

NAME




LOOK

Male: Bernard, François, Gerhard, Guillaume, Hansel, Heinrich, Jean, Wendell
Female: Arcadia, Bernadette, Charlotte, Gertrude, Henriette, Riannon, Sandine, Zora

Eyes – Greedy, Shy, or Sparkling
 Hair – Curly, Hat, or Spiky
 Body – Emaciated, Knobby, or Spindly
 Clothing – Arcane Robes, Faerie Garb, or Traveler’s Clothing

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 6 + CONSTITUTION

ALIGNMENT

- EVIL**
Force someone to face danger in your place.
- GOOD**
Risk your life to aid or heal someone.
- LAWFUL**
Uphold the terms of an agreement.
- NEUTRAL**
Use magic to trick or manipulate.

STARTING MOVES

BREW POTION
 When you **Make Camp** and use your **gnomish skills** to brew a **potion**, choose an effect and spend 10 coins:

- +1 forward to armor
- Heal 1d6 hit points

Then, roll + INT. On a 10+, you create the potion and choose either to halve the cost (or make two potions) or reduce the time required. On a 7-9, you create the potion, but you cannot be sure of the exact effect. The only way to find out is to drink the potion...

CAMOUFLAGE
 When you **engage in stealth in natural surroundings**, take +1. If your roll succeeds with a result of 10+, you may bring one ally with you.

GNOMISH MAGIC
 When you **weave your gnomish faerie magic**, choose an effect:

- An illusion temporarily confuses or scares someone
- An item vanishes from someone’s possession and appears in yours
- Until they attack, someone appears to be in two places at once
- Until they attack, someone is invisible

Then roll + CHA. On a 10+, the effect is created with no problems. On a 7-9, your spell still works, but you draw unwanted attention or your magic puts you or someone else in a spot (GM’s choice).

Glamer is a resource specific to the Gnome that is used to power or improve certain moves. You can always spend your Glamer to:

- Take +1 to a move that adds CHA to the roll
- Give someone else a -1 penalty to a roll or put them in a spot

You start the day with 3 Glamer and can have up to 3 Glamer at any one time.

SMALL-SIZED
 Being a gnome, you are smaller than most folk. When you are **able to use your small size to an advantage**, take +1.

STONE TELL
 When you **Spout Lore** regarding **natural earth works or stone construction**, take +1. When you **Discern Realities in an underground setting**, take +1.

HOUSE

- GRAYMANTLE**
When you **encounter a magical phenomenon**, take +1 to discern its realities or resist its effects.
- MOONRAY**
When you **score a result of 10+ using Camouflage**, you may bring all of your allies with you.
- STONESPEAKER**
When **in a subterranean area**, you don’t need to eat or drink. If a move calls for you to spend a ration, ignore it.

BONDS

Fill in the names of your companions in at least one:

_____ is very predictable.

I hide secrets from _____... with good reason!

I long to hear tales of _____’s homeland.

I tricked _____ once and I’d do it again.

The subterranean depths are no place for _____.

THE GNOME

LEVEL

XP

GEAR

Your **Load** is 9+STR. You start with dungeon rations (5 uses, 1 weight) and a musical instrument (a lute, lyre, flute, etc; 0 weight).

Choose your *armament*:

- Dagger (hand, 1 weight)
- Short Sword (close, 1 weight)

Choose your *armor*:

- Flashy Vest (0 weight)
- Leather Armor (1 armor, worn, 1 weight)

Choose your *traveling equipment*:

- Bag of Books (5 uses, 2 weight)
- Healing Potion (0 weight) and Poultices and Herbs (2 uses, slow, 1 weight)

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

CHARM

When you **use your magic to charm someone**, roll + CHA. On a 10+, they befriend you and do as you say. On a 7-9, they are momentarily confused and do nothing. In either case, the effect ends when you or your allies attack them or you leave their sight. You can only have one subject charmed at a time.

CHILD OF THE BURROWS

The grunts, chirps, and calls of the creatures of the depths are as a language to you. You can converse with any animal native to subterranean areas.

THE CONTRACT

When you **Parley with someone**, you may offer a contract as part of the negotiation and name the terms (the GM must agree to these terms). If you do, succeed as if you had rolled a 10+. Until the contract is fulfilled, should you violate the terms you agreed upon, take -1 ongoing.

FAERIE SONG

Your gnomish magic becomes more like ethereal music and has additional effects. You may select the following additional options when using Gnomish Magic:

- Grant someone +1d4 forward to damage
- Heal someone of 1d8 damage

GNOME TRICKSTER

Add the following options to your Gnomish Magic:

- Someone sees the illusion of a sworn enemy
- The target cannot perceive you or your allies

GUILF

When you **spend Glamer and roll a 12+ on the subsequent move**, recover the spent Glamer. Add +1 to your maximum Glamer.

ILLUSIONIST

You can create more powerful and longer lasting illusions. When you **use your illusions to deceive someone**, roll + CHA. On a 10+, they are fooled and you take +1 forward against them. The illusion lasts until they interact with it or you choose to end it. On a 7-9, they are fooled briefly; the illusion is fleeting.

JUMP THROUGH

When you **create a temporary portal to Arcadia**, you may jump through and come out a short distance away (this has a *near* range). You may not bring others with you.

MELD INTO STONE

When you **become one with a stone surface**, you may stay there, unnoticed and unmolested, until you choose to emerge. While within the stone, you do not need to breathe, but you must still eat and drink.

MULTICLASS DABBLER

Get one move from another class. Treat your level as one lower for the purpose of selecting the move.

WINTER'S KISS

When you **call upon the power of winter faeries to freeze your enemy**, roll + INT. On a 10+, the enemy is frozen in place and takes 1d8 damage. On a 7-9, the enemy is either frozen or takes the damage. In either case, the freeze lasts only a few moments.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

ELDRITCH MASTERY

Your Gnomish Magic is strong, allowing you to choose two effects instead of one. Add +1 to your maximum Glamer.

HAT OF DISGUISE

You have acquired the legendary *Hat of Disguise*. When you **don the hat**, you disguise yourself as another creature of about your size and shape. Your actions may give you away, but your actions will not. No one else may use your special hat.

Should you ever lose your magic hat, it will find its way back to you... eventually.

HEALING EXPERT

When you **heal someone with your Gnomish Magic**, they recover +1d8 damage.

JUMP FARTHER (REQ. JUMP THROUGH)

The distance you travel is now *far*. You can choose to jump to Arcadia and stay there, returning at a time of your choosing.

MASTER ILLUSIONIST (REQ. ILLUSIONIST)

Your Illusionist move can be used to fool large groups of people. On a 10+, you and your allies take +1 forward against them.

MIND CONTROL (REQ. CHARM)

When you **successfully charm someone**, and you spend 1 Glamer, the subject becomes your thrall. The subject will follow you and do as you say. The effect is still broken when you or your allies attack them.

MULTICLASS EXPERT

Get one move from another class. Treat your level as one lower for the purpose of selecting the move.

SAGE OF STONE

When you **use your Stone Tell move**, you may ask the GM, in addition to other benefits, ask either of the following questions:

- What is the weakness in this (object/creature/construction)?
- Who constructed this and what is its purpose?

The GM must answer truthfully.

WARMTH OF SUMMER MAGIC (REPLACES HEALING EXPERT)

When you **heal someone with your Gnomish Magic**, they recover +2d8 damage.

WINTER'S FURY (REQ. WINTER'S KISS)

Add the *messy* tag to your Winter's Kiss move. Increase the damage to 1d10. The freeze lasts until you choose to end it or you leave the frozen enemies' sight.