

## Gnomes

### Gnomish Abilities

	Gnome
#1 (ATTRIBUTE)	5,000 Exceptional INT
#2 (Combat)	2,000 +2 to all DVs
#3 (Racial)	10,000 Additional Perk
#4 (Quirk)	-4,000 Frightened by Large Creatures (At least 10' tall)
TOTAL	11,500
+Racial XP	3,500

#### Breakdown:

*Exceptional INT:* Every time the gnome must make a resistance check or an attribute check against their INT, they may attempt the check as if they had a static bonus of 2. Additionally, on a check, they may “stress” their attribute. Stressing the attribute will reduce the difficulty of the check by two dice, but will remove the exceptional (and its bonus) until the gnome completes a full rest period.

*+2 to all DVs:* This functions at all times, and is not considered a magical buff. This bonus applies to “touch” DVs.

*Additional Perk:* Upon character creation, the gnome gets an additional perk of their choosing.

*Frightened by Large Creatures:* If a gnome is threatened by a sufficiently large enemy (at least 10' tall), it must succeed at a resistance check of four dice against WIL or attempt to flee. If escape is not possible, the gnome can overcome its fear to defend itself.

*+Racial XP:* The gnome gets an extra 3,500 experience points, which are added directly to its starting pool.

**Gnomish Traits** (Refer to Sections 1.6-1.10 of the manual for the significance of these numbers.)

*Age Die:* 10

*Height and Weight:* -2

Body Build	Gnome	Hair Color	Gnome	Eye Color	Gnome
<b>A</b>	1-2	Brown	1-3	Black	1-4
<b>B</b>	3-6	Black	4-7	Brown	5-10
<b>C</b>	7-14	Blond	8	Blue	11-14
<b>D</b>	15-18	Red	9	Green	15-17
<b>E</b>	19-20	Green	10	Red	18
<b>F</b>	--	Grey	14-15	Silver	19
<b>G</b>	--	White	16-19	Hazel	20
<b>H</b>	--	None	20	White	--
		Silver	--		