

Gnomish Tourist

Prime Requisite: STR or CON
Requirements: INT and CON 9
Hit Dice: d10
Maximum Level: 12
Weapons: bows/crossbows, swords/daggers
Armor: no armor, nor use a shield

Title	Lvl
Day-tripper	1
Visitor	2
Excursionist	3
Sightseer	4
Rubbernecker	5
Traveler	6
Journeyer	7
Voyager	8
Tourist	9
Vacationist	10
Wayfarer	11
Globetrotter	12

Advances in attack throws as a Cleric/Thief, +2 every 4. Cleaves up to once per two levels.

Well-versed in Lore mastery, the Gnomish Tourist wants to see the world. They are Expert Bargainers, buying things for 10% less, and selling things for 10% more. Their Keen Eyes pick out secret doors on an 8+, or a 14+ without even trying. They have a (possibly misplaced) Strength of Spirit, rendering them immune to all natural or magical fear effects. They even Inspire Courage in their companions (as a Bard), adding +1 to Attack, Damage, Morale, and saving throws against Fear to all within 50' after a round of stirring speech. On the (likely many) occasions that they need to roll on the Mortal Wounds table, they can roll twice and pick the best result.

Finally, like other Gnomes, they have a Nose for Potions, allowing them to determine the type of potion on an 11+, and they can brew potions at level 5 as a mage of their level. They speak Dwarf, Elf, Goblin, and Kobold, as well as Gnome and Common. They can see in the dark using their 90' Infravision, and are Resistant to Illusion, providing a +4 bonus to disbelieve illusions. They can cast Faerie Fire and Ventriloquism once per hour, and can Speak with Animals.

Class Proficiencies list: Alertness, Animal Husbandry (G), Animal Training (G), Arcane Dabbling, Bargaining (G), Beast Friendship, Caving (G), Climbing, Collegiate Wizardry (G), Combat Trickery: Knock Down, Combat Trickery: Wrestle, Diplomacy (G), Divine Blessing, Divine Health, Endurance (G), Engineering (G), Healing (G), Mapping (G), Mountaineering, Naturalism (G), Navigation (G), Precise Shooting, Riding (G), Seafaring (G), Signaling (G), Skirmishing, Survival, Swashbuckling, Wakefulness, Armor Training

Save information:

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