

FREE WEB ENHANCEMENT: OUT OF THE GUTTER, GUTTER GNOME PCs

Gutter Gnomes

Gutter Gnome, the name says it all. These foul mouthed, sprites are a scourge in many a city. What they lack in might they more than make up for in intricate, if not hair-brained schemes, off colored jokes and foul language. Under all their bravado, childish pranks and nonsense they are above all "Team Players". Being part of a group is a way of life for a gutter gnome. Every member has a job to do and they do it to the best of their ability. Gutter Gnomes take up the trade of adventurers of various reasons, loot, fun, excitement, challenge or because of their inborn need to be part of a group (having been kicked out by their own for one reason or another).

Most Gutter Gnomes stand 2.5-4 feet tall and weigh in around 40 pounds. Gutter gnomes have a life-span of 150 years, unless they meet an untimely end due to trying to complete one of their hair-brained schemes known by all Gutter gnomes as "THE PLAN". "THE PLAN" is all important to these little creatures. They rarely act without some kind of plan, even if it is simple. At first glance a Gutter Gnome is deviously cute, they greatly resemble garden gnome statuettes, complete with tall pointed hat, beard and colorful outfit. Though on closer examination Gutter Gnomes have a somewhat more malign expression on their pointy, nosed faces. Their stark white eyes just add to the unsettling nature of these pint-sized, dark-hearted sprites. They are nasty tempered when in combat and take great pleasure in attacking injured or helpless opponents. Their skin-tone ranges in pigments from ruddy red to shades of grey and on rare occasions pale white. Their body hair is always white or silver grey. They gain their names for two



distinct reasons, living under cities in sewers and the fact that they constantly use foul language and tell off colored or most times filthy jokes. A Gutter gnome takes great pride in the amount of foul language the know. Gutter Gnomes also love magic items, and will use them as often as possible, preferring potions, scrolls, trinkets, charms and wands above other items. They also have a love of sweets, strong drink and spicy foods, all of which they will over indulge in, as long as it does not affect "The Plan".

All in all a Gutter Gnome is a companion that can be trusted by his group, if they can stand his foul mouth, pranks and other antisocial behavior. Gutter gnomes will not steal from his group, not will he behave in anyway that prevents him from doing his job. Though those unfortunate enough to not be in what he considers his group should beware.

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10 Basics About Gutter Gnomes

1. Gutter Gnomes are “team players” always doing their job to the best of their ability.
2. Gutter Gnomes always dress in colorful clothing complete with a pointed hat.
3. Gutter Gnomes love jokes and or pranks, the dirtier and more malicious the better.
4. Gutter Gnomes are disliked by most other races, though they are tolerated they are rarely welcomed with open arms.
5. Gutter Gnomes love sweets, strong alcohol and spicy foods, all of which they overindulge whenever possible.
6. Gutter Gnomes take a pride in the amount of foul language they know and try to learn curse-words in every language.
7. Gutter Gnomes excel at spell casting (at least casting minor spells) and have a great love of mage-craft items, though they prefer potions, scrolls, trinkets, charms and wands above more powerful magic.
8. Gutter Gnomes gain their name from their foul mouths and the fact that they mostly dwell in city sewers if possible.
9. Gutter Gnomes love to scheme and plan, the more insane and intricate the better. Making “The Plan” is more important to a Gutter Gnome than actually completing it.
10. Gutter Gnomes are fascinated by any mechanical device, especially traps and locks. They always think they can “Improve” upon any device they encounter.

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Gutter Gnome Personality

These fun-loving, foul-mouthed pint-sized trouble makers love to make elaborate plans, overindulge in almost all things and generally make a nuisance of themselves (most times in a rude and sometimes dangerous fashion). They are the most uncouth creatures in almost any social setting. They are loyal to their group or family, though any others should beware much interaction with a gutter gnome. In short if it would be funny to a grade schooler it is funny to a Gutter Gnome.

Gutter Gnome Names

Most Gutter Gnome names are short, one or two syllables, such as **Snigg**, **Gimm**, **Morgore** or **Chimsnit**

Family Names: Rarely spoke to any non gutter gnome, though they are usually a combination of a color and a sound, such as **Redburp**, **Greengulp** or a gemstone and an object, such as **Amberheart** or **Rubytooth**

Gutter Gnome Families

Gutter Gnomes come from large family units, called clans. These Clans are made up of sister' brothers, cousins, 2nd, 3rd and 4th cousins, parents, Uncles, aunts and grandparents. The eldest is typically the leader, though each member has a specific specialty. Most Gutter Gnomes who are on the trail of adventure have been kicked out or are the only surviving member of their clan. They seek to become part of a group and are loyal to their surrogate"family".

Relations With Other Races

Gutter Gnomes are distrusted by all other races, though they are tolerated in larger cities. Most find them entertaining only for the first few minutes they meet them, then become annoyed or angered, because of the jokes, pranks and foul language.

Gutter Gnomes on the other hand are happy to include any other race in their brand of fun and go out of their way to joke and prank everyone (sometimes pranking their enemies to death!)

Starting Languages

ALL Gutter Gnome PCs speak **Barter Tongue** (the common trade language) and **Under Speak** and May Purchase **Dark Tongue** (for 1 build point). In addition, Gutter Gnomes may purchase any other language for 2 build points each.

Starting Age

Gutter Gnome PCs begin their adventuring careers at a starting age of **15 +1d20** in years.

Physical Appearance

Height: 2'4" +1d20 inches

Weight: (Male) 10 lbs + 1d20 + Brawn + Endurance = total weight in pounds

(Female) 8 lbs + 1d20 + Brawn + Endurance = total weight in pounds

To figure what your Character's weight would be as ENCUMBRANCE, divide total weight by 10, the result is how much **Combat Encumbrance** it would take to carry your Character.

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Eye Color

ALWAYS Stark White

Skin Tone 1d20

Hair Color 1d20

1-5 White

5-10 Silver

11-15 Grey

16-20 Silver Grey

1-10 Ruddy Red

11-15 Dirt Brown

16-19 Ash Grey

20 White

Gutter Gnome / Size: Small / Move 4"	Points: 20
(Max Core Ability Cap) Brawn: 15 Agility: 25 Endurance: 15 Mind: 20 Savvy: 20 Charm: 25 Luck: 20	Racial Ability Bonus +5 to Starting Charm Score
Racial Talent: <i>Innate Charm Caster Talent</i> (uses Charm Core Ability to cast spells); <i>Innate Spells Talent</i> (If you are already a caster you may cast 3 spells for your choice from any discipline); <i>Natural Spell Weaver (1st Circle) Talent</i> (a Gutter Gnome is never more injured than Dazed when casting ANY 1st Circle spell from ANY discipline); <i>Night Eyes</i> (12" night vision); <i>Bad Reputation (Flaw)</i> : (a Gutter Gnome PC suffers a -10 penalty to ALL Gossip and Negotiate Skill tests when dealing with ANY other race than Gutter Gnomes)	Note: Gutter Gnomes MAY NEVER be HIGH BORN when rolling for Background, though gain High Born Status through a background event.