**Oh Dang! The Grinch Stole Christmas!**

You and your co-workers in the Nogvurot post are diligently working to ensure that Christmas comes to the children of a town in turmoil. You are at the office Christmas party on Christmas eve, about to depart to and deliver the last gifts, when you hear a crash and a clang! The presents are gone and a shadowy figure is running off into the night.

**Create Your Character**

1. Choose your personality: Jolly, Merry, Bright, Naughty, Nice, Tough, Weird, etc.
2. Pick your role: Driver, Thief, Navigator, Comedian, Organizer.
3. Choose a number between 2 and 5. A high number means you’re better at ***Revolutionary***(action, thievery, impulsive decisions, violence, inspiration). A lower number means you’re better at ***Organizing***(social skills, persuasion, observation, intuition, planning)
4. Write down your character’s name, the present they were getting, and who they were delivering their present to.

Choose or create a character goal: Take down the patriarchy, recruit members for your communist reading group, create a mutual aid organization, abolish the police, etc.

**SETTING THE STAGE**

As a group pick two things to help you out: A sleigh, friends in high places, excellent informational leaflets, spy gear, a previously organized protest, Santa is real, etc.

Also pick one challenge you face: bureaucracy, you stole/looted the presents to begin with, you’re on a time limit, the bourgeoisie is handing out gifts too, Santa is a capitalist, etc.

**ROLLING THE DICE**

When you do something risky, roll **1d6** to find out how it goes. Roll **+1d** if you’re prepared and **+1d** if you’re an expert. (The GM tells you how many dice to roll, based on your character and the situation.) **Roll your dice and compare each result to your number.**

If you are trying to be ***Revolutionary*** (act, steal, fight, inspire, etc.) you are trying to roll under your number.

If you are trying to ***Organize*** (persuade, observe, plan, etc.) you are trying to roll above your number.

1. If none of your dice succeed, it goes wrong. The GM says how.
2. If one die succeeds, you scrape by. The GM inflicts a complication, harm, or cost.
3. If two dice succeed, you do it well. Woo!
4. If three dice succeed, it’s a critical success! The GM tells you some extra effect you get.

**!** If you roll your number exactly, it’s a **Merry Christmas!** You get a special insight into what’s going on. Ask the GM a question they’ll answer honestly. You can change your action if you want, then roll again.

**Helping** If you want to help another player, explain how you want to help and make a roll. If you succeed, they gain +1d.