

CLAN TUVAR

Background and Goals: The gnomes of Clan Tuvár have a long and glorious history in Verbobonc, though that history took a darker turn in the recent past with the invasion of the giant forces and the occupation of many of their homes in the Kron Hills. Though the giants were driven from Verbobonc, the gnomes are still feeling the effects of their temporary exile. The separation from their homes, even for a brief time, hurt them deeply, and now they seek to rebuild and reclaim what was destroyed and lost.

Type: Tribe [Racial]

Scale:

Membership Criteria: Membership in Clan Tuvár is limited to gnome characters that have Verbobonc as their home region.

Playing a Member of Clan Tuvár: Home, one word holds a world of meaning for gnomes though out the Viscounty. It is the place for family, for learning, and for tradition. Where customs are passed from father to son and mother to daughter. Where laughter is the best medicine for all that ails you. Where practical jokes are used to show how to not take one self so seriously. Where knowledge of the mechanical and alchemical are readily taught and learned by all. Where curiosity really can kill the cat or the gnome as the case may be. When the all else fails it is the traditional gnomish values that will see you through to home.

Benefits and Duties: As a member of Clan Tuvár, you receive the following benefits and are subject to the following duties and requirements.

❖ **Knowledge and Tradition:** You have a great pride in your rich history, offbeat sense of humor, and and resolve to survive through difficult circumstances. You receive a +2 circumstance bonus to the following skills:

- ◆ Bluff
- ◆ Knowledge [Dungeoneering]
- ◆ Knowledge [History]
- ◆ Survival

❖ **Clan Stores:** The following equipment is available for you to purchase at standard costs:

- ◆ Blasting Pellets ^{RS}
- ◆ Burrow's Saddle ^{RS}
- ◆ Gnome Battlecloak ^{RS}
- ◆ Gnome Battlepick ^{RS}
- ◆ Gnome Calculus ^{A&EG}
- ◆ Gnome Quickrazer ^{RS}
- ◆ Gnome Swordcatcher ^{RS}
- ◆ Gnome Twist Cloth ^{RS}
- ◆ Signature Crest (with the symbol of the Free Assembly of the Kron Hills) ^{RS}
- ◆ Song Collar ^{RS}

❖ **Burrow Home:** You receive free Adventure Lifestyle [Standard] during any Verbobonc regional adventure set in the Kron Hills. Additionally, should you move to a town in the Verbobonc Town Project that is located in the Kron Hills, you receive a Residence [Simple House] for no cost. This house is yours and all costs related to the maintenance of the house are your responsibility. This house has 0 gp value if sold. In all other respects, it conforms to a Residence [Simple House] as defined in the Verbobonc Town Project and may be upgraded per those rules. For more information, see the regional campaign documentation: *Verbobonc Town Project: Player's Guide and Sourcebook*.

❖ **Racial Substitution Levels:** You receive access to the following racial substitution levels: Gnome Illusionist ^{RS}, Gnome Ranger ^{RS}.

❖ **Protecting Your Home:** You must spend 5 TU each year protecting the gnome burrows of the Kron Hills

MEMBERSHIP OPTIONS

The following options are available to members of Clan Tuvár.

Mootsinger of Clan Tuvár

Community, history, and cheer; this is the motto of the Mootsingers. The Mootsingers are the teachers of the gnomish people. They take pride in teaching the traditions of folk of the Kron, usually through songs and stories passed down through the generations. They are the keepers of this oral tradition, as well as ardent supporters of local libraries. Mootsingers are also charged with gathering the tales of important current events, and turning them into songs and stories for the future. The final charge of the Mootsingers is to bring hope and good cheer to all of the communities that they visit on their journeys.

To become a Mootsinger, you must have 4 ranks in any one Knowledge skill and 5 ranks in any one Perform skill. Furthermore, you must spend 5 additional TU each year (for a total of 10 TU) teaching and entertaining the gnomes of the Kron Hills.

Benefits: The following additional benefits are available to Gnomes of Clan Tuvár that are Mootsingers.

❖ **Gnome of the People:** Because of the trust you have earned from the folks of the burrows and your skill at weaving gnomish history into your tales and stories, you receive a +2 circumstance bonus on Diplomacy and Gather Information checks when dealing with gnomes or halflings in Verbobonc. Furthermore, you receive a +4 circumstance bonus to Knowledge [History], Knowledge [Local—VTF], Knowledge [Nobility and Royalty]. Finally, gnome bards receive a +4 circumstance bonus to Bardic Knowledge checks made during Verbobonc regional adventures.

❖ **Mnemonic Training:** Your training as a Mootsinger gives you access to the *Blackmoorian Rhymes* feat.

❖ **Racial Substitution Levels:** You receive access to the following racial substitution level: Gnome Bard ^{RS}.



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This certificate certifies that

A character played by

Signature of Player

RPGA Number

Date

AR

Has fulfilled the requirements for membership in this Verbobonc regional metaorganization. Membership must be renewed annually at the beginning of each calendar year. Keep all previous certificates of membership along with this one so an accurate account of your membership can be verified.

Signature of DM

RPGA Number

Date

