

D6 Fantasy

Gnome Inventor

Name: _____

Race: _____

Gender: _____

Age: _____

Height: _____

Weight: _____

AGILITY: 2D + 2

Acrobatics
Climbing
Contortion
Dodge
Fighting
Jumping
Melee
Riding
Stealth

COORDINATION: 2D+2

Charioteering
Lockpicking
Marksmanship
Pilotry
Sleight of Hand
Throwing

PHYSIQUE: 2D

Lifting
Running
Stamina
Swimming

EXTRANORMAL: 2D

Alteration
Apportation
Conjuration
Divination

Move: 8

Strength Damage: 1D

Fate Points: 1

Body Points: 22

CHARISMA: 3D

Animal Handling
Bluff
Charm
Command
Intimidate
Mettle
Persuasion

INTELLECT: 4D

Cultures
Devices
Healing
Navigation
Read/Write
Scholar
Speaking
Trading
Traps

ACUMEN: 4D

Artist
Crafting
Disguise
Gambling
Hide
Investigate
Know-How
Search
Streetwise
Survival
Tracking

Funds/Silver: 3D/180

Character Points: 5

Wounds: 5



Advantages

Size: Small (R1), scale value of 3

Disadvantages

Hindrance: Shorter Stride (R1), 2-meter reduction to running, swimming, and jumping Move.

Quirk: Insatiably Curious (R2), Difficult *mettle* or *Charisma* roll needed to keep from dismantling a new machine to see its inner workings or otherwise "improving" it.

Special Abilities

Skill Bonus: Mechanical Aptitude (R1, cost 1), +1 to *crafting*, *devices*, and *traps* totals.

Description: Tinkering comes naturally to you. As a child you entertained yourself by taking apart every small gadget you could find in the house and either putting it back together or making it better. As a graduate of the Tinker's College, you have a shop of your own and enjoy coming up with new machines to make life easier. Sometimes they catch on, and other times they don't. But you don't let that worry you. You've got plenty of ideas and energy. Most of your time is spent fixing other gnomes' broken gadgetry or making custom gadgets for gnomish adventurers. Oh, what you wouldn't give just to be able to test a few of your own gadgets out in the field...

Equipment: Small toolkit, lockpicking tools, sealing wax, a few assorted gears, nuts, and bolts, lantern, hammer, paper, quill, ink, several gnomish drafting tools, handheld crossbow w/20 bolts (4D damage), soft leather pants and jerkin (Armor Value +2).