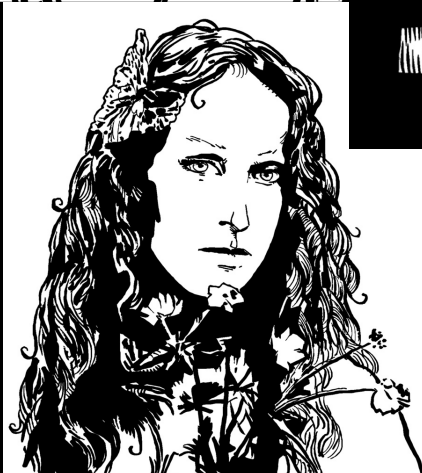
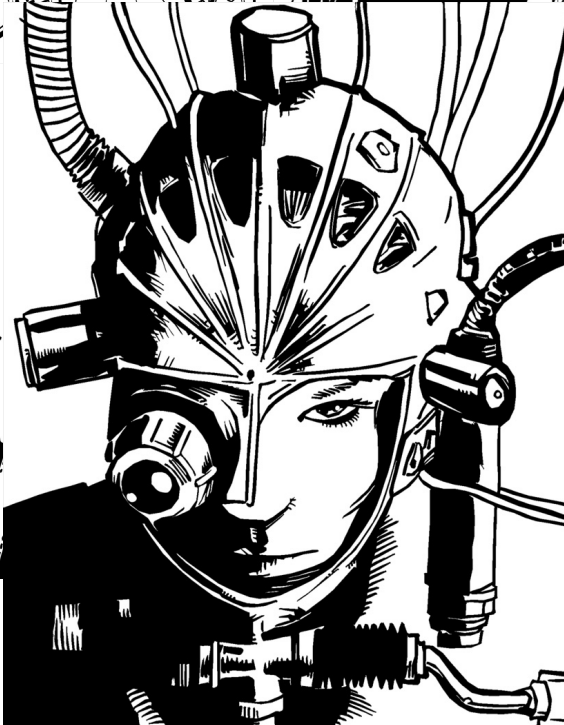
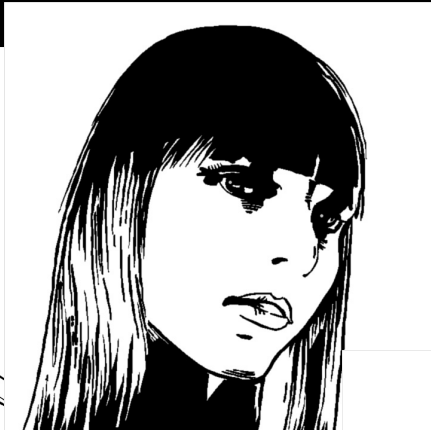
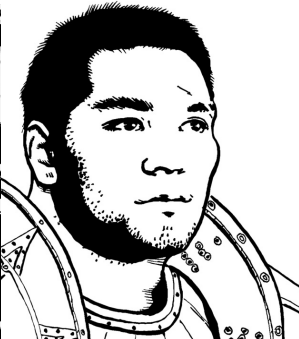




## 10 GNOME BACKGROUNDS



# 10 Gnome Backgrounds

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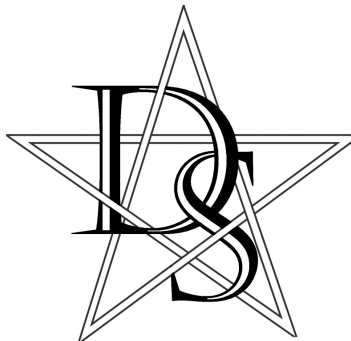
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## GNOME BACKGROUNDS

Backgrounds grant you the ability to customize your character even further by suggesting ideas for your character's history. Likewise, the DM can use backgrounds to make NPCs more memorable with personality traits & their own odd, little habits.

Although the 10 backgrounds we present here are specially tailored for gnomes, backgrounds are virtually rules agnostic. Feel free to use them with any game, any race, any character!

## ALCHEMIST

Alchemy is the systematic search for the magic of the gods amongst the mundane dirt of reality. Alchemists seek perfection of form, transformation from the base into the noble, to create freedom from pain & disease in the shape of the immortality granted by the philosopher's stone.

More importantly, from the gnomish point of view, you get to mix things up that go BOOM!

On the face of it, alchemy & chemistry share many characteristics. Indeed, many alchemists are, in practice, simply chemists in fancy robes. A pure alchemist seeks to understand the nature of reality through exploring the qualities of the natural world. The fact that their research yields highly explosive powders, hallucinatory medicines, & magical potions is merely a happy accident (something quite common in alchemy).

Are you using your alchemical research to explore reality? Are you looking for the secret that will turn lead into gold? Or, do you study alchemy simply for the fireworks?

Have you ever suffered a catastrophic meltdown in the lab? How did you contain the damage? What monsters were birthed? What damage was inflicted? Has your alchemy ever saved a life? Who did you save? Why were they important / desperate enough to risk facing the potential rapid internal combustion?

**Skill Proficiencies:** Investigation, Perception

**Tool Proficiencies:** Alchemist's supplies, glassblower's tools

**Equipment:** A set of alchemist's supplies; a pair of multi-lens, indirect-ventilation goggles; an industrial grade, clockwork fire-starter; a set of (rather scorched) common clothes; & a belt pouch containing 15 gp.

### FEATURE: ALCHEMY

Alchemy can produce both magic & mundane medicines, explosive powders, potions, dusts, oils, & philters. At the DM's discretion, you can also use alchemy to create such things as well as flasks, jugs, or possibly certain gemstones.

Follow the appropriate crafting rules (p. 187 in the PHB for nonmagical, & p. 118 in the DMG for magical). To perform alchemy, you need your alchemist's supplies & appropriate glassware, as well as any necessary ingredients &/or materials. Access to especially high quality supplies could reduce the cost to produce the item (i.e. the market value / creation cost) by up to 50%, at the DM's discretion.

### VARIANT ALCHEMIST: PYROTECHNICIAN

Pyrotechnicians are alchemists who focus primarily on explosive powders & the pretty colors, sounds, &/or patterns that can be achieved with the addition of specific concentrations of particular chemicals.

A skillful pyrotechnician can easily produce a supply of harmless, entertaining fireworks while on the road. Whizzbangs, snapsticks, glowrods, & bottle rockets are no problem.

More intensive work, such as smoke bombs, grenades, or heavy rockets, requires a suitably equipped laboratory. Likewise, you should follow the appropriate crafting rules in either the PHB or the DMG.

## SUGGESTED CHARACTERISTICS

Alchemy originated as spiritual exploration. The idea is: the Divine created the Prime, therefore the Divine is reflected in the physical. Study of the physical world equates to a better understanding of the Divine. As above, so below.

Since its conception, alchemical discoveries have resulted in a great many practical applications in science & medicine, attracting more logically-minded individuals to its study. Despite the "dilution" of alchemist spirituality, most gnomes still consider alchemists to be the "clerics" of the gnomish race.

