

## Spells

## Race \& Class Features

Maximum: 6th level<br>Hereditary Foes<br>Gnomes gain an extra +1 (" to-hit" or to damage) when fighting goblins, orcs, intelligent undead, evil elves and lycanthropes<br>Keen Detection<br>Gnomes are good at spotting hidden and concealed doors, traps, slanting passages, and construction while underground (1-4 on a d6 when searching, 1-2 on a d6 if just passing by).<br>Gnomes have Darkvision up to $60^{\prime}$<br>Gnomes are able to understand the function of magic items and potions $50 \%$ of time ( $3 / 6 \mathrm{DM}$ roll). However, sometimes they are horribly wrong.<br>Gnomes add and extra d6 to a DEX checks

## Equipment \& Magic Items

Experience

Next Level: $\qquad$


