

Gnomish Freedom Fighter (Cleric/Assassin)

Prime Req.: DEX and WIS

Required: CON 9, CHA 9

Hit Dice: 1d4

Max level: 11

lvl	XP	Title	1 st	2 nd	3 rd	4 th	5 th	Cleave	Move Silently	Hide in Shadows
1	0	Minutegnome						1	17+	19+
2	2000	Gnomish Outcast	1					1	16+	18+
3	4000	Gnomish Rebel	2					2	15+	17+
4	8000	Gnomish Instigator	2	1				2	14+	16+
5	16000	Gnomish Insurgent	2	2				3	13+	15+
6	32000	Gnomish Keeper	2	2	1	1		3	12+	14+
7	64000	Gnomish Defender	2	2	2	1	1	4	10+	12+
8	128000	Gnomish Guardian	3	3	2	2	1	4	8+	10+
9	278000	Gnomish Guardian lvl 9	3	3	3	2	2	5	6+	8+
10	430000	Gnomish Guardian lvl 10	4	4	3	3	2	5	4+	6+
11	580000	Gnomish High Protector	4	4	4	3	3	6	2+	4+

About a hundred years ago, a group of orcs were extorting money from traveling gnomes; the gnomish leaders refused to do anything about it, which lead a

group of gnomes to found an adventuring party, known ever since as the original Gnomish Freedom Front. They vanquished the orcs, but for taking up arms in a decidedly un-gnomish way, the group were kicked out of their clan, to be forever shunned by good gnomes everywhere, or at least ignored for a few weeks. Banished to the wilderness, they began training under a dwarven cleric of Freyja, and became the GFF, or Gnomish Freedom Fighters. The GFF live off the land, and swear to resist authority until all gnome-kind are free. They refuse to accept any form of cash payment for doing good. To remain in good standing with Freyja, they must meditate while practicing their martial art of Yoyo Sup Fu daily. This practice counts as a **Performance**.

The GFF tattoo themselves with **Gnomic Flesh Runes**, magical tattoos that harden their skin against attacks (+2 AC; +4 AC at level 7). However, even the lightest armors disperse the effect of the runes, so a GFF tends to wear only the simplest of coverings. GFF advance in attack throws (+2 per four levels) and saving throws as Clerics. They may use only **crossbows**, **whips**, or **nets**.

All GFF members learn the martial art of **Yoyo Sup Fu**, a technique that uses fists and feet to place fast, powerful strikes; when holding no weapons and wearing no armor, they deal an additional +1 damage with their feet, gain a +1 attack throw bonus for striking with hands, and have a +1 bonus when attempting or defending against Wrestle, Disarm, or Knockdown. They have a single **Fighting Style** (Fists & Feet) that grants a +1 attack throw. Their knowledge of **unarmed fighting** allows them to strike opponents even through armor, using their hands to deal 1d3 damage, or their feet (at a -2 attack throw) for 1d4 damage. They are trained to use their **acrobatics** to tumble behind opponents, allowing them to **backstab** during combat. The control they learn teaches them to **move silently** and **hide in shadows**, making them very **difficult to spot**. In their natural environment (any terrain but open grassland) their skill in **wilderness evasion** can hide an entire party.

As gnomes, they have a natural **nose for potions**, and speak **dwarf**, **elf**, **gnome**, **goblin**, and **kobold**, as well as being able to **communicate with animals** at will. They have **infravision** to 90ft, and **resist illusions** (+4 vs illusion). They can cast **faerie fire** and **ventriloquism** once per hour.

As a cleric of nature and vengeance, they are given a **divine blessing** which protects them, reducing all saving throws by 2. When they reach their final level, they are given a glimpse into **forbidden spells**, which allows them to add any four arcane spells to their list.

GFF save as clerics, and at level 9 can build a Protectorate, a fortified church, that will attract 1d6 1st-3rd level GFF, and 5d6×10 normal gnomes that wish to learn from them.