### d8 Personality Trait

- 1 My clothes bear an acrid stench from the chemicals & experiments I'm around all day
- 2 One of my many accidental explosions resulted in the creation of a homunculus. Now the little guy follows me everywhere I go!
- 3 I wear my goggles all the time, not just during experiments
- 4 I much prefer the metric system to that awkward system of pounds, ounces, gallons... *miles?! Seriously, what were they smoking?*
- 5 One (or both) of my eyebrows has been permanently scorched off
- 6 Rather than the pewter mugs most travelers use, I drink from the beakers in my alchemy kit. What? They're clean! (...I think)
- 7 I've invented a cypher with which I encrypt all of my alchemical books & research.
- 8 I spend most of my time thinking of new ways to blow stuff up

### d6 Ideal

- 1 **Caution.** Goggles... check. Ventilation fan... check. Weapon's grade unobtainium blast shield... check & double check! (Lawful)
- 2 **Chrysopeia.** I don't care what it takes, or whom I must sacrifice, nothing will stand between me & the philosopher's stone (Evil)
- 3 **Hermeticism.** As above, so below. Religion, the arcane, base physicality, all are one & the same. (Any)
- 4 **Ingenuity.** Sometimes I just throw some chemicals together to see how big the bang is (Neutral or Chaotic)
- 5 **Panacea.** I'm so *close* to discovering the secret of the perfect medicine. Imagine! An end to pain & disease, *forever!* (Good)
- 6 **Research.** Through science, we can unlock all the secrets of the multiverse! (Any)

### d6 Bond

- 1 I've devoted my professional life to the pursuit of the universal solvent / the philosopher's stone / the elixir of immortality
- 2 A wintery old wizard ordered a slew of fireworks for some ancient halfling's "elventy-somethingth" birthday party next month
- 3 My lab was ransacked! They took everything! The only clue I have is an eye-&-pyramid symbol they burned into my work desk!
- 4 My experiment cascaded out of control. It consumed everything, even my left arm / right leg / little brother, before I could safely contain the reaction
- 5 I invented invisibility powder! But I put it down somewhere & it disappeared ☹
- 6 Healing the sick is a lost cause. Better to never succumb in the first place. I seek to create the Perfect Form of Life

### d6 Flaw

- 1 No matter what precautions I take, nor how safe the materials I use, my experiments tend to explode
- 2 Magic? Religion? Nothing but primitive superstition. Alchemy will grant me power greater than even the gods!
- 3 My constant exposure to strange substances resulted in all of my hair falling out / a glowing, third eye sprouting from my forehead / mutation & hyper-development of the pineal gland
- 4 They LAUGHED at me at the academy! I'll show them who the *real* fools are. I'LL SHOW THEM ALL!!!!
- 5 I'm not always as careful as I should be when it comes to storing my chlorine / mercury / nitroglycerin
- 6 My experiments result in contact with a suspiciously high number of shadowy, gravelly-voiced entities with vague promises of power

## FAERIE FRIEND

There's a secret that only children, fair maidens, & those pure of heart know. All those times when you feel like you're being watched even though you're entirely alone? When you awaken to find the floors mopped & the dishes washed? Or the laundry spilt & the milk spoiled? Those are visitations of prankster fairies.

You are a faerie friend. You know where to look to find the elusive sprites & pixies. You know the favorite treats of the atomies. You can play jigs so jolly the brownies can't help but leap about, & dirges so mournful you set the dryads weeping. You've even lain hidden in the underbrush & spied on the faerie royalty as they promenaded through the twilight woods.

You know all their favorite foods, songs, & dances, allowing you to spend your day frolicking in the woods with your faerie friends far away from the pressures, fumes, & grime of the city.

How old were you when you saw your first faerie? Was the sprite playing a trick? Did you join in the fun, or did you chastise the naughty nixie? Did the faeries steal something from you, leading you on a merry chase through the midnight woods? What kind of faeries do you enjoy the most? The nurturing, dryads? The beautiful sea nymphs? The playful pucks?

What faerie secrets do you know? Can you get into the Feywild? What's the most valuable present you ever got from a fairy? Does that gift mean you owe the fairies a boon? Do they owe you any favors? What did you do to earn that boon? Would you use that favor to save an ally's life? Are you saving it for your own, selfish reasons?

Is there any danger of you "getting too old" to see fairies? Why haven't you "outgrown" fairies like normal people do?

**Skill Proficiencies:** Nature, Performance

**Tool Proficiencies:** One musical instrument of your choice

**Languages:** Sylvan

**Equipment:** One musical instrument; a gift from the Fey (a backwards music box / a pouch of pixie dust / an unwilting winter rose); a cap / coat / gown sewn of autumn leaves & acorn caps; a set of common clothes; & a pouch with 15 gp

### FEATURE: PURE OF HEART

The sprites, pixies, & atomies you so love are shy, flighty creatures who are extremely sensitive to dark emotions. Whether violence, hatred, or jealousy, the fairies dart off & disappear into the woods at the first sign of any sort of negativity. You, however, have no trouble joining the faerie festivities. Being free of malice, you can dance, sing, & frolic with the pixies to your heart's content. They accept you as one of their own.

You can find fairies almost anywhere. As long as the place is not filled with iron or too "civilized," you can find a faerie hiding about the place. It might be invisible pixies attending the dust bunnies under the bed. You might meet the tooth fairy on one of her nightly visits. And, of course, you can always find faeries amongst the faerie rings deep in the woods.

The fairies are always at least friendly towards you, if not your friends. By singing a sweet song, maybe a gift of honey & milk, or the promise of a future favor, you can often convince a fairy to aid you, such as by delivering a message, bringing you fresh water, or with other favors at the DM's discretion.

### SUGGESTED CHARACTERISTICS

Faeries don't reveal themselves to just anyone, much less spend enough time with them to make friends. It takes a person with a profound sense of childlike wonder to befriend the sprites. Faeries flock to innocence like bees to honey.

On the other hand, there are times when being childish isn't always a good thing. Faerie friends can be bratty, shy with anyone over 5 inches (12 cm) tall, &/or dangerously irresponsible. After all, when you have a cloud of crazy friends waiting in the woods with cakes & honeydew, it's hard to make yourself concentrate on responsibilities like digging a latrine.

#### d8 Personality Trait

- 1 I tend to sparkle when I laugh (I guess the faeries' magic is rubbing off on me)
- 2 I collect any loose teeth I find to leave under my pillow
- 3 I'm shy about entering towns or cities. Give me the cool shade of forest foliage any day!
- 4 I'm always on the lookout for fun, new music to learn & play for my faerie friends
- 5 At night, I like to leave out a saucer of milk (or maybe a thimble of whiskey?) for any timid house faeries that may be around
- 6 Look! I have a badger minion! His name is Francis! Who's my minion? WHO's my minion?! YOU are!!!
- 7 It's best to avoid strange trails you come across in the wilderness. You never know if it's a faerie path or a corpse road
- 8 I greet each moonrise with a lively jig to entertain my invisible atomy friends

#### d6 Ideal

- 1 **Abandon.** Let the wild romp begin! (Chaotic)
- 2 **Awe.** I've never seen anything more beautiful than the firefly faeries' midnight ballet (Neutral or Good)
- 3 **Generosity.** What a wonderful idea! I can't wait to share with all my friends! (Good)
- 4 **Innocence.** I'm so sorry, but the faeries won't reveal themselves to anyone not pure of heart ☹️ (Any non-Evil)
- 5 **Isolationism.** Go away! You're not welcome here! (Neutral or Evil)
- 6 **Quietude.** It's good to get away from the hustle & the bustle of the city (Any non-Lawful)

#### d6 Bond

- 1 I build & maintain small shrines (about 75 cm tall & 50 cm wide) deep in the woods for little faeries & tiny gods to live in
- 2 I can count on the forest faeries for help if I get lost in the woods (even if their idea of "help" doesn't always match mine)
- 3 Between adventures, there is a very special hamadryad to whom I always return with gifts, new stories, & music
- 4 The faeries told me of a secret garden with miraculous healing properties
- 5 It is my dream to attend the Seelie Court & meet the beautiful Queen Titania face to face!
- 6 I live in the boughs of an ent. It can be hard to find my house again if he wanders around after waking from his decades-long sleep

#### d6 Flaw

- 1 I shy away from cold iron. In fact, I refuse to handle it. The horrid metal doesn't hurt me, but I'd hate to annoy my faerie friends
- 2 I care so much about my friends, especially the artists, that I can fall into a terrible state of depression should tragedy strike
- 3 I don't like strangers At. All. I'd rather eat my own head than talk to a new person. Faeries, on the other hand, are always welcome
- 4 Good food, good music, good friends! Life is one long party! Do not come to me with anything that's the least bit boring. You *will* be ignored
- 5 I am fiercely, *irrationally*, protective of my faerie friends, sometimes even violently so
- 6 I'm so worried! It's been years since I've seen a faerie! Are they avoiding me? Were they killed off? I'll give anything to know!

