

# ГНОМЫ

## Приложение к Basic Fantasy RPG

### Release 5

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Сайт Basic Fantasy: [basicfantasy.org](http://basicfantasy.org)

### ВВЕДЕНИЕ

Это приложение содержит сведения, которые необходимы для игры Гномами, дополнительной получеловеческой расой, в системе Basic Fantasy Role-Playing Game. Если у вас нет копии правил Basic Fantasy RPG, пожалуйста, посетите наш сайт и скачайте ее.

### НОВАЯ РАСА ПЕРСОНАЖЕЙ

#### Гном

**Описание:** Гномы – низкорослые и коренастые, они выше Полуросликов, но не такие высокие как Дварфы, и мужчины, и женщины у них примерно трех с половиной футов роста, а весят они обычно около 90 фунтов. Их волосы и бороды могут быть светлыми, коричневыми, черными, или временами рыжими. Цвет лица у них

изменяется от светлого до красноватого. С точки зрения других рас самые заметные черты гномов – это их заостренные уши и носы. Они знамениты тем, что у них быстро меняется настроение, иногда они грубые и несговорчивые, а иногда игривые и насмешливые. Они живут от двухсот до трехсот лет.

**Ограничения:** Гномы могут стать Клириками, Бойцами, Волшебниками, Ворами или Волшебниками/Ворами. Их Телосложение должно быть больше 9. Из-за их низкого роста, у них не может быть Силы выше 17. Гномы никогда не бросают кость с числом граней больше шести для определения очков здоровья вне зависимости от класса. Они не могут пользоваться Большим оружием длиннее четырех футов (в частности, двуручными мечами, древковым оружием и длинными луками). В отношении нагрузки считайте их полностью подобными Полуросликам.

**Особые способности:** У всех Гномов есть Ночное зрение в пределах 30 футов. Когда в рукопашной схватке на них нападают персонажи крупнее человека, Гномы получают бонус +1 к своему Классу брони.

Гномы от природы очень наблюдательны: то, что они меньше большинства рас, сделало их настороженными и внимательными к окружающему. Из-за этого у гнома есть 10% шанс обнаружить невидимое или спрятавшееся существо в радиусе 30 футов. Эта способность не применяется к неодушевленным предметам вроде потайных дверей и невидимых вещей. Вора, который прячется в тенях, невидимого спрайта или персонажа, который надел эльфийский плащ, можно обнаружить этим



способом. Как и в случае остальных способностей к обнаружению, бросок должен делать Мастер.

Гном, который обнаружил спрятавшегося вора, может нечетко видеть его, создания, который действительно невидимы, обнаруживаются потому, что они дышат, рядом с ними меняется эхо и тому подобным образом. Во время сражения с невидимым противником, гном, который успешно

обнаружил невидимое существо, получает только пенальти -2 к броскам атаки вместо обычного пенальти -4, указанного на странице 52 Базовых правил.

**Спасброски:** У Гномов делают есть бонус +4 к спасброску от Смертельного луча или Отравления и бонус +3 к спасброску от Драконьего дыхания.

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## INTRODUCTION

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