

You came to the village long ago and attached yourself to a family. You have watched over them for many years, but now you and your youngest charge are ready for adventure. The player to your right is a member of this family's newest generation.

You are dextrous, quick-witted, and small of frame. Your Dexterity, Intelligence, and Charisma begin at 10, your Strength begins at 6, and all of your other ability scores begin at 8.

How did you come to the lands of men?

1d12	What was your gnomish family's trade?	Gain
1	Your ancestors cleaned house for a distant faerie queen.	+2 Con, +1 Wis, +1 Cha, Skill: Etiquette
2	Your people have long lived beneath a small hill and worked a forge there.	+2 Str, +1 Con, +1 Int, Skill: Smithing
3	Your parents made their living trading with a clan of dwarves.	+2 Cha, +1 Str, +1 Int, +1 Wis
4	Your family ran the great ovens of the faerie court.	+2 Wis, +1 Dex, +1 Cha, Skill: Cooking
5	With net and harpoon, your people fished the rivers beneath the mountain.	+2 Con, +1 Dex, +1 Wis, Skill: Fishing
6	Your family dwelt in a distant city, hiding from the men who lived there.	+2 Dex, +2 Int, +1 Wis
7	Everyone in your family has always had a favorite human.	+1 Str, +1 Con, +1 Int, +1 Wis, +1 Cha
8	Unlike other gnomes, your ancestors were mighty warriors.	+2 Str, +1 Con, +1 Dex, +1 Int
9	Your family dwell in distant lands as servants to a strange wizard.	+2 Int, +1 Str, +1 Con, +1 Wis
10	Your family has always been known for its fine handiwork.	+2 Dex, +1 Int, +1 Cha, a crafting skill
11	One of your grandparents was a go-between for humans and fae.	+3 Cha, +1 Con, +1 Dex
12	Your family made their homes in the trunks and branches of great trees.	+2 Dex, +1 Str, +1 Int, +1 Wis



1d8	How did you come to make the village your home?	Gain
1	A mighty faerie lord exiled you long ago.	+2 Con, +1 Wis
2	Legends tell of an ancient piece of fae magic in this village. You have not found it yet.	+1 Dex, +1 Con, +1 Int
3	You were struck with wanderlust, but found this place particularly homey.	+2 Cha, +1 Int
4	Stopping through, you formed a fast friendship with the grandfather of one of the village elders.	+2 Int, +1 Cha
5	When goblins destroyed your home, the village gave you a sanctuary.	+2 Str, +1 Wis
6	There was always another project to finish before you could leave.	+2 Dex, +1 Int
7	Pukka tricked you into leaving your family's home long ago.	+1 Con, +1 Int, +1 Wis
8	Your people formed a pact with the village founders before your birth.	+1 Str, +1 Wis, +1 Cha

1d8	You interact rarely with most of the villagers. The other characters became your fast friends, however. Who else became your friend?	Gain
1	The innkeep loves your company and your stories.	+2 Cha, +1 Int
2	You often trade chores with a local craftsman.	+2 Dex, +1 Wis
3	You sometimes work with a local merchant.	+1 Dex, +1 Int, +1 Cha
4	You befriended a great bear who lives in the forest near the village.	+2 Str, +1 Cha
5	The witch treats you as one of her friends.	+2 Con, +1 Wis
6	You are fascinated by the old mill, the miller, and his family.	+2 Int, +1 Str
7	Often you help one of the village elders with chores.	+1 Str, +1 Con, +1 Cha
8	Instead of making human friends, you befriended the mice about town.	+2 Wis, +1 Dex



You worked for many generations as the protector of a local family. You become a level 1 Rogue-Mage. You gain the class abilities *Sense Magic* and *Spell Casting*, and the skill *Stealth*. The tables below will tell you your spells and other abilities.

What has happened since you settled here and adopted a human family?

1d6	How did you first become attached to your human family?	Gain
1	Generations ago, you saved the family from a dark spirit that was haunting them.	+2 Int, Skill: Forbidden Secrets, Spell: Abjuration
2	The grandfather of the family saved you from a bear, and you have been waiting for the chance to return the favor.	+2 Wis, Skill: Survival, Spell: Friend's Call
3	When you first met the family, you used your faerie magic to toy with them. Later, as you grew to love them, you stayed around to help.	+2 Dex, Skill: Trapping, Spell: Masked Image
4	Many winters ago, when an angry mob came for the grandparents because of a misunderstanding, you cloaked the house in illusion.	+2 Con, Skill: Athletics, Spell: Greater Illusion
5	When their business was failing, the family began leaving gifts for any who would help.	+2 Str, Skill: a crafting skill, Spell: Night Craft
6	During the Lean Winter, this family was the only one to give you proper hospitality.	+2 Cha, Skill: Etiquette, Spell: Night Craft

1d6	What village secret do you alone keep?	Gain
1	One of the elders betrayed the village to a group of barbarian raiders long ago.	+2 Int, +1 Wis, Skill: Forbidden Secrets
2	The ghost of one of the founders haunts the inn.	+2 Cha, +1 Dex, Skill: Alertness
3	A hidden cache of cursed treasure lies at the bottom of a village well.	+2 Dex, +1 Con, Skill: Athletics
4	You know where the horn of a mighty hero of old is hidden.	+2 Wis, +1 Cha, Skill: Command
5	You have seen the old lord guarding his tomb beneath a weeping willow in the forest.	+2 Con, +1 Wis, Skill: Survival
6	A gateway to the faerie lord's court lies hidden in plain sight within the village.	+2 Int, +1 Cha, Skill: Faerie Lore