## GEM CUTTER

The old, bent gnome carefully unfolded a black velvet cloth, still glittering with the dust of earlier projects, over the tavern table & began setting out his tools. As the final touch, the jeweler fit a complicated eye-piece on, flipping lenses & tweaking tiny dials, to examine the jagged piece of raw diamond in his tweezers, "Yes, my dear. I think we'll find this choice of stone to be quite felicitous... yes... quite felicitous indeed."

Gem cutting is a fantastic art. It combines the practicality of smithing (you're building a solid, useful object) with the creativity of sculpture (gems are *insanely* beautiful). Gnomes are especially well-suited to gem cutting with their wacky yet thoughtful approach to life.

Out of all the arts, gem cutting has the strongest reputation for magic. The jeweler takes such mundane materials as stones & iron to produce objects of incredible delicacy. Even when the artist foregoes the extra step of enchanting their jewelry, the beauty they can produce is almost literally unbelievable.

What about gem cutting do you enjoy the most? Is it the finished product? The looks on peoples' faces when you present your art to them? Do you hoard your works for yourself?

What piece was your greatest accomplishment as a gem cutter? Where is that piece of jewelry now? Is it magical? What properties does it have? What would people do to get their hands on your magnum opus of jewels? How do you protect your art? What would you do if your gems were stolen or damaged?

**Skill Proficiencies:** History, Perception

**Tool Proficiencies:** Jeweler's tools

**Languages:** Dwarvish

**Equipment:** A set of jeweler's tools; glitter-dust sparkles in your pockets & hair; a multi-lensed eye-loup; a gem-less, pewter brooch in the shape of a bird / butterfly / crown; a set of common clothes; & a belt pouch containing 20 gp.

### FEATURE: GEMOLOGY EXPERT

Whether you gained it through a long process of self-taught trial & error or in a formal college of geoscientific study, you have a deep, almost instinctive knowledge of gems, their origins, & their uses.

Whenever you make an Intelligence (History) check related to gems, jewels, or jewelry, you may add twice your proficiency bonus instead of your regular proficiency bonus.

Likewise, you may make a special Intelligence (History) check related to gems. On a success, you can ask a single "Yes/No/Maybe" question that the DM must answer as truthfully as possible.

### SUGGESTED CHARACTERISTICS

Jewelers are a weird mix of extroversion & quietude. While on the job in their workshops, they quietly concentrate for extremely long periods of time on details almost too small to see with the naked eye. Meanwhile, the entire purpose of the enterprise is to create a spectacle such that one cannot help but become the center of attention.

Some gem cutters revel in the attention themselves, creating glorious (sometimes hopelessly garish) displays of their wares. Others enjoy the experience vicariously, dressing others in their gems & enjoying the attention by proxy. Regardless, there's a part of every gem cutter that always appreciates adulation.

#### d8 Personality Trait

- 1 I've developed a permanent squint in one eye due to overusing my jeweler's loup
- 2 I want to make a matching set of rings / necklaces / piercings for my closest friends
- 3 I have a bright smile. Literally! I embedded 1d3 gems in my teeth
- 4 I much, much, much prefer that we get paid in gemstones.
- 5 I seal every deal, bargain, promise, etc with a stamp of my sigil ring
- 6 I hide my wares while traveling so as to not attract brigands
- 7 I'm never without my mother's / master's / lover's bejeweled ring
- 8 I insist on trying to re-cut any gems we find to up their market value

#### d6 Ideal

- 1 **Creation.** Every gleam, every facet, every nuance is an evocation of my innermost self (Chaotic)
- 2 **Delicacy.** It takes a steady hand & a light touch to create perfection. The slightest misstep & it's lost forever (Lawful)
- 3 **Everlasting.** Rubies don't grow old. Diamonds never fade. Their beauty lasts forever. That is the promise I make to you (Lawful)
- 4 **Ostentation.** If it doesn't sparkle, it's not worth it. What's the use of being rich, if no one knows? (Any Non-Good)
- 5 **Splendor.** Here, try this on. Just as I thought – that looks fantastic on you! Everyone's going to love this! (Any Non-Evil)
- 6 **Uniqueness.** You'll never see anything like this again in your entire life. *That's* what makes it so special (Chaotic)

#### d6 Bond

- 1 There is a wondrous gem that shines with its own inner light. The dwarves lost the jewel when a horrid dragon overran the kingdom
- 2 This diamond bears a terrible curse: every single owner of this gem has died a ghastly, gooey death. I need to safely dispose of it
- 3 My brother was murdered, but I managed to catch his soul inside this heart-cut ruby. I must find a way to bring him back!
- 4 They say there is a glorious diamond that holds the secrets to unlocking the path to the City of Gold
- 5 See this jewel? When you swallow it, you can't get sick as long as it remains in your system. It... uh... needs *thorough* cleaning before it can be used again. Seriously... like fire or something...
- 6 I'm trying to discover the secret to creating *loun Stones*. So far, I've only managed a *Dullard loun Stone* & an *loun Stone of Leporidae*

#### d6 Flaw

- 1 Silver, gold, whatever. You can have that. But any gems we find are mine, *mine*, *MINE!!!*
- 2 I'm actually a pretty horrible gem cutter. I've ruined *far* more gems than I've improved
- 3 Hey, it's not my problem if some idiots can't tell the difference between authentic diamond & cheap cut glass
- 4 People always think I'm rich since I deal with gemstones all day. They're constantly asking for a loan or trying to steal from me...
- 5 That ring is a family heirloom. I don't care if it was "lawfully sold," I am prepared to do anything, *anything*, to get it back
- 6 Help me! This horrid gem is cursed! I can feel it trying to rip away my soul. Here, take it... Givves it *baaaack!* It's mine! *Iz precious!*

# HYPNOTIST

Hypnotism originated as research into & reproduction of the altered states of trance-like consciousness found in many religions. Since its derivation, people have used hypnosis as staged entertainments at private parties, in lieu of medication during invasive operations, & even to assist with criminal (or personal) investigations.

Hypnotism, as we know it, was developed fairly recently. It's only been around for about 2 centuries or so, which is barely any time at all in the long lives of gnomes or elves. Its newness is exactly what makes mesmerism so alluring to the curious minds of mental investigators, perfect for inquisitive gnomes.

Mesmerism isn't a skill that comes naturally. All of its practitioners had to either research the techniques on their own or learn from a teacher. How did you acquire the secrets of hypnotism? What do you plan to do with your skills? Are you interested in assisting in criminal investigations? Helping people overcome their personal fears? Looking into the possible spiritual connections with séances?

Many hypnotized subjects report altered memories. Sometimes they remember things that could never have happened or seem to remember things that were previously lost. Perhaps most frighteningly, quite a large number of subjects report memory loss & sudden behavioral compulsions they never felt before the hypnotic event.

Do you have any holes in your memory? Do you experience any abrupt urges or physical / mental ticks you just can't explain?

**Skill Proficiencies:** Performance, Persuasion

**Languages:** 2 of your choice from the following – Dwarvish, Elvish, or Halfling

**Equipment:** A pocket watch on a long chain-fob; a pair of spiral-lensed spectacles; a fancy cane with a sparkly head; a set of fine clothes (top hat & tails); & a belt pouch containing 15 gp

## FEATURE: HYPNOTISM

When interacting with an unthreatened humanoid (see the PHB p. 186 & the DMG p. 245), you have advantage on checks to calm down hostile humanoids or befriend indifferent ones.

If a non-hostile humanoid gives you its whole attention, you can attempt to hypnotize them. After an uninterrupted 20 minute session of constant, relaxing conversation, make a Charisma (Performance) check to put the humanoid into a hypnotic trance. With concentration, you can maintain the trance for up to 1 hour.

