

# Gnomes

## A Basic Fantasy RPG Supplement

Basic Fantasy Website: [basicfantasy.org](http://basicfantasy.org)

### Release 5

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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 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' 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' 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 him or her 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 52 of the Core Rules.

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



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