

Gnome

Requirements: DEX 9, CON 9

Prime Requisite: STR and DEX

Hit Dice: 1d6

Maximum Level: 8

Gnomes are cousins to dwarves, and share many of their idiosyncrasies. They have a wide range of appearances, and average about 3 ½ feet tall; they tend to be much more slender than dwarves, averaging 100 pounds. Gnomes generally dwell in hills or on mountainsides, dividing their time equally above and below ground. Their habitations often overlap with halflings, and these two races are typically very friendly, if not familial, to each other.

Gnomes may not use large and two-handed weapons, but they may use any other weapon and attack as dwarves. Gnomes can wear any armor and make savings throws as a dwarf. They must have at least 13 in one or the other prime requisite in order to get the +5% to experience. They must also have a STR and DEX of 13 to get the +10% bonus.

Gnomes can see in the dark with infravision up to 60 feet. They have a 2 in 6 (1-2 on 1d6) chance of detecting decrepit or unsafe structures above or below ground (walls, floors, ceilings, etc.), knowing current depth underground, knowing direction while underground, or noticing if passages are sloped. Gnomes must be actively searching for these abilities to function. Gnomes are dexterous folk who get a bonus of +1 to initiative rolls when alone or in a party composed only of gnomes. They have keen coordination that grants them +1 on any missile attacks. Because they are so small, gnomes have a lower armor class (-2) when attacked by creatures greater than human sized. In addition to these abilities, gnomes are like dwarves in being hardy people, and have a strong resistance to magic and poison, as reflected in their saving throws. In addition, their small size makes it easier for a gnome to find cover and avoid breath attacks. Gnomes speak the common tongue, gnomish, dwarvish, halfling, orc, goblin, kobold, and their alignment language.

Reaching 8th Level: When a gnome reaches level 8, he can build a stronghold. These strongholds will be above or below ground in an elevated region. Gnomes will come from great distances to settle there. The character becomes the burgomaster of the people (their leader) and must rule them wisely and well.

Halfling

Requirements: DEX 9, CON 9

Prime Requisite: STR and DEX

Hit Dice: 1d6

Maximum Level: 8

Halflings are even smaller than dwarves, being about 60 pounds and only attaining a height of around 3 feet. They are as diverse in appearance as humans, but have furry feet and curly hair. Halflings have a gentle nature, and value free time, good food, and good drink. They will engage in playful activities when not on an adventure. They love comfort, and will spend their riches on the most extravagant items.



Like dwarves, halflings may not use large and two-handed weapons, but may use any other weapon and armor. They must have at least 13 in one or the other prime requisite in order to get the +5% to experience. They must also have a STR and DEX of 13 to get the +10% bonus.

Halflings have an uncanny ability to disappear in the wilderness. In bushes or other outdoor cover, halflings can hide with 90% ability. They can also hide in shadows or behind other forms of cover when underground in labyrinths or caverns on a roll of 1-2 on 1d6, but they must be silent and motionless. Halflings are dexterous folk who get a bonus of +1 to initiative rolls when alone or in a party composed only of halflings. They have keen coordination that grants them +1 on any missile attacks. Because they are so small, halflings have a lower armor class (-2) when attacked by creatures greater than human sized.

Reaching 8th Level: When a halfling reaches level 8, he can build a stronghold. These strongholds will be in serene, beautiful valleys and halflings will come from great distances to settle there. The character becomes the sheriff of the people (their leader) and must rule them wisely and well.

Gnome & Halfling Level Progression

Experience	Level	Hit Dice (1d6)
0	1	1
2,035	2	2
4,065	3	3
8,125	4	4
16,251	5	5
32,501	6	6
65,001	7	7
130,001	8	8

Gnome & Halfling Saving Throws

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-3	13	8	10	9	12
4-6	10	6	8	7	10
7-9*	7	4	6	5	8
10-12	4	2	4	3	6

DESIGNATION OF PRODUCT IDENTITY

None

DESIGNATION OF OPEN GAME CONTENT

All text and tables.

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