During the hypnosis, the humanoid considers you a friendly acquaintance & you have the humanoid charmed. The trance ends when your concentration ends, or when you or your companions do anything harmful to the hypnotized creature.

After an uninterrupted 20 minute session during the hypnotic trance, you may attempt a Charisma (Persuasion) check (without advantage) to perform specific hypnotic acts such as:

- Asking the creature to truthfully answer a Yes / No question
- Causing the creature to forget a specific memory, which can include the hypnotic trance, for up to 1 day
- Causing the creature to vividly re-experience past memories
- Convincing the creature to perform a risky favor for you
- Creating / Averting a minor compulsion for up to 1 week
- Implanting a false memory, aversion, or attraction to a specific person, place, or thing, for up to 1 day
- Putting the creature in a restful sleep (ending the hypnosis)

## SUGGESTED CHARACTERISTICS

Fair or not, hypnotists have a reputation for creepiness. Perhaps it's the intense stare, the weirdly bushy eyebrows, or the skinny mustaches. There's just a vague feeling that there's something wrong with the mesmer. Even still, these people have an almost visceral animal attraction. They just ooze charisma. It's almost vampiric.

In the same way that a safecracker uses their nimble fingers, hypnotists exploit the alluring power of their personalities. Some coordinate with their subjects. Others simply charm their way into their subjects' confidence. The worst of the worst deceive & betray their subjects' trust.

### d8 Personality Trait

- 1 I unthinkingly twist my long, skinny mustache / beard / hair when I think up a dastardly trick
- 2 I always dress nicely. It's important to look one's best to put people at ease
- 3 I carry around a step ladder so I can look Tall People in the eye
- 4 I'm in the habit of swinging or twirling my pocket watch around
- 5 Each time I see an orc, I'm *compelled* to snap my fingers / bark like a dog / pinch the person on my left. I don't know why it happens
- 6 My eyes stare with a burning intensity
- 7 I always smile & wink as if I'm inviting people in on a secret, even if what I'm saying would directly harm that person
- 8 Rather than a pocket watch & spiral spectacles, I use crystals & a mellow gong combined with meditation to perform my hypnotism

### d6 Ideal

- 1 **Animal Magnetism.** Hey, how *you* doin'? (Any)
- 2 **Assistance.** I provide help people can't get any other way (Good)
- 3 **Calm.** Listen to the soothing sound of my voice... (Neutral or Good)
- 4 **Lethe.** Hey, if they don't remember it, it's like it never happened. No harm no foul, right? (Chaotic or Evil)
- 5 **Malleability.** There're ways to work around even the most iron of wills. Just leave it to me. (Neutral)
- 6 **Power.** I am the Great Mesmer! The Dominator! *No* one can resist me! (Evil)

### d6 Bond

- 1 A halfling / goblin / human peasant follows me around clucking like a chicken all the time. I hypnotized him into thinking he was a bird in my stage act & I haven't been able to break him out of it yet
- 2 I enjoy traveling the world, using my hypnotism to help people overcome their fears, bad habits, & self doubt
- 3 I pose as a "psychic medium" & help people contact "the dearly deceased." The problem is: they sometimes answer back!
- 4 I am an *excellent* Forensic Hypnotist. I can help people rediscover memories they never knew they had
- 5 A prince asked me to hypnotize him just for fun, & the next day the royal jewels disappeared. I swear I had nothing to do with it!
- 6 They say there is a powerful magic item, perhaps in the form of an Eye from a mighty, long dead wizard, that grants its owner incredible hypnotic powers

### d6 Flaw

- 1 I get it: With our intense stares & weird eyebrows that meet in the middle, we hypnotists can be pretty creepy
- 2 I hear all sorts of juicy, scandalous information from my hypnosis victims... er, I mean "volunteers."
- 3 It's hi**LAR**ious when I hypnotize my companions to do stupid stuff & then make them forget I hypnotized them
- 4 (I just hope the memory block that I put on the tax collector / sheriff / prince holds until I can replace that priceless crown jewel...)
- 5 I'm going to be the best hypnotist the world has ever seen! Not even the gods will be able to resist my mesmerizing powers!
- 6 I'm so lazy I'd rather hypnotize someone to do my chores for me than spend any amount of time & effort to do the work myself

# PRANKSTER

What is life? You wake up, toil all day, eat a bland little lunch, toil some more, get home & deal with the family, & then back to sleep. Repeat ad nauseam. How can people deal with such a tedious, mind numbing existence? How can people work with such day-in, day-out drudgery?

Pranks. That's how. Life is like a steam engine under full fire. Stress just builds up & up with no way out. Pranking is the release valve. It's the screeching whistle that lets off steam. With just a little stupid inappropriateness, you can give people an excuse to laugh at themselves & shine some light in what might otherwise be dark times.

(Of course, some people prank because they're just bored little bastards with nothing better to do than stuff some cherry bombs down the toilets.)

What was the first prank you pulled? Was it something general, like setting off a smoke bomb in the tavern common room? Did you have a target? Who was the most powerful person you ever pranked? How did they react? Were they angry with you? Did they laugh it off? If you showed up today, would they throw you out or laugh about the good old times?

What's the difference between a funny prank & plain, old viciousness? Is a stink bomb a prank? How about painting graffiti on the town hall? Why not burn down the place? Where do you draw the line? What's the difference between you & a villain?

**Skill Proficiencies:** Deception, Sleight of Hand

**Tool Proficiencies:** Disguise kit & 1 gaming set of your choice

**Equipment:** A ("magic") gaming set of your choice; a pack of ink / garlic / red dragon pepper hard candies; 1 electro-shock pen; a fake dracolisk poo / whoopee cushion / "water"-squirting corsage; a set of common clothes; & a pouch containing 15 gp

## FEATURE: TRICKY TIES

It's not very well known (intentionally so), but there is a full-on pranking scene. Pranksters meet up to trade tricks, brag about their exploits, & fill up on pranking supplies & new tricks.

You are on good terms with people who enjoy a cunning trick or two. Most of the people you know are small time, like young thieves or acolyte illusionists, but you may be acquainted with more powerful pranksters at your DM's discretion. If so, work out the details of your powerful prankster pal with your DM.

Your tricky ties may help you out of a jam, participate in a prank, or supply you with hard to find materials (especially if they're for an especially audacious prank). As a rule, these people are in it for the fun & will not risk life or liberty for a gag.

## SUGGESTED CHARACTERISTICS

A good prank shakes things up. It breaks up the rhythm of what could otherwise develop into a dull or tiresome routine. Many pranksters start pranking out of boredom. They crave action or excitement. More mature pranksters keep an eye on the people around them & pull jokes to distract their companions so that they can relieve a little stress when the weight of the world starts to get them down.

Paradoxically, it takes dedication to be a good prankster. There's a lot of research, science, & hard work that goes in to pulling off the perfect prank. A good prank is always worth pulling off, even more than taking a violent life-or-death seriously. I mean, what's the use in living, if you can't laugh about it, right?

