

Gnome:

This race appears as a small human-like person, (2'-6" tall).

Abilities:

Armor Restrictions:

Base Defense:

Body Weapons:

Evasive:

Life-points:

Snatch:

Explanation and rulings for Abilities:

This race can only wear leather armor (no other armor, or shield).

9.

Attacks per turn: 2 (punch, punch).

Damage: Punch: 1-D4 -2, Punch: 1-D4 -2

+2 on defensive rolls to evade attacks.

This race will begin with 15 life-points at level #1.

Life-points per level advanced: 1-D6.

This race can Snatch a random item when it flanks a foe during combat. When performing Snatch, the Gnome CANNOT attack, or this ability will not work.

Note: An item taken WILL NOT be considered as part of the treasure a foe may have (this is the unique ability of the Gnome), and any item Snatched will be palm-sized (i.e., silver, gold, an enchanted item, a gem, etc.).

When the Gnome performs Snatch, roll on the following chart once to see what has been found:

%Roll: Snatch result:

01-90: Nothing.

91-92: 1 Silver coin.

93-94: 1 Gold coin.

95-96: 1 Gem.

97-98: 1 Potion.

99-00: 1 Enchanted Item (roll until the result is something palm-sized).

Note: Snatch can only be attempted on a creature one time per encounter.

Special: For every 10 levels the Gnome has advanced, +1 will be added to the Snatch result roll.

TrapSense:

This race can sense a trap, and actually disarm it, 30% of the time. For every level the Gnome advances above 1st, he or she will gain a bonus of 1% added to sense and disarm a trap.

Maximum chance: 70%