

Advanced Swords & Sorcery

Silver Blade Adventures

Gnomes

Most gnomes appear akin to dwarves or halflings, and sometimes they are mistaken for them, as they are similar in stature and may go bearded or unbearded. They are an elusive but cunning folk, typically dwelling deep in the forested hills and valleys of the world, burrowing into hidden places. Whilst they have no great magical ability and do not often make for powerful fighters, they are formidable enough. All gnomes are skilled trackers and are said to be on good terms with many animals; they have knowledge of underground places and a great affinity for gems. It is said that goblins were made in mockery of them, and for this reason take evil animals into their service.

Alignment: Any

Movement: 90

Size: Small (c. 4½ feet tall and 120 pounds)

Attributes:

Strength	6/17
Dexterity	9/18
Constitution	9/18
Intelligence	9/18
Wisdom	6/18
Charisma	6/18

+1 to intelligence in return for a -1 to any other attribute.

Class Level Limits

Fighter	6
Magician	6
Cleric	6
Thief	12

Multi-Classes: Fighter/Thief, Fighter/Magician, Magician/Thief, Fighter/Magician/Thief

Abilities:

Listening: Improved hearing, 1-in-6 becomes 2-in-6

Magic Resistance: +4 on saving throws versus magic or poison

Stealth: Can move silently and hide in shadows when wearing light armour

Tracking: As ranger

Underground: Knowledge as dwarves