### d8 Personality Trait

- 1 To break the ice, I offer a new friend a sniff of my corsage... & then squirt them in the face!
- 2 I try to always wear a disguise when I enter a new town. It can get pretty difficult to pull pranks if everyone knows my real face
- 3 I have so many gimmicks, gags, & pranks on me that every time I sit down something honks, rattles, or farts
- 4 My idea of flirting is a good, strong joy buzzer
- 5 My weapon / spellcasting focus is (badly) disguised as a colorful umbrella / bouquet of flowers / banana cream pie
- 6 My pranks tend towards the macabre. I use a lot of fake blood, dismembered rubber limbs, & latex undead / clown masks
- 7 I like games, but I mostly use my gaming set to practice my sleight of hand skills
- 8 I literally roll on the floor laughing when I pull off an especially good prank

### d6 Ideal

- 1 **Clamor.** If someone isn't screaming or moaning, it wasn't a good prank (Any non-Lawful)
- 2 **Excitement.** Variety is the spice of life (Chaotic)
- 3 **Hijinks.** Just because it's the end of the world, doesn't mean we can't have a little fun. Whaddaya say? You in ☺? (Good)
- 4 **Maliciousness.** So the guy can't take a little laxative in his ale? HA! He's gonna *hate* what's coming up next! (Evil)
- 5 **Silliness.** Loosen up! No one expects you to be serious *all* the time. (Neutral)
- 6 **Unpredictability.** Time to shake things up a bit (Chaotic)

### d6 Bond

- 1 My rival & I constantly try to one up each other. At the moment, I'm up 5 noxious whoopee cushions to his / her 3 exploding cigars
- 2 I'm afraid my last prank was just a touch over the line. I need to lay low for a while or the palace guard will have my guts for garters
- 3 Everyone knows me for my silly / dangerous / hilarious pranks
- 4 I'm getting ready for my greatest prank yet! All I need is a bull dog, a hot air balloon, & about 500 liters of nitrous oxide
- 5 I'm not the one who pulls all these stupid pranks. It's my evil twin!
- 6 Itching / sneezing / sleeping powder is just *hilarious*. I really need to find the recipe so I can make my own

### d6 Flaw

- 1 Even if I know a prank would be inappropriate or even disastrous, I often can't resist the temptation
- 2 (I'm not proud to admit this, but) I sometimes can't tell the difference between "harmless fun" & "cruelty"
- 3 There's 1 particular NPC / PC that I always, always, *always* prank
- 4 Whenever I meet anyone who's too pompous, I feel a tremendous urge to take them down a peg or two
- 5 I spend most, if not all, of my (allies') money on prank supplies. It's almost an addiction
- 6 Joy buzzers & whoopee cushions just aren't funny anymore. I need something with more oomph. A bigger bang!



# PRESTIDIGITATOR

The hand is quicker than the eye! Literally, "one who is quick with their hands/fingers," prestidigitation is the art of producing "magical" effects through nothing more mystical than an especially dexterous set of fingers. The rabbit conjuring illusion, the cup-&-balls routine, & the coins-from-children's-ears gag were all invented by prestidigitators.

Part of the appeal of prestidigitation is its challenge: it is as rewarding to practice as it is to show off. It also stimulates the imagination, both of the audience & of the performer. Quite a few stage magicians spend hours upon hours developing & perfecting new illusions with which to astound their viewers.

With its connection to stage magic, prestidigitation usually falls under the Magician's Code of Secrecy. How did you learn your first tricks? Did you develop them yourself? Were the tricks a natural out-branch of your "less than legal" livelihood / hobby? Do you / did you have a mentor who instructed you on the proper execution of stage performance? How close are / were you with your mentor? Were they like a mother / father figure? Are you now rivals?

Do you regard prestidigitation as a fun, though childish, diversion? Or is it a calling, almost a way of life? How do you use prestidigitation in your daily life? The tricks are useful for amusing small children, but do you use your skills in your adventuring life, too? Can you stave off an ogre's assault with a handy bit of distraction? How would a lich react to its phylactery suddenly disappearing?

**Skill Proficiencies:** Deception, Sleight of Hand

**Tool Proficiencies:** Magician's kit\*, & your choice of either playing cards or Three-Dragon Ante

**Equipment:** A magician's kit\*, a pet rabbit / pigeon / snake; a gluepot & 1d6+6 posters advertising your act; a stage magician's costume; & a pouch containing 15 gp.

\* A collapsible top hat; a white-&-black magic "wand;" 3 red sponge balls; 3 silk scarves; a pad of flash paper; & 2 packets of glitter

## FEATURE: STAGE MAGIC

You are a master of stage magic. By utilizing your skills at Deception or Sleight of Hand, combined with some clever applications of your magician's kit, you can produce mindboggling tricks!

Spend an action & roll the appropriate skill to create an effect (or fool your audience into *thinking* you've created the effect) similar to the *Prestidigitation* cantrip (PHB p. 267).

For a typical audience, out for a bit of fun, the DC is 10. Skeptical audiences or close-up magic may require a more difficult DC at the DM's discretion. Likewise, the DM may use audiences' passive Perception or make an opposed roll, especially if the audience is hostile.

## VARIANT FEATURE: LOVELY ASSISTANT

If your character has the prestidigitator background, you may select this background feature in place of Stage Magic.

You have a beautiful assistant who helps you in your performances by distracting the audience, loading magic props, or even executing the trick while you cover the move.

Your assistant is a noncombatant NPC under your control. Make sure to flesh out the NPC with a personality, needs, goals, & so forth. As you level up, your assistant may be upgraded to a full-fledged follower at your & the DM's discretions. Since this affects the way the entire group earns XP (see DMG p 92), you may want to include the other members of your party when you think about this decision.

## SUGGESTED CHARACTERISTICS

There's something of a showoff in every prestidigitator. Sure, not a few people get started because they love learning the neat, little gimmicks that go into a good trick, but what's the point if you can't share what you've learned with an audience?

Ask any prestidigitator & they'll all say the best part of the job are the gasps of horror you get when sawing a lady in half or the applause when you produce that playing card out of thin air.

### d8 Personality Trait

- 1 My favorite words are, "Voila!" "Prestidigio!" & "Abracadabra!"
- 2 I r-r-roll my R-r-r's like cr-r-razy.
- 3 I wear my magician's costume all the time. One must keep up appearances or risk ruining the mystery
- 4 I spend a lot of my downtime sewing hidden pockets into my clothes &/or gear
- 5 I keep a lot of my supplies, not just my rabbit, hidden in my top hat
- 6 I dramatically twirl my cape when I get down to business.
- 7 My... how ya say... vunderful onstage persona iz noting more than clever affectation to increase my mystique. My real name is Bob.
- 8 I make new friends by "conjuring" paper flowers out of thin air

### d6 Ideal

- 1 **Astonishment.** It's my job to make people's lives brighter with amazing surprises (Good)
- 2 **Cunning.** I love devising new tricks & illusions (Chaotic)
- 3 **Deception.** People are stupid. Use that to your advantage. Hell, they'll do the work for you. The idiots *want* to be fooled. (Evil)
- 4 **Limelight.** I'm most comfortable when I'm the center of attention. I hate it when people ignore me (Any)
- 5 **Mystery.** A prestidigitator never reveals his secrets (Lawful)
- 6 **Showmanship.** Always leave them wanting more (Any)

### d6 Bond

- 1 I might finally be admitted to the Inter-Realms Brotherhood of Magicians! I just need to show them my best trick next month!
- 2 Oh this? It's just a ventriloquist's dummy. I got a real deal on it, too! They found its last owner in a pool of his own blood... What?
- 3 I have a wizard / sorcerer / warlock convinced I can cast magic spells even in an *anti-magic* zone, ha!
- 4 I must discover the secret to performing the Amazing Luccini's Instant Teleportation Illusion!
- 5 I am *excellent* with cards. I can produce any card I want at any time I want from anywhere I want.
- 6 I recently lost my lovely assistant. I am in search of another

### d6 Flaw

- 1 Sometimes my need to be the center of attention is too much for my own good.
- 2 I'll do anything to uncover other people's secrets.  
I'll do even worse things to protect my own
- 3 Sometimes my pet rabbit / pigeon / snake stares at me with such intense hatred I can't bear to meet its gaze
- 4 I can't say why, but a lot of my tricks (wearing a coat of flesh-eating beetles / escaping from being chained up underwater / catching a bullet in my teeth) are unnecessarily dangerous
- 5 I once made a volunteer disappear & she hasn't reappeared yet. I must find her & rectify my mistake!
- 6 I'm jealous of people who can do honest-to-goodness real magic. Something is broken in me preventing from mastering real magic!



# PROFESSOR

Professors' favorite thing in the whole, wide world is the musty smell of old books. Journals, atlases, scrolls, archives, it doesn't matter. As long as there's literature to read, professors are happy. In fact, a professor's idea of heaven is probably a nice, leather lounge, a glass of brandy, possibly a pipe, all situated in the middle of an infinite plane of bookshelves. Oh, & maybe a pupil or two to listen to the professor's lectures.

