

Saturday Morning Shorts

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#7:

HOLIDAY
HEROES



Holiday Heroes introduces some fun new races to the Saturday Morning Tabletop RPG. These are far from serious and completely independent of any lore, so if you're taking part of a highly lore driven game, these may not be so good. BUT, if your just having fun, or the games theme is perfect for one of these new races, you can create a holiday hero! Or maybe your GM is just cool and finds a way to fit your concept in.

The races introduced here are meant to be playful, but there designs are sound and on part with the other SMTT races so these will be far from just "joke characters".

For instance, the "Moji" can be easily be played as a dark anti-hero who possesses the bodies of evildoers, using them as expandable tools. Or, just as easily play as a mask of wondrous power, transforming a little villager kid with a good heart into the hero they always wanted to be.

Me, I'm entertaining the idea of making a Moji sorcerer, that uses their monstrous familiar as the subject of their "heromaker" ability. Its ability to cast spells may not really be the best, or even existent while on their familiar, but, it's just too cool!

NEW RACE

MOJI

You've heard the nightmarish stories of cursed masks that latch on to the faces on the unwary. Forcing them to the innocent to commit great crimes of evil! Those masks SUCK, these aren't those ones though.

MOJI FEATURES

Appearance: You are a mask, sometimes simple, sometimes ornate. Whatever your design, you have countless strands of leather, hair or some other tendril like thingies that you can slither around on like a tail or splay out and walk on them like spindly spider legs.

Size: Tiny (*without a body*), but you change size to accommodate whatever faces wears you.

Racial Hit Points: 0

Speed: 20ft. (*without a body*)

Language: Common.

Age: Not a Child (& *can be nothing other than not a child*)

Psychic damage resistance

Food & Rest

- You may not need to eat, drink, sleep or even breath, but the one wearing you very well may require ALL these things. So, while worn "YOU" require whatever the one wearing you requires.

Sooo not a shape changer

- You cannot change your shape or have your shape changed, if you have an ability to change shape, such as unleashing your inner beast, the beast blood feat, etcetera, you change the shape of the individual wearing you

(*and benefiting from your hero maker feature*).

I aint got no nobody

- Without a body you have a number of wounds equal to your Heroic Tier. Becoming down and out when brought to Zero wounds.
- While without a body, you have no hands to wield anything (though you may have several tendrils that take the shape spindly legs or a tail).
- You can wrap yourself onto a non-hero creature, forcing them to wear you (*unless they wear you willingly*). When worn, you & the one wearing you benefit from your Hero maker feature.
 - You can be worn by a willing creature. However if a creature is not willing, you can force them to wear you in the following ways;
 - Place yourself on their face (*or over their head*) while they are unconscious or paralyzed.
 - *OR* engage and succeed in a successful grapple check, with a previously grappled opponent.

Hero Maker

- You and the one wearing you gain the following benefits, while worn by a non-hero

(*non-player character*) . *YOU, refers to both you and the creature wearing you.*

- o “You” use all your stats, your Awesome Power (*if higher*), etcetera.
- o “You” use your Hit points (*gained via your character class*) rather than your (*I aint got no body*) wounds.
- o When brought to zero HP, you automatically and immediately get back in the fight. If you have max HAGGARD levels and are brought to zero HP, you fall off and cannot “be worn” by anyone for the next 8 hours.
- o “You” benefit from the wearers speed (*and methods of movement*), senses and any special traits they have (ignoring a

hirelings, ability save, armor & damage bonuses). If worn by a beast (pet), their natural weapon attacks deal damage as if they were a player character of the appropriate size instead of a normal pet.

- You can only be worn by pets, hirelings and evildoers that are minions to you (of a lower tier).

Nobody’s got me

- You start your adventure being worn by one of the following
 - o Table 2 tier 1 pet
 - o Table 1, tier 1 hireling (small or medium sized)

SPARKLEWING

You’re small, smaller than small... you are TINY! No, even smaller than that!! You, are little more than a bug to some, but you’ve got big dreams, big ideas and a HUGE heart! . . . but is that really enough to make you a hero?

