Mechanics

This page describes mechanical changes to SWADE.

Setting Rules

Heroes never die: Heroes and named villains rarely actually die but return in some way after being defeated.

In fact, all combat is non-fatal.

Ancestry

Christmas Elves

All Christmas Elves speak fluent Elfish and begin with the **Luck** edge. (Do I want to change it???)

Edges

New edges

Arcane Background: True Believer

The magic of Christmas is not only real: *it is inside you*. You gain access to the new skill: **Holiday Magic** (spirit), which allows you to draw upon the mystical powers of Christmas. Huzzah!

Forbidden edges

All arcade backgrounds other than **Arcane Background: True Believer**.

Hindrances

New hindrances

The Humbugs (major)

You're cursed with deficient holiday cheer: your toys are shoddy, your decorations uninspired, and your appetites lean more towards savoury food than confectioneries. You suffer -2 to all **Christmas** and **Holiday Magic** rolls.

New skills

Christmas (spirit)

This encapsulates all regular Christmas activities, such as roasting chestnuts, decorating, wrapping presents, and so on. It can also be used to coordinate fellow elves.

Holiday Magic (spirit)

Starting powers: 3. Power points: 10

The power of Christmas is so strong within you that you’re able to wield it.

- All powers must be Christmas-themed. For example, Entangle could be called Gift Wrapping, and covers the target in wrapping paper.
- Requires arcane background.

Spells

... Yeah, you can use whatever spells you want from the book, but they must be Christmas-themed.

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