

GNOME GLIMDWARROW



STARTING CHARACTERISTICS

ST	TO	AG	INT	WP	FEL
1	2	3	2	3	2

WOUND THRESHOLD

7+Toughness

CORRUPTION THRESHOLD

10+Toughness

RACIAL TRAITS

Creation Points: 20

Career Restrictions: Gnomes can enter any career that a human can enter that possesses either the Arcane, Menial or Social trait, except for the Witch career.

Trickster Pursuits: Before investing any creation points, a gnome may acquire or train one of the following skills for free - Charm, Discipline, Magical Sight, Stealth.

Naturally Sneaky: Gnomes often escape notice and as such all Observation checks to detect the gnome add ■■ misfortune dice to the dice pool.

Night Vision: Two fewer ■■ misfortune dice added to a gnome's dice pool for any effects from darkness or low light.

Suffuse with Ulgu: Gnomes receive the Grey Order talent for free. Gnomes can acquire the Spellcraft skill and the Cantrip, Magic Dart and Counterspell actions for 1 creation point or advance.

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Short, wiry, with bulbous noses and large rounded ears. Gnomes have thick hair, dexterous fingers and gruff voices that can be surprisingly deep for such diminutive folk. They can live up to 500 years old. They are a close-knit, clannish people, putting family and personal loyalty ahead of most other concerns with a stubborn tenacity that can surprise even the most intractable Dwarf. Much as the legends suggest, Gnomes are inherently magical and share a close relationship with Ulgu, the magical wind of shadows, illusions and deceit.

Under witchsight, Gnomes are revealed to be permanently shrouded in Grey mists. Every Gnome, even non-wizards, can channel Ulgu to some extent to hide themselves and objects they have touched. As a result of the close ties to Ulgu, Gnome's wizards find they can only practice the Lore of Shadows or the darker forms of magic in the form of Necromancy or Dhar. Because of the danger it represents, both from the dark forces they meddle with and in the form of retribution from the Empire, using the darker arts are strictly forbidden. As a side effect of this connection, the eyes of every Gnome turn Grey eventually.