

Savage Dungeons and Dragons

Races

All of the D&D races are more than adequately covered by the *Savage Worlds* rules except gnomes. Gnomes are in very many ways similar to dwarves (which is why I think they were left out of the rulebook.) However, if we exaggerate the tinker gnome stereotype, gnomes then look like this.

This works especially well in my opinion if you restrict the **Arcane Background (Weird Science)** Edge to gnomes only.

Gnomes

Clever: Gnomes are very clever. They start with a d6 Smarts instead of d4

Low Light Vision: Gnomish eyes are accustomed to the dark of the underground. They ignore penalties for Dim and Dark Lighting.

Slow: Gnomes have a Pace of 5”

Small: Gnomes average only about 4’ tall. Their small size subtracts 1 from their Toughness.

Studious: Gnomes love knowledge in some form or another. They start with a free d6 in any Smarts-linked skills.