

ELF SUBRACE

At the GM's discretion, you have access to more subraces for elf characters, in addition to the subraces in the Player's Handbook.

SANTA'S ELF

As an elf that hails from the far north, you are often mistaken for a very tall gnome, likely because of your, persistent cheerfulness, smaller than average stature, and penchant to make toys for good little boys and girls.

SANTA'S ELF TRAITS

As an elf from the far north, you have the following traits:

Ability Score Increase. Your Charisma score increases by 1.

Cold Resistance. You have resistance to cold damage.

Slight Stature. You suffer no penalty for squeezing into a space that is only large enough for a creature that is one size smaller than you.

Holly Jolly. You and all friendly creatures within 5 feet of you can add your proficiency bonus to Wisdom saving throws.

Toymaker. You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour to construct a toy, which is in the shape of an animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. You can build any toy of the following types, each of which has AC 5 and 1 HP:

Clockwork Toy. This toy requires 10 gp worth of materials to construct. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents. This toy ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it.

Plush Toy. This stuffed toy squeaks loudly when it is squeezed or when a string on its back is pulled, making a noise reminiscent of the creature it represents.

Wooden Toy. This toy, affixed with wheels, can be set to rolling in a direction as an action. It moves 10 feet in that direction on each of your next three turns, making noises as it moves.