Professors' hunger for knowledge is only equaled by their drive to share it. Education is the one commodity that grows in the giving. Nothing warms a professor's heart like seeing a pupil achieve ever greater intellectual heights. Even the grumpiest of professors is a teacher at heart, & a teacher must teach!

What is your area of specialty (see the "Area of Specialty" table below)? Did you come by your education via the usual routes, or are you an autodidact? Do you prefer to teach in the vaulted halls of respected academic universities? Or, are you a travelling professor, bartering minute lessons for an apple & a couple of eggs? What is your favorite demonstration / experiment? Has the experiment ever run out of control or unexpectedly exploded? Why is the demonstration so useful?

Who is your favorite student &/or mentor? How often do you keep in contact? Do they ever need your help with research, or possibly more personal matters? What kind of help can you expect from them? What kind of research do they conduct? Is it of world-shattering importance, like a cure for cancer? Could their research be of a more personal interest, such as a hair-growth formula?

**Skill Proficiencies:** History & 1 of your choice from the following – Arcana, Nature, or Religion

**Tool Proficiencies:** 2 textbooks related to 2 topics of your choice from the following table

**Equipment:** A laterna magica projector; a selection of glass academic slides; a clockwork orrery; a set of common clothes (an old, beat up fedora & a tweed jacket); & a pouch containing 15 gp

d8	Area of Specialty
1	Arcanology
2	Archeology
3	Biology
4	Cultural Studies
5	Genealogy
6	History
7	Linguistics
8	Philosophy & Religion

## FEATURE: ACADEMIA

Textbooks are tools which you can use in knowledge-related ability checks that pertain to the subject matter of that textbook. For example, you could use a textbook on genealogy to determine the parentage of a particular person by their hair &/or eye color. As tools, textbooks follow all the pertinent rules.

In addition, you are a professional academic. Your expertise & educational skills are valuable commodities which you can practice in your downtime as a profession.

Likewise, your textbooks enable you to conduct research on your own, including on uneventful days while traveling. You do not incur additional expenses while researching in this way, but some subjects may simply be beyond the scope of your textbooks, at the DM's discretion.

See page 187 in the PHB for more information about conducting research & practicing professions.

## SUGGESTED CHARACTERISTICS

Professors range from stuffy know-it-alls to gregarious, hands-on scientists. The foremost thought on every professor's mind is their students, whether that thought is, "Golly, I love these guys," or "facepalm Not *these* idiots, again."

Gnomish professors are particularly well known for their friendly, fun presentations, as well as their ability to relate the material to the interests of their students.

### d8 Personality Trait

- 1 I keep copious notes on everything my party encounters, sometimes tapping my teeth with my pen as I make annotations
- 2 I suffer from permanent bed-head, too distracted by my studies to take proper care of my personal hygiene.
- 3 I carry so many textbooks with me I require a wheeled contrivance of some sort to ensure their safe transport
- 4 I get really, REALLY enthusiastic over my particular area of interest
- 5 I'm a pipe smoker. I can puff up quite a cloud when I'm deep in thought or busy conceptualizing plans & strategies.
- 6 When not otherwise occupied, I brainstorm ideas about my area of interest, doodling diagrams on whatever is handy at the moment
- 7 I always wear my collegiate cap & gown so that everyone knows I am a respected professor
- 8 I am an excellent lecturer. Despite my size, I have a booming voice & I can get quite animated with my large, energetic gestures

### d6 Ideal

- 1 **Abstraction.** Intellect. Conceptualization. Logic. These are the tools of an educated mind. (Lawful)
- 2 **Didacticism.** Hey, do you want to see something cool? Pass me that hydrogen peroxide & the yeast... (Neutral)
- 3 **Elucidation.** Oh, the definition of "gnomic"? Let's see... what's the best way to explain this...? (Good)
- 4 **Immersion.** Sure, we only survived because we jumped off that cliff, but it's a lesson you're not likely to forget! (Chaotic)
- 5 **Scholarship.** Academia is the highest calling a person can answer. (Lawful)
- 6 **Sesquipedalianism.** Lacking pittance as a conversationalist denotes a deficiency of experiential verisimilitude (Any)

### d6 Bond

- 1 I have in my journal an article detailing a lost hoard of literary treasures! The knowledge it contains is invaluable!
- 2 I'm always on the lookout for interesting, educational magicks I can bring back to the academy for my students
- 3 Even though my student is on a simple field exercise, we haven't heard from him / her for nearly a month. I grow concerned ☹
- 4 I have a burning question that can only be answered by Apellogon, Ancient Golden Dragon of Intellect & Music
- 5 I need a hands-on lesson to teach the concept of equitable sharing. I'm pretty sure looting a monster's lair should do the trick.
- 6 My department lacks the funds to carry out our most exciting experiments to date.

### d6 Flaw

- 1 My demonstrations have an unfortunate tendency to explode. I owe quite a bit of money for the collateral damage I've caused.
- 2 Damn! There goes another bloody fingernail. Well, never mind that. Take a look at this green, glowing mineral I've refined!
- 3 Uh... um... no, I was never Senior Professor of Biomancy at the Arcane University. Why? What have you heard? Nothing about insane, multi-limbed monsters running amuck, I hope?
- 4 Pshaw! Turning lead into gold is easy! I've got the recipe right... here... Wait. Maybe in my bag... or not. Could it be in my desk...?
- 5 My prized pupil lies comatose / soulless / paralyzed & it's all my fault! I *must* discover a cure for their dreadful condition!
- 6 My experiments uncovered some aberrant, incomprehensible *thing*. The beast haunts me, pursuing me in my dreams. I must escape!

# STORYTELLER

"Once upon a time, on a night much like this, a group of ill-disciplined little boys were out past their bedtime, laughing & screaming, rattling their sleeping neighbors' windows, pulling the tails on the dogs, & throwing stones at the cats. When the constables gave chase, the naughty child only hooted & scattered. All night, the naughty children played & pranked in the streets, until the smallest boy heard a tiny, scratchy voice calling from the darkest alleyways..."

Also known as "telltale," storytellers love collecting & spreading stories of all sorts, whether it's as grand as the complete oral history of your tribe, or merely mean-spirited gossip. Gnomes in particular love stories. Reading is, of course, a fantastic hobby, but laughing & gasping over a hero's exploits with your family & friends is even more fun!

What is your favorite type of story? Do you indulge in gossip? Are you an expert in historical epics? What about bedtime stories & picture books? What's the most important story you ever told? Why is it so important? Does it relate the tragic fall of a noble figure? Is it more personal? Something from your family?

Does the story contain hints of a fantastic treasure?

Who have your stories influenced? Who have your stories helped heal or infuriate? Did you make that story up or is it something you heard? Would anyone want to make sure your story was never heard again? What can you do to protect yourself & your stories for the future?

**Skill Proficiencies:** History (Lore, Fables, Gossip), Performance  
**Languages:** 2 of your choice

**Equipment:** Storybooks filled with folk tales / historical articles / fanciful woodprints; a pressed flower (now *there's* a tale!); a tinderbox; a bag of mallow-fluff candies; a set of common clothes; & a pouch with 15 gp

## FEATURE: RAPT AUDIENCE

A properly told story can keep an audience enraptured for hours upon hours. With dramatic pauses, voice inflection, or sudden gestures, you are an expert at keeping your listeners on the edge of their seats, held in place only by the tenterhooks.

Children & rascals are particularly easy to distract, but you can enrapture practically any audience. The DM may require ability checks to maintain the enthralling effect of the story in especially difficult circumstances or for particularly long periods of time.

## VARIANT FEATURE: COMFORTING BEDTIME STORY

If your character has the storyteller background, you may select this background feature in place of Rapt Audience.

