

NAME

LOOK




Names: Ariel Aviv, Eli, Faige, Fivel, Hadar, Lazer, Meir, Ora, Raizel, Shay, Tzion, Uziel, Zev, Zissel

Surnames: Bagstride, Bangair, Berryfizz, Dimbryll, Erion, Monoair, Murflame, Nobward, Pipebizz Puddlewizzle, Soakraul, Topplebell, Warbleerf, Wodddledwardle

Inquisitive Eyes, Inightful Eyes, or Wandering Eyes
Stylish Beard, Pale Hair, Untamed Hair or Bald
Heavy Robes, Simple Garments, Earth-toned Leathers
Wiry Body, Gnarled Frame, or Nimble Body

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

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
STR	DEX	CON	INT	WIS	CHA
WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 5+CONSTITUTION

ALIGNMENT

Choose an alignment:

- GOOD
Save or heal the bullied and downtrodden.
- NEUTRAL
Achieve something great using your wit and ingenuity.
- EVIL
Collect more gold, gems and jewelry than those around you.

STARTING MOVES

You start with these moves:

FRIEND TO FLUFFY THINGS
You have the ability to converse with mammals smaller than yourself. You can find out what they have recently seen, heard or done. They usually don't recall many details for longer than a day. In addition, you may give them simple instructions. They won't attack anyone directly, but they may do simple tasks like checking a room or retrieving an item. They will expect a reward for their service.

MASTER OF ILLUSIONS
You have the ability to create illusions to dazzle and amaze people. When you want to create an illusion, roll+INT. On a roll of 7-9, you successfully cast the illusion, but draw unwanted attention to yourself. On a 10+ you cast the illusion without being noticed.

Here are some examples of the things you can do with your illusions:

- A nearby target is distracted, leaving him vulnerable to attacks until your next move.
- A nearby target will think he is being attacked by someone no one else can see. He will defend himself or flee, but he will not initiate an attack until your next move.
- You may disguise yourself as someone else of about your size.
- You may make yourself or a nearby object or person no larger than a man become invisible until it takes an aggressive action or is struck.

POTION BREWER
When you have a few hours to spend gathering materials and brewing them, you may create three uses of a potion of your choice.

Choose which of the following potions you would like to create:

- *Healing Potion:* The drinker heals 10 points of damage or removes one debility.
- *Antidote:* The drinker is cured of the effects of one poison or disease.
- *Invisibility Potion:* The drinker becomes invisible until he attacks someone.
- *Lesser Polymorph Potion:* The drinker takes on the appearance, but not abilities, of another race, gender and/or species chosen when the potion was brewed. The effects last until the drinker sleeps for at least 4 hours and there is no easier way to remove the effects earlier. This potion can allow someone to take on the appearance of a specific individual, but only if you had that person's hair available when you brewed the potion.

GNOMISH RESISTANCE
When you roll to endure the effects of poisons or magic, you take a +1.

SUB-RACE

Choose which sub-race of gnomes you belong to:

- TINKERER
Your kin are on the forefront of what one can create with one's own hands. Your weapons have been custom-made by yourself, giving them the *Precise* tag.
- SPRIGGAN
You are a member of the sacred protector of the wild and the helpless animals that call it home. You pass through natural environments without leaving a trace making it impossible to track you.
- SVIRFNEBLIN
You make your home in the darkest caverns of the world. You become almost invisible in the darkness. When there is no light, no one will notice your presence until you take an action against them.

BONDS

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

_____ has been hurt in a way that only I can heal.

I will help _____ appreciate the arts.

_____ and I can learn a lot from one another.

_____ and I need to stick together, or we will both suffer.



THE GNOME

LEVEL
XP

GEAR

Your Load is 7+STR. You start with a big bag of assorted trail mix (rations, 5 uses, 1 weight), padded armor and heavy robes (1 armor, worn, 1 weight), a light crossbow (near, 2 weight) and a bundle of bolts (3 ammo, 1 weight). **Choose One:**

- A heavy craftsman hammer (hand, thrown, near, 2 weight)
- A deadly war pick (close, 2 weight)
- A solid oak staff (close, two-handed, 1 weight)

Choose One:

- Adventuring gear (1 weight)
- A healing potion (0 weight)

You carry one keepsake from your home. **Choose One:**

- A small toy or game was your first personal creation.
- A one-of-a-kind gemstone passed down through your family.
- A journal of all your journeys and adventures.

