Tinker Gnome (Gnome)

Tinker Gnome Background

This diminutive race of tinkers and engineers is simultaneously renowned and feared for its mechanical genius (or lack thereof).

> *Associated Skills:* Dungeoneering, Engineering

> *Associated Languages:* Dwarven

Gnomes almost universally have white hair, blue or violet eyes, and a nut-brown skin tone. The most prominent feature on any gnome, though, is their large and bulbous noses. Gnomes live to be well beyond 300 years in age.

Roleplaying a Tinker Gnome

When creating a tinker gnome character, here are a few points to consider.

Technological tricksters. Gnomes have the fey origin, for they were originally taken to reside in the Hidden Vale to work at the forges of the smith god Reorx. Also known as the Minoi, tinker gnomes are the most technologically advanced race on Krynn and through this technology have managed to thrive in some of the most hostile environments the world has to offer.

Simple minds create simple solutions. Simplicity is the hallmark of a simple mind, and since gnomes possess the most brilliant minds of Krynn, what naturally follows is that your inventions and solutions should be complex at the least, and anything but simple.The more moving parts an invention has, the more likely it will succeed.

Hydrodynamics. Steam power is godly power. Anything and everything accomplished by mundane means can be accomplished better via steam power.

Life Quest. Despite being seen as comical blunderers by many races, gnomes have a dedication to their friends and interests that borders on the obsessive and makes other races' concept of loyalty pale in comparison. This obsessiveness stems from the fact that every gnome has a Life Quest, a goal that each gnome's family has been attempting to complete for many lifetimes. Examples of gnomish Life Quests include: Discovering the internal combustion process of a red dragon, reaching the red moon Lunitari, mapping the floating continents of Krynn, etc.

Faster is better. Since there is only so much time in the world, and there are so many inventions yet to be made, many gnomes talk at a rapid-fire pace that is difficult for non-gnomes to understand. Further complicating this communication is the fact that a typical gnome name takes several days to recite. Most gnomes adopt a shortened form of their name (rudely so in their opinion) when dealing with non-gnomes.

Tinker Gnome Benefits

When creating a tinker gnome character, you can pick from the following benefits.

Smart, Agile, and Tough: You are every bit as intelligent and agile as your gnome cousins, but tougher.

> Benefit: Your starting ability scores are +2 Intelligence, +2 Dexterity or +2 Constitution. This benefit replaces the standard gnome ability scores.

Autognome: You have created a steam-powered companion.

> Benefit: You have an Autognome. Your Autognome follows the rules for animal companions except regarding communication. This benefit replaces Reactive Stealth.

Guild Affiliation: All gnomes belong to a guild, and each guild specializes in one or more skills

> Benefit: You gain training in any one skill. This benefit replaces Master Trickster.

Natural Tinkerer: You were born an engineer.

> Benefit: You gain the *tinker* power. If you forego the autognome racial power, you gain an additional +2 to all engineering skill tests. This benefit replaces Fade Away.

Tinker Gnome Weapon Proficiency: Your constant use of engineering tools has yielded a practical result.

> Benefit: You gain proficiency with the light war pick, and one of the following: blunderbuss pistol, blunderbuss musket. This benefit replaces Trickster's Cunning.

Tinker   Tinker Gnome Racial Power

Your hastily assembled gadget of gears, whistles, and steam bursts into action.

At-will   **Varies**
Standard Action   **Ranged** 10
Prerequisite: You must make a successful engineering test (base DC 10)
Target: Varies
Attack: Intelligence +2 (4 at 11th level, 6 at 21st level) vs. Fortitude
Hit: Varies
Special: A failed engineering test means you suffer the effects of your *tinker* power. A natural 1 means you and all creatures within a burst 1 centered on you suffer the effects of your tinker power.

Keywords
Acid: +2 DC
Cold: +1 DC
Fire: +1 DC

Action
Minor action: +2 DC

Range
Ranged 15: +2 DC
Ranged 20: +3 DC
Close blast 3: +2 DC
Close burst 1: +2 DC

Targets
Targets one creature: +1 DC
Targets all creatures: +2 DC
Targets one enemy: +2 DC
Targets all enemies: +3 DC

Attack
Vs. Reflex: +2 DC

Hit
D6/tier + Intelligence modifier damage: +1 DC
D8/tier + Intelligence modifier damage: +2 DC
D10/tier + Intelligence modifier damage: +3 DC
Push (Intelligence modifier) squares: +2 DC
Pull (Intelligence modifier) squares: +2 DC
Slide (Intelligence modifier) squares: +3 DC
Ongoing 5 damage: +3 DC (useable 1/encounter)
Stunned (save ends): +4 DC (useable 1/day)

Effect
Sustain Standard: +3 DC
Sustain Minor: +4 DC