Gnomish Freedom Fighter Proficiency List

Alertness, Ambushing, Battle magic, Beast friendship, Berserker, Blind fighting, Combat reflexes, Combat trickery, Contemplation, Contortionism, Divine Health, Familiar, Fighting style, Goblin-slaying, Land Surveying, Mystic aura, Passing without trace, Performance, Precise shooting, Quiet Magic, Running, Sensing power, Skulking, Sniping, Survival, Swashbuckling, Unflappable casting, Vermin-slaying, Wakefulness, Weapon finesse, Weapon focus

Gnomish Freedom Fighter Spell List

First level	Second level	Third level	Fourth level	Fifth level
Burning Fist	Bless*	Alter Self	Chimerical Force	Command Person
Cure Light Wounds	Chameleon	Continual Light*	Dispel Magic	Cure Critical Wounds
Detect Evil*	Divine Grace	Glyph of Warding	Neutralize Poison	Dispel Evil
Pass Without Trace	Enthrall	Invisibility	Nondetection	Prot. from Normal Weapons
Protection from Evil	Obscuring Cloud	Invulnerability to Evil	Prot. from Evil, Sustained	Quest*
Remove Fear*	Produce Fire	Mirror Image	Skinchange	Scry
Salving Rest	Self Haste	Phantasmal Force	Smite Undead	Spectral Force
Sanctuary	Shimmer	Prot. from Normal Missiles	Spirit of Healing	Strength of Mind*
Spider Sense	Silent Step	Striking	Telepathy	Sword of Fire
Trance	Spiritual Weapon	Winged Flight	Vigor	True Seeing

Burning Fist (based on the arcane spell “Sharpness”)

Divine 1; Duration: 3 turns; Range: self

When cast, the caster's hands and feet appear to be ringed with flames. Attacks with bare hands or feet gain +1 magical damage. Plain gloves or shoes do not interfere with the effects or damage, though apparel with magical effects will. The effect lasts half an hour (3 turns).

Spider Sense

Divine 1; Duration 6 turns; Range: 30'

Takes 1 turn to cast. Once cast, the caster will sense anything within 30' that is dangerous to the caster, and will know if each object is a clear and present danger or a potential danger. While the caster will not be able to sense invisible or hidden objects, or know the precise nature of the danger, they will know the *location* of the danger, and the number of dangerous things. Any creature or object will not know it has been sensed. Most poisons are clear and present dangers; most creatures are potential dangers.

detect danger (8), any in range (1), range 30' (.8), 6 turns (2), no save (1), 1 turn to cast (.8), divine (1); total cost 10

Self Haste

Divine 2; Duration 1 turn; Range: self

Upon casting, the caster will have double their movement rate and two attacks per round. The effect will last 1 turn.

movement+attack (25), 1 creature (1), self (.75), 1 turn (.75), divine (1.25); total cost 17

Gnomish Freedom Fighter (Gnome Cleric/Assassin): Calculations

Hit dice 0: (d4) 0 points, 0 XP

Fighting value 1: 1 point, 500 XP

+2 per 4 levels; narrow weapon focus (bow/crossbow, swords/dagger)

unrestricted armor; 2 fighting styles

no damage bonus; cleaves 1 per 2 levels

Trade off: Unrestricted armor down to forbidden armor: +4 custom powers

Trade off: One fighting style (hands & feet, +1 atk): +1 custom power

Trade off: Restricted weapons (crossbow, whip, net): +1 custom power

Thieving 1: 1 points, 400 XP

3 skills: Backstab, Move silently, Hide in Shadows

Divine 2: 2 points, 250 XP

Cleric; 10 spells per level

Value codes: accept no *cash* payment for good works; meditate + practice Yoyo Sup Fu daily;
resist political authority; protect and free gnome kind above all

Custom Race: +2 points, max level 11

Gnome 1: 450 XP

Nose for potions

Languages: dwarf, elf, gnome, goblin, kobold, animal

Infravision to 90ft

Resistance to Illusions

Faerie fire 1/hr

Ventriloquism 1/hr

Custom points: +2 custom points, +200 XP

Custom starting powers: (7 + 1 at lvl 2 + 1 at lvl 11)

Gnomish flesh runes (1 ½): +2 AC; +4 AC at level 7

Unarmed fighting (1): lethal damage from punch/kick; can punch/kick armor without injury

Yoyo Sup Fu (1): when holding no weapons/wearing no armor, the following bonuses apply:

kicks do +1 damage; punches get +1 atk; attempting or defending against Wrestle, Disarm, or

Knockdown gets a +1 bonus

Performance (dance) (½)

Difficult to spot (1)

Acrobatics (1)

Wilderness Evasion (1)

At level 2: Divine Blessing (1)

At level 11: Forbidden Spells (1)

Saving throws: Cleric

Hit points after level 9: +1 per level

Prime Requisite: DEX, WIS (CON 9, CHA 9)

Stronghold: Protectorate (fortified church) (½ cost to build, +4 morale, followers for free)

1d6 1st-3rd level GFF, 5d6x10 0th level GFF