ADVANCED MOVES

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

A LITTLE SOMETHING EXTRA

You have customized your equipment with small little features such as hidden compartments or spring-loaded handles. Once per a battle you may either reroll a single attack die by explaining to the GM how one of your custom features helps in this situation.

ADEPT HEALER

Whenever you make camp, you may heal one person an additional 1d8 points in addition to whatever they would normally receive while resting.

CANNONEER

You have the ability to craft Matchlock Pistols (+1 damage, near, 2 weight) and Black Powder Pouches (3 ammo, 1 weight). In addition, you take a +1 on your volley rolls when using this weapon. You may be able to craft other firearms weapons at the GM's discretion.

DARLING PET

You have a larger than normal badger or wolverine that follows you around wherever you go. It can provide you with a number of benefits:

- It can carry up to twice your load if properly packed.
- When using your sight, hearing or smell to try to detect a creature, you take a +2 if it helps.
- You can use it to threaten someone, allowing you to take a +2 bonus on that roll.
- You can give it a shift on night watch. It will make a lot of noise if it detects anything approaching you while you are asleep

HARD TO SWAT

You have a +1 bonus to defy danger or defend yourself rolls when avoiding the attacks of enemies with the *large* or *huge* tags.

MAGICIAN'S SECRETS

When you discern realities to see through an Illusion or Projection, you may use your INT instead of your WIS.

MAGICAL TRAINING

You may choose one Advanced Move from the Bard, Druid or Wizard class that is available to your level except for any that would allow you to choose a move from any other class.

NIFTY LITTLE TRICK

Every time you sleep for more than four hours, you gain a single use of the Presdigation spell.

WATCH YOUR STEP!

When you stop to examine an area, ROLL + Int. On a 7-9, you can detect if there are any traps in the area and know how to activate them. On a 10+, you will know what these traps will do once activated.

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

ADVANCED MAGICAL TRAINING

Requires Magical Training

You may choose one Advanced Move from the Bard, Druid or Wizard class that is available to your level except for any that would allow you to choose a move from any other class.

ANOTHER PERSPECTIVE

After speaking to a small mammal, you may see what it sees and hear what it hears from the next day. You may do this for a number of animals equal to your INT.

APPRECIATE FINE CRAFTSMANSHIP

When you **first examine an object crafted from stone or metal**, you may ask the GM it's approximate value and one question about either the race, the background or the alignment of the person who made it. The GM may then ask you what the object tells you about the craftsman's personality.

DEFENDER OF THE DEFENSELESS

When you are fighting to defend small animals or small humanoid commoners, you deal +1d4 damage to those who seek to harm them.

DISMANTLE

You can attempt to take apart any mechanical device, such as a lock or a trap. Roll+ INT. On a 7-9, you manage to take the device apart but may be hurt as a result. On a 10+, you manage to take it apart without hurting yourself and can even put it back together.

MASS DELUSSION

When you use your Masters of Illusions move, you may affect a number of targets equal to your INT.

NATURALIST

You never become lost while you are in the wild, you can always identify which plants and animals are edible and which are poisonous and non-magical wild animals will always be friendly and cooperative towards you unless you attack them.

PRESTIGE OF PERILS

Whenever you **enter a steading with the gnomish tag**, you are recognized by others there as a hero of great accomplishment. Additionally, all gnomish hirelings in your service start with +1 loyalty and one free point in the Adept skill.

STORIES AND LEGENDS

Tell a story about an animal or a wild place encountered by another Gnome and pass onto you through tales of their legends. ROLL + Int. On a 7-9, the story has some truth but there are some wrong details. On a 10+, the story is true, although some details might be exaggerations or metaphors.