When a creature in need of medical attention is conscious (or even unconscious at the DM's discretion) & can listen to your story, you can use your Performance skill in place of your Medicine skill to grant the stricken creature advantage on saving throws related to disease, poison, & possibly even death saving throws if you can devote a significant amount of time (spending at least your action, or longer at the DM's discretion) to telling an epic story of desperate survival.

## SUGGESTED CHARACTERISTICS

Many storytellers are telltales: rumormongers with a passion for getting the dirt on their fellows. For these storytellers, gossip comes as easy as breathing. If the lips are moving, the lips are gossiping.

A lot of people tell stories as an act of kindness. Perhaps they're trying to keep their grandkids' minds off of being stuck in bed sick, or they tell stories around the camp fire to help distract their fellows from the strange sounds in the darkness.

The most serious type of storytellers considers their stories to be a job, or a time-honored tradition. They preserve the history of their people by passing down tales of illustrious ancestors to the younger generation. These epics are as much education as entertainment.

### d8 Personality Trait

- 1 Every time I recount a memory, no matter how mundane, I always begin with "Once upon a time..."
- 2 Any time I find a fire, I make sure to toast some mallow-fluff snacks
- 3 I can't resist flipping through whatever books I find lying around
- 4 I'm a Romantic. I tell stories about the way I wish things were. I can lose track of reality at times, even if it's biting me right on the ass
- 5 I constantly daydream. It's really hard for me to concentrate on anything for longer than a few minutes at a time
- 6 My years of reading & telling stories in the dim campfire light have taken their toll on my eyesight.
- 7 I sometimes mix up my memories & my stories. It's easy to confuse a story I told & retold for something that really happened to me
- 8 Any little thing is likely to set me off on long, rambling, tangential stories... Which reminds me, did I ever tell you of the time I...?

### d6 Ideal

- 1 **Comfort.** A good story can bring relief when medicine is of no help (Good)
- 2 **Fables.** The best tales are lifelong lessons at their heart (Lawful)
- 3 **Oral Tradition.** Come! Listen to the stories of our great forefathers & their fight to escape the clutches of the horrid Fomorai! (Lawful)
- 4 **Rumor-Mill.** Talking to (& about!) people is the best part of my job (Chaotic)
- 5 **Slander.** Lie, defame, vilify. The more people hear your story, the more they will believe it, even if it's obviously not true (Evil)
- 6 **Vagaries of Perception.** One man's sacred Truth is another man's dirty Propaganda (Neutral)

### d6 Bond

- 1 The prince / an arcane professor / a terrible villain has invited me to tell stories next month at their Tower of Knowledge
- 2 I just realized that some of the pictures in my storybooks hide fragments of a map. The problem is, I'm missing a vital illustration
- 3 In my youth, I once heard the start of a fantastic story of love, drama, & daring do. I'd give anything to learn the end of that story
- 4 (I am part of a secret organization of intellectuals. I weave secret messages to my conspirators into the stories I tell)
- 5 You're telling me the king dresses up & pretends he's a pauper!? You're *kidding!* Wait 'til the guys at the tavern hear about THIS!
- 6 I learned all of my best stories from my grandfather, but he's saving the best for last. I can't wait to hear all about his secret tale!

### d6 Flaw

- 1 I made up a *scathing* story about the Necromancer / the Queen / my mother, & now she's out for my blood!
- 2 I am a *terrible* gossip. I stir up muck about everyone I meet. Even if (*especially if!*) it's not true
- 3 Slender, sharp looking men have been surreptitiously following me ever since I, uh... "acquired" this peculiar children's picture book
- 4 I'm much too busy flapping my gums to listen to what anyone else is saying
- 5 My storybook is actually a necromantic tome of great evil, which can trap the souls of defeated enemies to mutilate into new tales
- 6 I can't sleep without a good story, even if I have to tell it to myself

# TINKER

Tinkers generally come in two varieties. The first travels between the villages & shires of the countryside repairing the small wear & tear everyday life inflicts on common household goods like pots & pans, shoes, or simple farm machines.

The far more interesting type of tinker, at least from a gnome's point of view, devises captivating clockwork contraptions for the amusement & education of themselves & others. To a certain type of individual (& indeed, an entire gnomish subrace), the whirling of the gears, the tension of the springs, & the tick-tock of a well-running device is like sweet music.

Where did you first encounter a clockwork device? How rare are clocks, fire-starters, &/or windup toys where you come from? Did you grow up building & dismantling these devices? What about the machines is so interesting to you? Is it the intricacy with which each tiny piece must fit together? Or, do you enjoy the pragmatic side of the devices?

How would you react if you encountered a larger machine, for example a mantle-, grandfather-, or tower-clock? How do you feel about machines that claim to be sentient? They say anything is possible with magic, but... honestly, isn't that cheating?

**Skill Proficiencies:** Perception, Sleight of Hand (tinkering)

**Tool Proficiencies:** Tinker's tools, woodcarver's tools

**Equipment:** A pocket full of spare gears, widgets, & coil springs; a partially disassembled clock / toy / music box; a small device tangled in your hair / beard; a paint-stained, multi-pocketed apron; a set of common clothes; & a pouch with 15 gp

## FEATURE: TINKERING

With your tinker's tools, you may spend 1 hour & 10 gp to create a clockwork device (Tiny size, 5 AC, & 1 HP). The device lasts 24 hours before winding down. You may spend another hour maintaining the item to extend its life for another day. You can spend an action to disassemble the device to reclaim the materials for use in a new device.

You can keep up to 5 functions in operation at a time. You might build 5 devices with 1 function each, 1 rather complicated device bearing all 5 functions, or any combination in between.

In addition to the 3 optional functions on p 37 of the PHB, you can choose from the following options. Note that, unless otherwise noted, using or setting a device requires your action.

**Alarm Clock.** This device rattles a very loud bell after a set amount of time. Fancy versions can be configured to display the amount of time left before the alarm.

**Daguerreotype Camera.** This device can capture a rather sharp image of the scene before it in as little as 1 minute (naturally, longer exposures result in more detailed images).

**Mouse Trap.** These are spring loaded contrivances are designed to trap &/or kill creatures of Tiny or smaller size. Even though they can be startling or even painful to larger creatures, these devices are virtually harmless to creatures of Small size or bigger (unless applied to a sensitive area of the body).

## VARIANT TINKER: CLOCKMAKER, TOYMAKER, ETC

Some tinkers decide to specialize in a particular type of device. Clockmakers & toymakers are especially common, but many examples of other specialists exist. Cameramakers, for instance, are becoming more & more popular every day.

If you decide to specialize in your tinkering, you may choose the Professional Tinker variant feature provided here instead of the Tinkering feature.

## VARIANT FEATURE: CLOCKMAKER, TOYMAKER

If your character has the tinker background, you may select this background feature in place of Tinkering.

Rather than building tiny, fragile devices that almost immediately break down, you take pride in the quality of the machines you produce. While it's true constructing the devices takes far more time & money, your machines last as long as they receive minimal care that anyone can provide.

Choose one device option here or on p37 of the PHB. Follow the appropriate crafting rules (p. 187 in the PHB for nonmagical, & p. 118 in the DMG for magical) to build your machines. Likewise, you can practice your profession in your downtime. See page 187 in the PHB for more details on professions.

## SUGGESTED CHARACTERISTICS

Tinkers can be a bit eccentric. They're doting types who love being around people, especially children. At the same time, they need time alone to recharge, usually spending the time holed up in the shop tinkering on the most recent project to catch their eye.

Likewise, even though tinkers may encourage a ruckus with their fascinating devices, the tinkers, themselves, hardly ever participate. They prefer to simply sit back & bask in the energy of the crowd instead.

