

Gnome Racial Package

Background:

It is believed that, in the old days, a group of lesser fey became highly interested in the lives of the Dwarves. They sat with them and watched them and slowly became integrated into their society. The longer they stayed, and the more they lived like the Dwarves, and the harder they found it to return to their home plane of the Essence, until one day when attempting to cross back over, they found their Fey Gate was closed. While some of the trapped fey blamed the Dwarves for their misfortune, and made it their mission to seek revenge, the majority of the fey adapted to life with the Dwarves.

When they eventually started to mate with the Dwarves they realized that their children were different, to say the least. They were very small, curious, and outlandish. They rejected the normal lifestyle of Dwarves and opted to find different ways to do things. For example, when the smiths of the Dwarves tried to teach their children their craft, instead of making axes the gnomish children tended to make things that could move and sizzle. After a few generations the resulting offspring realized they did not belong with the strict, stern Dwarves and set off to find a place where they belonged.

As the group traveled from the Dwarven homelands in Norvis they found the world they lived in was much too big for them and the people of the world tended to regard them with an air of distrust. The people of the world had heard rumors of the trickery of the fey and were inclined to avoid their children. The Gnomes spent a deal of time with the Halflings they met but because of their upbringing with the Dwarves they found them lazy. After spending a few decades with the Halflings the Gnomes realized a downside of their Fey lineage, if the a gnomes lost their excitement for life they would slowly start to fade from this plane. It would start with a dulling of color from their hair, then their skin would pale, and after a while the gnome would just fade away. Because of this and the laid back nature of the Halflings the gnomes moved on once more. After several generations of moving from place to place the Gnomes took to sea in custom-built ships to find a land of their own.

The gnomes of today often tell stories of the harrowing trip on the sea. It is said that the only reason the gnomes found land was because of the tall slender Elves that came up from the watery depths. The elves fought off a giant sea monster that had entangled the ship and then lead the gnomes through a vicious storm and guided them to land. Because of this Gnomes tend to call sea elves the guardians of the sea and hold them in high regard.

For many decades the people of the world thought the strange little creatures to be lost forever at sea, until one day a bizarre-looking ship pulled into port crewed entirely by Gnomes. The time they had spent missing from the mainland had apparently been used to transform a small island, in the middle of the ocean, into a giant city made of steel.

Current Culture:

Off the northwest coast of Preth lies a small jungle island whose main city is called SteelCrank, named for the oddly occurring ore deposits found on the island. Steel, which until now, they had seen only as something the Dwarves created, was strangely abundant here - just growing out of the ground. To this day the vast majority of Gnomes still live here, and see little reason to leave, though every now and again the wanderlust will bite. Outsiders tend to not stay long, as the city was built for people of small height and humans tend to be uncomfortable with the accommodations. The Gnomes of today's culture are very advanced in the working of metal, in almost magical ways. They can make things turn and make powders explode in a way most other races can't comprehend but their knowledge of magic is nowhere near as advanced as many other races.

Due to their fey origins most Gnomes find it hard to grasp the concept of the magic of this plane - to the point where they often distrust the art altogether. Young Gnomes who show great potential in the ways of magic are rare and are often sent to study with the Dwarves. The Gnomes do whatever they can to be self-sufficient as they still resent the time in which the taller races would not accept them into their world. They have designed their city to fit them and are constantly striving to improve the lifestyle of their people.

Gnomes tend to have large families due to their unnaturally long life (average life span being 200-300 years) and the high mortality rate of the island. The longer they stay on the small island, however, the more obvious it becomes that they are running out of resources. Because of this, they are constantly branching out into more dangerous methods of gathering supplies. The newest adventure is diving into the ocean wearing helmets and using dolphins to retrieve ore from sea bed deposits.

The Gnomes also have a vast trade-port in which they exchange engineering surplus and Gnome-made shoes for their vital needs. The sailors who come to port are all that most young Gnomes know of the outside races. Gnomes are taught from a young age that the rest of the world is dangerous and evil and that the other races, with the exception of the Dwarves, hate them. This is the reason that it is looked down upon to travel or to leave the comfort of SteelCrank.

Dwarves and Gnomes still have a close alliance due to their tied lineage and the Dwarves often serve as mediators and trade negotiators between the Gnomes to the outside races.

Gnomes also tend to have trouble with the power structure of the outside world as, instead of nobility, they have a High Tinkerer who tends to be the most revered engineer, and his council of elected officials. The government is very open to the ideas and thoughts of their people and once a month they have a town brainstorming meeting where townspeople can put up new inventions for town review.

The Gnomes who live outside of the city fall into two categories. Adventurers, who are mostly younger gnomes bucking tradition or Entrepreneurs who tend to be very old and are trying

to turn the mainland into a more civilized place.

Behavior:

Gnomes tend to be inquisitive, clever, independent, and absentminded. They get bored easily and tend to have projects with them at all times to fill moments of lull. Gnomes are often skittish around new people and are very ostentatious in their displays of emotion.

Advantages:

- 2 Skill Point discount on the cost of each level of Engineering
- Resist Enchantment

Appearance:

Gnomes are long descendants of the Fey races, and while they are now more like distant cousins they still have some of the physical traits. All gnomes have a makeup requirement of pointed ears and unnatural hair color (this can be a wig, spray, or even lots of bright clips)

Racial Relations

Dwarves: The most trusted and friendly of the other races. Most Gnomes will take the word of a Stone Dwarf above all over races.

Elves: the Gnomes find them to be overly formal and quite boring.

Sea Elves: Young Gnomes are told stories that the Elves of the sea are great adventurers who helped to keep the sea monsters at bay and guide the first Gnomes to the isle of Steel. They have an almost superhero quality about them, in the minds of Gnomes.

Felis: While Gnomes find them intriguing, they are also slightly fearful of the much larger creatures with claws.

Rok'shen: Gnomes find Folk of Myth very interesting and some Gnomes have been known to keep journals as too all the different types they have encountered.

Humans: Gnomes have, over time, come to a good working relationship with the Humans. They also admire them for their spontaneity.

Ents: While the gnomes admire them for their wisdom, they are far too slow for the gnomes liking. Also in the talks of the world the ents and the gnomes always end to butt heads when it comes to matters of industry.

Half Trolls: Much like the Orcs the trolls are rather slow and kind of dim witted. The gnomes take great joy in playing tricks on them.