

in the right place. What may seem a malicious act to a non-gnome is more likely an effort to introduce new acquaintances to new experiences, however unpleasant the experiences may be. Gnomes are prone to powerful fits of emotion, and find themselves most at peace within the natural world. They are usually neutral good, and prefer to worship deities who value individuality and nature, such as Cayden Cailean, Desna, Gozreh, and Shelyn.

Adventurers: Gnomes' propensity for wanderlust, deep curiosity, and desire to master odd or esoteric skills and languages make them natural adventurers. They often become wanderers to experience new aspects of life, for nothing is as novel as the uncounted dangers facing adventurers. Many gnomes see adventuring as the only worthwhile purpose in life, and seek out adventures for no other motive than to experience them. Other gnomes desire to find some lost lore or material that has ties to their chosen vocation and believe only dragon hoards and ancient ruins can contain the lore they need, which can result in gnomes who think of themselves as bakers or weavers being just as accomplished adventurers as those who declare themselves to be mages or scouts.

Gnomes are physically weak compared to many races, and see this as a simple fact of life to be planned for accordingly. Most adventuring gnomes make up for their weakness with a proclivity for sorcery or bardic music, while others turn to alchemy or exotic weapons to grant them an edge in conflicts.

Male Names: Abroshtor, Bastargre, Halungalom, Krolmnite, Poshment, Zarzuket, Zatqualmie.

Female Names: Besh, Fijit, Lini, Majet, Neji, Pai, Queck, Trig.

ALTERNATE RACIAL RULES

Gnomes are a wildly varied and independent race. As a result, there are many variations in their abilities, outlooks, and styles. The following rules are just some of the different traits that manifest in gnomes, frequently without regard for heritage or training.

Alternate Racial Traits

The following racial traits may be selected instead of standard gnome racial traits. Consult your GM before selecting any of these new options.

Academician: Some gnomes are more academically inclined than their kin. Gnomes with this racial trait gain a +2 bonus on any single Knowledge skill. This racial trait replaces the obsessive racial trait.

Bond to the Land: Some gnomes have strong ties to specific kinds of terrain, as a holdover from their fey origins. These gnomes gain a +2 dodge bonus to AC when in a specific terrain type selected from the ranger list of favored terrains. This choice is made at character creation,

and cannot be changed. This racial trait replaces defensive training and hatred.

Darkvision: Some gnome strains have lived in the underground depths for so long they have given up on light entirely and gained darkvision with a range of 60 feet. This racial trait replaces low-light vision and keen senses.

Eternal Hope: Gnomes rarely lose hope and are always confident that even hopeless situations will work out. Gnomes with this racial trait receive a +2 racial bonus on saving throws against fear and despair effects. Once per day, after rolling a 1 on a d20, the gnome may reroll and use the second result. This racial trait replaces defensive training and hatred.

Explorer: Many gnomes are obsessed with seeing as much of the world as possible, rather than perfecting some specific talent or vocation. These gnomes gain a +2 racial bonus on Climb checks and checks for one Knowledge skill of their choice. This racial trait replaces hatred and obsessive.

Fell Magic: Gnomes add +1 to the DC of any saving throws against necromancy spells that they cast. Gnomes with Wisdom scores of 11 or higher also gain the following spell-like abilities: 1/day—*bleed*, *chill touch*, *detect poison*, and *touch of fatigue*. The caster level for these effects is equal to the gnome's level. The DC for these spells is equal to 10 + the spell's level + the gnome's Wisdom modifier. This racial trait replaces gnome magic.

Gift of Tongues: Gnomes love languages and learning about those they meet. Gnomes with this racial trait gain a +1 bonus on Bluff and Diplomacy checks, and they learn one additional language every time they put a rank in the Linguistics skill. This racial trait replaces defensive training and hatred.

Knack with Poison: Some gnomes have an instinctive understanding of poisons and their uses. Gnomes gain a +2 racial bonus on Fortitude saves against poison and a +2 bonus on Craft (alchemy) checks to make poison. The bonus on Fortitude saving throws against poisons increases to +4 if the gnome accidentally poisons himself when applying or readying the substance. This racial trait replaces illusion resistance and obsessive.

Magical Linguist: Gnomes study languages in both their mundane and supernatural manifestations. Gnomes with this racial trait add +1 to the DC of spells they cast with the language-dependent descriptor or those that create glyphs, symbols, or other magical writings. They gain a +2 racial bonus on saving throws against such spells. Gnomes with Charisma scores of 11 or higher also gain the following spell-like abilities: 1/day—*arcane mark*, *comprehend languages*, *message*, *read magic*. The caster level for these effects is equal to the gnome's level. This racial trait replaces gnome magic and illusion resistance.

Master Tinker: Gnomes experiment with all manner of mechanical devices. Gnomes with this racial trait gain a