### d8 Personality Trait

- 1 I dearly miss the comforting "tick-tock" sound of my grandfather's / the university's / my old shop's ancient hall clock
- 2 When idle, I sometimes spin spare gears around like they're tops
- 3 I have nervous habit of cleaning my glasses / goggles on my shirt
- 4 I lost an eye / hand / foot due to my youthful indiscretions, but I replaced it with a clockwork device that I must wind once a day
- 5 Springs, wires, & gears are constantly falling out of my pockets
- 6 I'm often bleary-eyed from the late nights tinkering on my devices
- 7 I craft silly, little toys to hand out to children I meet on my travels
- 8 I need to take my pet clockwork dog / cat / owl on an hour-long walk each day to keep its gears tightly wound

### d6 Ideal

- 1 **Concern.** Let me see if I can whip something up to help out (Good)
- 2 **Fun.** I just love seeing the kids' faces light up with joy ☺ (Good)
- 3 **Intricacy.** The beauty of it all is what lies on the inside (Lawful)
- 4 **Inventiveness.** See how that works? If you take this here & add that there... Voila! A walking, fire-breathing dragon toy! (Neutral)
- 5 **Usefulness.** I'm working on a way to combine my chisels, files, knives, & maybe the tweezers, into a single, tiny tool... (Any)
- 6 **Wonder.** How does this thing work? Can I take it apart? (Chaotic)

### d6 Bond

- 1 A blue faerie brought one of my devices to life. The stupid thing screamed something about "killing all the real boys" & ran off!
- 2 Brigands stole my child's favorite wind-up toy!
- 3 This? Oh, it's a death clock ☹. Insert your thumbs here... & here... & the device will count down 'til you die!
- 4 Rats(?) infest our village, but the pests keep eating the usual traps
- 5 This camera was discovered in the study of the mad Dr. H.P. Ward. I shudder to think of the images that might be contained herein.
- 6 Our clock tower has stopped. I seek the crystals needed to repair it

### d6 Flaw

- 1 If left on my own, I can't help but tinker with my fun little devices rather than concentrate on what I was supposed to be doing.
- 2 When I encounter an intriguing machine, I tend to drop whatever I was doing & start taking it apart so as to study its inner workings
- 3 My devices can unpredictably, um, "explosively dismantle"
- 4 I'm *terribly* disorganized. It takes me forever to find anything in my pockets or bags.
- 5 To be honest? I *hate* kids. I can make more than just toys, dammit!
- 6 I'm too shy to talk with people. Instead, I use a specialized music box device with pre-recorded voice messages to communicate.

# TOURIST

Have you ever seen the aerial crystal palaces of the Winged Elves? If that's not to your liking, you could visit Echoing Hammerhalls where the iron never sleeps. Oh! Then there's the quaint little hamlets where halfling cooks fill the air with fragrances you wouldn't believe! There's so much out there to see! So many things to do! Food to try! People to meet!

The Grand Tour is a tradition that is quintessentially gnomish. Tourism is a kind of almost spur of the moment journey that every gnome is expected to perform at least once in their lives, probably not long after they attain majority & can strike out under their own volition. The journey is somewhat of a rite of passage, the final stage of the young tourist's education, intended to broaden the young gnome's horizons in an organic manner.

Where was the most fascinating place you've ever been? How about the worst place? Even the most foul of locales can teach you something. What did you do there? Who did you meet? What did you learn from those experiences? Would you return to those places? What would you do differently this time?

One of the biggest reasons to travel is to meet new people & learn new things from them. Who was the wisest person you met? Was it a crazy, old hedge witch with her herbal concoctions & dozens of cats? Perhaps you met a child prodigy, a musical virtuoso, whose dedication to her craft was nothing less than awe-inspiring. What heroes, what villains, did you meet? And what are you going to do about them?

**Skill Proficiencies:** Insight, Survival

**Tool Proficiencies:** Navigator's tools

**Languages:** One of your choice

**Equipment:** A "Lonely Realms" guidebook; a postcard you need to send back home; an "I ♥ Love Mount Dhume" souvenir mug; a set of traveler's clothes; & a belt pouch containing 10 gp.

## FEATURE: COSMOPOLITANISM

You are extremely well travelled. You've seen things that the folks back home never even dreamed of & met hundreds, if not thousands, of new people.

First, & perhaps most simply, your travel experiences have taught you how to get by in strange cities. You suffer no disadvantage in urban settings to use your Survival skill to find sustaining food or shelter.

Likewise, your experiences have taught you much about foreign thought processes. You may use your Intelligence ability when you use your Insight skill rather than Wisdom.

## SUGGESTED CHARACTERISTICS

Tourists tend to be young, although that's not always true. The tradition started as a way to finish a young person's education, but has since evolved into a diversion which more & more people enjoy when they can afford the time & money.

Most tourists are eager to see the world, try new things, & meet new people. They can be brash, perhaps rushing headlong into unknown situations just because it's there. Some are merely naïve, not fully comprehending the full ramifications of their actions. Regardless, these are the types of rough edges the Grand Tour is expected to polish.

### d8 Personality Trait

- 1 I picked up a, how yuu say... slight accént & occasionally use foreign vocabulaire when I speak
- 2 I find myself daydreaming of the places I've been... "Oh! Sorry. I was just thinking about the time I explored the Undermountain..."
- 3 My money is mostly in foreign currency. "Lions," "kings," "dollars" \*shrug\* they're all gold (well, some are paper...)
- 4 I've gotten in the habit of greeting people with a bow (with or without hands in a prayer-like gesture) instead of shaking hands
- 5 When I visited a very special land, I learned how to cook the garbage parts of food, like frogs' legs / snails / gizzards
- 6 I dream about traveling so vividly that I sometimes walk in my sleep
- 7 I love showing off my souvenirs & "photo-graphical etchings"
- 8 I prefer a bedroll / sleeping bag / tent to an inn or tavern

### d6 Ideal

- 1 **Bonhomie.** The best way to make new friends is to be one (Good)
- 2 **Broad Horizons.** Wait, you're telling me you've never seen the *ocean*?! Go pack your bags right now! (Any)
- 3 **Discontent.** I hate everyone & everything I've ever met. I travel in search of a new home. I'll know it when I see it. (Evil)
- 4 **Exoticism.** I didn't climb blazing mountains, wade acidic swamps, & brave the stare of the basilisk frog just for you to serve me a fried steak. Get out the chocolate-covered ants, man! (Chaotic)
- 5 **Immersion.** tut-tut! Please. "Ellyjobell" was my gnome-name. I live among the humans now. Call me John! (How exotic!) (Neutral)
- 6 **Perspective.** Yes, we have a long line of kings here, but did you know some countries *elect* their government? (Lawful or Neutral)

### d6 Bond

- 1 Travelling is actually just part of my main hobby – collecting dragon scales. I just need 2d4 colors &/or metals to complete my set!
- 2 It's embarrassing to admit, but I lost a... *precious* ring somewhere on my travels.
- 3 I heard, in the next kingdom over, there is a curry that is so red-hot spicy, it'll literally blow your mind! I can't wait to try it!
- 4 I keep track of countries I visit on an ancient map I found in a dusty tomb. Just ignore those squibbly marks. No knows what it means
- 5 Have you ever heard of Svartzlvania? Sounds fascinating, no?
- 6 My favorite souvenir is a hand carved, painted eggshell gifted to me by the Grand Pasha of Calimshan about 140 years ago

### d6 Flaw

- 1 Let's just say I can't resist the locals' "charms." Many's the time my allies found me abed when I should've been scouting, etc...
- 2 My excitement of visiting new places blinds me to the danger. Sure, there's hellfire everywhere, but look at the cute, widdle goggie!
- 3 I've raised hell in so many places that I'd say there's an even 50% chance I'm banned from entering any particular establishment
- 4 I don't know what it is yet, but I'm looking for something specific. Until then, I'll keep complaining about the food, beds, people...
- 5 I don't realize it, but my lust for souvenirs can damage the local people or attractions. Lookit that! Hey! Gimme a lock of yor hair!!!
- 6 I think you'll find the natives will do anything if you throw enough money at them. Heh, cute little savages, huh?