximum starting score for *Agility* and *Combat* is 11, the maximum score for *Magic* is 5, and the maximum starting score for *Endurance* is 30. (All 10 points must be apportioned one way or another.)

For example, a player might choose to add nothing to their *Agility* score, 5 points to their *Combat* score, 4 points to their *Endurance* score, leaving them 1 point for their *Magic* score, making their character a mighty warrior, and giving them the following starting profile for the game:

*Agility* = 6, *Combat* = 11, *Endurance* = 24, *Magic* = 1.

Alternatively, they might want to add 4 points to their *Agility* and *Combat* scores, and the remaining 2 points to their *Endurance* score, making their character more of an all-rounder but lacking in any magical ability – perhaps something like a cowboy doll – and giving them this starting profile:

*Agility* = 10, *Combat* = 10, *Endurance* = 22, *Magic* = 0.

Having determined where their strengths and weaknesses lie, players should record the value of each attribute in the appropriate box on a blank Character Sheet.

There are limits on how high each of the attributes can be at the start of the adventure, but there are also limits on how high they can be raised during the course of an adventure, dependent upon bonus points players may be awarded. Neither the *Agility* score nor the *Combat* score may exceed 12 points, while a character's *Endurance* score may not exceed 30 points. A character's *Magic* score may not exceed its starting level, although it can decrease during an adventure.

Should a character's *Endurance* score ever drop to zero or below, then their adventure is over and, unfortunately, they are eliminated from the rest of the game.