SPARKLEWING FEATURES

Miniature fairy people

Ability Score Increase

Dexterity +3

Size: Miniature

Racial Hit Points: 0

Speed: 10ft. & Fly 40ft

Night Light

When Sparklewings Fly (*or just beat their wings rapidly*) they emanate a 10ft. radius of bright light, and 10ft. dim light beyond that.

Too cute to be an animal:

You may not gain the Lycanthrope or raised by animals backgrounds.

Fea

Sparklewings are fea and cannot be put to sleep by magical means. They also need only sleep 4 hours to gain the full benefits of a long rest.

Low Light Vision

The range for which a sparklewing can see in the AOE's of bright light & lowlight are doubled.

EXAMPLE: the sparklewing's night light feature sheds bright light out to 10ft & dim light 10ft.

beyond that, a sparklewing can treat that same nightlight feature as having double that range, 20ft bright & 20ft. dim beyond that.

USAGI

Bunny people! What more you need to know?

USAGI FEATURES

Who you calling cute and cuddly!?!?

Size: Medium

Racial Hit Points: 5 HP per Heroic Tier

Speed: 40ft

Language: Common

Big ole ears:

- You gain advantage to all perception checks based on hearing.

Already an Animal:

- You may not gain the "Lycanthrope" or "raised by animals" backgrounds.

Bunny legs!:

- You can jump or across and gap whose distance is no more than half your speed (20ft. unless you increase your base speed somehow), with ease.

Rabbit Footsies:

- You may choose to roll any D20 roll using 2D10 instead (this choice is made **BEFORE** you actually roll). You may do this a number of times per **Quick Rest** equal to your heroic tier.

NEW SUB-RACE

TINKER ELF

elven sub-race

It was a long hard road to attain your freedom from the fat man in red, but that never dimmed your playful spirit!

TINKER ELF FEATURES

Appearance: You look like a short big headed elf because you **ARE** a short big headed elf! Be warned! Some may mistake you for being a child.

Ability score: Intelligence +1, Charisma+1

Size: Small

Speed: 30ft.

Gadget bone

- Gain training in one of the 5 “gnometech” builds.
- Gain +5 HP for each one of the 5 Gnometech builds for which you have training.

A gift for everyone

- You may use a gear bundle without expending any of its uses as long as the mundane item you acquire from it is a small toy.

Quick Fix

- If you ever gain a Spellcasting level of zero or higher, you also gain the **MEND** spell.

TOY SOLDIER

caretaker sub-race

You were built as a fun loving child’s toy. One that could play back! –or beatup the bullies if the need ever arose.-

TOY SOLDIER FEATURES

Special: Choose either; Magnotomic, Spellforged, Steam Powered or (if you really want to roll with it) Flesh Forged caretaker. For all intents and purposes you gain everything those caretakers have with the below exceptions and inclusions. Additionally, a Tot Soldier may not gain the “Pariah reborn” background

Size: Tiny (*instead of original size*)

Speed: 20ft. (*instead of 25ft.*)

Built cute

- You look like a cute toy

- If you chose flesh forged caretaker, you look like a cute voodoo doll or plushy (or maybe even an adorable “homunculi”).
- Increase Charisma score +1

What a wonderful gift you are!

- You may be carried in a gear bundle.

Quality product!

- You were built to last!
- Gain damage reduction (*to all but Psychic & Awesome damage*) equal to twice your proficiency bonus.

NEW SPELL

MEND

Mend does not belong to any spell school and can only be gained via racial feature or feat/class that allows the character/hero to gains a spell independent of spell school. Such as being a spell baron or gaining the magic adept feat.

Mend

([Special, lvl-0](#))

Range: touch.

Casting time: Standard action.

Duration: Instantaneous.

You can repair the damage done to items. You can fix small things such as tears in clothing, a broken watch or putting 2 halves of a stick back together no problem. Even repairing weapons and armor!

Using this spell on any single piece of Armor, restores 1 point of AC up to the armors original AC value

Using this spell on any single weapon increases its damage die by +1 step up to its damage original value.

This spell repairs mundane, magical and Gnometech items.

Overcharge: You can restore up to a single structure point on a siege weapon, vehicle or building per casting.