1d6	After many years of service, why are you ready to go on adventures with your friends? <i>The charge to your right helped you decide.</i>	Gain
1	You have learned that a dark and deadly faerie holds an ancient grudge against the family and is seeking revenge. <i>The charge to your right has only recently learned of this danger, and gains +1 Int.</i>	+2 Int, Skill: Faerie Lore, Spell: Hunger and Thirst
2	One of the grandparents in the family made you promise to show the world to the child and teach hard lessons. <i>The charge to your right is ready for the challenge, and gains +1 Con.</i>	+2 Con, Skill: Command, Spell: Word of Courage
3	You have become bored with housework and are ready for something more exciting. <i>The charge to your right is thrilled by this prospect, and gains +1 Cha.</i>	+2 Cha, Skill: Survival, Spell: Healing Touch
4	The Horned King almost rode you and your charge down while you were wandering through the woods. <i>The charge to your right helped you escape and knows now that if the King returns you cannot remain idle, and gains +1 Dex.</i>	+2 Dex, Skill: Stealth, Spell: Elf Shot
5	You have decided to win a great fortune for the family so that it will never fall on hard times. <i>The charge to your right is ready to seek treasure with you, and gains +1 Int.</i>	+2 Int, Skill: Alertness, Spell: Sanctuary of Peace
6	One of the family members was killed by a wicked group of bandits. <i>The charge to your right has decided that the two of you must make the world safer, and gains +1 Cha.</i>	+2 Cha, Skill: Investigation, Spell: True Strike

1d6	What is your favorite task around the house?	Gain
1	Collecting and hoarding things.	+2 Dex, a single hair from each of the villagers
2	Caring for the animals.	+2 Wis, an animal friend
3	Tending the stew pot at night.	+2 Str, an iron ladle
4	Scouring the chimney.	+2 Con, a bag of soot
5	Mending broken things.	+2 Int, a hammer and tongs
6	Comforting those with bad dreams.	+2 Cha, a storybook



FILL OUT YOUR SHEET!

1. Record your name, class, and level.
2. Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
3. Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Gnomish Godparent begins with the following equipment: a pocket knife, simple clothing, cleaning supplies, a battle-tested broom, and 6d6 silvers worth of odds and ends.
4. Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Chaotic like the other faerie lords.
5. Your Base Attack Bonus comes from your class. As a level 1 Gnomish Godparent, you have a BAB of +0
6. Your Initiative is equal to your level, plus your Dexterity bonus, plus 2 for being a Gnomish Godparent.
7. Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have, plus 1 for being a gnome.
8. Your Fortune Points are 3.
9. Your hit points are 8 plus your Constitution bonus.
10. Fill in your saving throws using the chart on the back of this booklet.
11. Record the 'to hit' and 'damage' statistics for any weapons you think you might use. Your to hit bonus for a melee weapon is your BAB plus your Strength bonus, while you use your Dexterity bonus instead for any missile weapons. Your Strength bonus also adds to the damage of any melee weapon.

REFERENCE

MAKING TESTS

Ability Score Checks: Roll a d20 and compare the result to your score in the relevant ability. If the number on the die is equal to your score or lower, you succeed. If it is higher, then you fail.

Saving Throws: Roll a d20. If the result is equal to the saving throw number or higher, the roll was a success.

Combat Rolls: Roll a d20 and add the relevant attack bonus. Compare the result to the enemy's armor class. If the number equals that armor class or exceeds it, the attack was successful. Otherwise, the attack missed.

Class Abilities

Hit Dice: d8

Initiative Bonus: +2

Armor: The Gnomish Godparent may only wear leather armor.

Highly Skilled: Rogues receive two additional skills at first level. Your Playbook has already given you your extra skills. Rogues gain an additional skill every odd numbered level thereafter (3rd, 5th, 7th, etc). Instead of gaining a new skill, they may get better at one which they already have, increasing the bonus for that skill by a further +2.

Spell Casting: The Gnomish Godparent may cast spells like a mage, but does not have access to cantrips or rituals. Note that, as a gnome, the Godparent does have the Glamour Weaving cantrip.

Sense Magic: The Gnomish Godparent may sense magic as a mage. See p.12 of *Beyond the Wall and Other Adventures* for details.

Gnome: As a gnome, you also have the Gnomish Glamour, Hard to Catch, Small Stature, and Vulnerable to Meteoric Iron special rules, found on p.12 of *Heroes Young and Old*.

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+0	14	15	13	12	11
2	2,500	+1	14	15	13	12	11
3	5,000	+1	14	15	13	12	11
4	10,000	+2	14	15	13	12	11
5	20,000	+2	14	15	13	12	11
6	40,000	+3	13	13	11	10	9
7	80,000	+3	13	13	11	10	9
8	150,000	+4	13	13	11	10	9
9	300,000	+4	13	13	11	10	9
10	450,000	+5	13	13	11	10	9

FORTUNE POINTS

A character may spend a Fortune Point in the following ways:

Help a Friend: Normally, a character may only help a friend with an ability score check if he has a relevant skill. By spending a Fortune Point, a character may lend a helping hand and thereby give his compatriot a +2 to his score for a single roll, even without having an appropriate skill for the task at hand.

Second Chance: A character may spend a Fortune Point to get a reroll on any failed roll during the course of play, such as an ability score check, saving throw, or to hit roll.

Cheat Death: A dying character may spend a Fortune Point to stabilize at 0 hit points and not continue taking damage every round.

Ability Score	Bonus
1	-4
2-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18-19	+3