

Gnomes

A Basic Fantasy RPG Supplement

Release 7

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INTRODUCTION

This supplement provides information for playing Gnomes, an additional demi-human race, under the Basic Fantasy Role-Playing Game rule system. If you do not already have a copy of the **Basic Fantasy RPG Core Rules**, please visit the website and download a copy.

NEW CHARACTER RACE

Gnome

Description: Gnomes are small and stocky, more so than halflings but not as much as dwarves; both male and female gnomes stand around three and a half feet tall and typically weigh around 90 pounds. Their hair and beards may be blond, brown, black, or sometimes red. They have a fair to ruddy complexion. The most noticeable features about a gnome from the standpoint of other races is their pointed ears and noses. They are renowned

for their rapidly-changing moods, sometimes gruff and contrary, sometimes whimsical and humorous. They have a lifespan between two and three centuries long.

Restrictions: Gnomes may become Clerics, Fighters, Magic-Users, Thieves, or Magic-User/Thieves. They are required to have a minimum Constitution of 9. Due to their small stature, they may not have a Strength higher than 17. Gnomes never roll larger than six-sided dice (d6) for hit points regardless of class. They may not employ Large weapons more than four feet in length (specifically, two-handed swords, polearms, and longbows). With respect to encumbrance, treat gnomes as equivalent to halflings.

Special Abilities: All gnomes have Darkvision with a 30-foot range. When attacked in melee by creatures larger than man-sized, gnomes gain a +1 bonus to their Armor Class.

Gnomes are naturally very observant; being smaller than most other races has made them cautious and aware of their surroundings. As a consequence, a gnome has a 10% chance to detect an invisible or hidden creature within a 30 foot radius. This ability does not apply to inanimate objects such as secret doors or invisible objects. A Thief hiding in shadows, an invisible sprite, or a character wearing an elven cloak may all be detected in this way. As with any detection ability, the GM should make this roll.

A gnome who has detected a hidden Thief can see them dimly; truly invisible creatures are sensed by their breathing, by the way echoes change in their vicinity, and so on. When fighting an invisible opponent, a gnome who has successfully detected the invisible creature suffers only a -2 penalty on the attack roll, rather than the usual -4 penalty as given on page 59 of the **Basic Fantasy RPG Core Rules**.

Saving Throws: Gnomes save at +4 vs. Death Ray or Poison, and at +3 vs. Dragon Breath.



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