

Gnomish Beastmaster

Prime Requisite: CHA **Requirements:** CON 9
Hit Dice: 1d6 **Maximum level:** 12

lvl	XP	Title
1	0	Herd Head
2	1650	Livestock Leader
3	3300	Stray Supervisor
4	6600	Pet Precept
5	13200	Animal Administrator
6	26400	Wildlife Worker
7	55000	Monster Manager
8	110000	Fauna Facilitator
9	260000	Beastie Boss
10	410000	Critter Commander
11	560000	Creature Captain
12	710000	Beastmaster

Gnomes have always been friendly with animals; it was only a matter of time before an enterprising young gnome decided to start an army of squirrels and sparrows. Which worked surprisingly well, as the events of the Great Corn War should tell you.

Gnomish Beastmasters can use any **crossbow**, **bow**, or **arbalest**, as well as the **whip**, the **polearm**, and the **staff**, and wear chain mail or more. They have two fighting styles.

As with all gnomes, beastmasters have a **Nose for Potions**, and may make a proficiency throw of 11+ to determine the magical properties of a potion or oil on taste. Starting at 5th level, all gnomes may brew potions as if mages of their class level. Gnomes speak **Dwarf**, **Elf**, **Goblin**, and **Kobold**; additionally, they can **Speak with Animals** at will, as the spell. The Gnomish tendency to underground life has granted them extended **infravision** to 90'. A lifetime spent in the company of illusionists leaves gnomes **Resistant to Illusions**. Gnomes receive a +4 bonus on saving throws to disbelieve magical illusions. They may cast Faerie fire and Ventriloquism, as the spells, once per hour.

Beastmasters are a **Friend of Birds and Beasts**, well-schooled in the natural world. They can identify plants and fauna with a proficiency throw of 11+, and understands the subtle body language and moods of birds and beasts (though they may not understand the character). They gain +2 to all reaction rolls when encountering normal animals, and can take animals as henchmen. They also begin with a **Familiar**. Through their **deep animal understanding**, they may hire two more animals as henchman than their Charisma would otherwise permit, and the base morale score of any animal henchmen is increased by 1. Finally, when bitten, stung, or otherwise **poisoned**, a beastmaster may roll twice and use the better roll. Additionally, the character can use neutralize poison with a proficiency throw of 18+, once per patient per day (this stacks with Healing).

At level 9, a beastmaster can build a Gnome Vault; 3d6 x 10 gnomes of various disciplines will move in immediately. No animals need be paid, and will gain a +1 to morale.

Gnomish Beastmaster Proficiency List

Alertness, Ambush, Bargaining, Beast Friendship, Blind Fighting, Bribery, Caving, Combat Reflexes, Combat Trickery (Disarm, Incapacitate), Diplomacy, Disguise, Familiar, Fighting Style, Gambling, Goblin-Slaying, Land Surveying, Magical Music, Mimicry, Mystic Aura, Passing Without Trace, Precise Shooting, Riding, Skirmishing, Sniping, Trap Finding, Trapping, Wakefulness, Weapon Finesse, Weapon Focus

Gnomish Beastmaster: Calculations

HD 1: (500 XP) d6

Fighter 1: (500XP)

Narrow weapons (staff, whip, polearm, and any bows/crossbows)

Broad armor (chain mail or less) (+1 power)

2 fighting styles

Thief 1: (200XP) 3 custom powers

Gnome 1: (450 XP)

Nose for Potions: Because of their familiarity with alchemy, gnomes may make a proficiency throw of 11+ to determine the magical properties of a potion or oil on taste. Starting at 5th level, all gnomes may brew potions as if mages of their class level.

Gnome Tongues: All gnomes speak four bonus languages: Dwarf, Elf, Goblin, and Kobold.

Infravision: The Gnomish tendency to underground life has granted them extended infravision to 90'.

Resistance to Illusions: A lifetime spent in the company of illusionists leaves gnomes hard to fool. Gnomes receive a +4 bonus on saving throws to disbelieve magical illusions.

Faerie fire: Gnomes may cast Faerie fire, as the spell, once per hour.

Ventriloquism: Gnomes may cast Ventriloquism, as the spell, once per hour.

Speak with animals: Gnomes speak the language of every normal animal.

Powers:

Friend of Birds and Beasts: The character is well-schooled in the natural world. He can identify plants and fauna with a proficiency throw of 11+, and understands the subtle body language and moods of birds and beasts (though they may not understand the character). He gains +2 to all reaction rolls when encountering normal animals, and can take animals as henchmen.

Familiar: The character begins play with a familiar.

Blood of Kings: The blood of ancient kings and heroes flows in the character. The character may hire one more henchman than his Charisma would otherwise permit, and the base morale score of any henchmen is increased by 1.

Antivenom: When bitten, stung, or otherwise poisoned, the character may roll twice and use the better roll. Additionally, the character can use neutralize poison with a proficiency throw of 18+, once per patient per day (this stacks with Healing).

Stronghold and followers: Gnome Vault

3d6x10 1st level gnomes