


Pathfinder gnome guide

I'm not robot  reCAPTCHA

Continue

This page is dedicated to dwarves. What I've done is basically scour the web to put some of the best Gnome Pathfinder related articles together for the convenience of our readers. So, without further ado, let's get started. D20PFSRD - provides all the basic information about the Pathfinder Gnomes build. Race Pathfinder: Gnome Guide - This is a guide to betting that racial traits, racial favorite class bonuses and racial archetypes for Gnome. It also offers the best classes and prestige classes for Gnome to go into. Gnome (Illusionist Assembly) - the zenith has a Gnome Illusionist Build. No, Optibuilds does not vouch that all tips are optimal. With what is said, on a quick look through the tips, it offers an interesting concept for Gnome. Gnome NPCs - If you are looking for Dwarf NPCs from level 1 to 13, then look no further. While these builds are not optimized, they also serve NPCs for your adventure. Optibuilds PDF - Included in some of the PDF Optibuilds are the instructions for creating optimized Gnome Check them out and leave a comment on how you enjoyed playing them. If you know links to other online content related to Pathfinder Gnome, please include them in the link in the comments below. Please tell me about your favorite dwarf character you've ever played, or seen someone else play, or seen as an NPC. I love dwarves, they're awesome. Page 2 50 Comments Last Update: September 8, 2020 RPGBOT uses a color coding scheme that has become common among Pathfinder build guides. Red: Bad, useless options, or options that are extremely situational. Orange: OK options, or useful options that only apply in rare cases of Green: Good options. Blue: Fantastic options are often needed to feature your character. The introduction of Gnome Racial traits Hit Points: Medium Racial Point Strike, and Racial Constitution Impulse. Size: Small. Medium and small size have several functional differences in Pathfinder 2e. Speed: 25 feet is standard. Ability boosts: Constitution and Charisma are great for any charisma-based charmer (Bard, sorcerer, etc.), and a free-agent Boost can go into agility to make Gnome a good option for most fighting classes. Lack of power makes the barbarian a difficult choice and limits some of your combat options, but Fighter, Ranger, and Rogue are still working. Languages: Racial language plus Common is standard. Feelings: Low-light vision. Gnome Heritage Chameleon Gnome: Somehow it works while covered with clothes from head to head. As a grandmaster I could allow players to use a camouflage kit or survival check to disguise themselves to get the same bonus. But if your grandmaster won't let that in, a bonus of 2 pounds stealth is a good thing. Gnome: A reliable magic option and you can change it once a day. Since there is no ability to score indicated, this is a Charisma-based so if you have a decent Charisma try to stick to the utility options. Sensate Gnome: Even in an inaccurate sense, Smell is an impressive way of hidden and invisible enemies. Umbaral Dwarf: Darkvision is really good. Wellspring Gnome: Basically the same as Faye Touch, but cantrip can be from any spell list other than Primal. The dwarf exploits of the dwarves depended heavily on charisma for many of their ancestral exploits. If you use the Rules of Voluntary Disadvantage to abandon your charisma, you may find many Gnome exploit options unattractive. Level 1 Animal Accomplice: Familiar are really useful, and even if you use it for nothing else you can use your abilities for things like extra focus, extra-infused reagents, and as an extra set of eyes for perception. For more help with acquaintances, see Burrow Elkotukist: Very Situational. Empathic plea: Absolutely impressive for any person to build. However, it becomes less effective as the fights progress and you take measures that other creatures can perceive as hostile. The term hostile is not clearly defined here, but as a GM I would rule that anything that negatively affects a creature or which helps another creature do something harmful to a creature (like polishing an ally who attacks an enemy creature) would be considered hostile. Thus, standing in the back and casting lovers and healing spells will not be a loophole to abuse this feat. Fey Scholarship: Very situational. Fey World Magic: Great if your charisma is tall enough to make the cantrip worthwhile. Gnome Obsession: If you choose Lore skills worth having, this will have a great place. Gnome Weapon Dating: Gnome Hooked Hammer is better than most simple weapons, so getting it as a simple weapon is tempting for any dwarf limited to a simple weapon. Gnome Flickmace is neat, but it's only interesting if you want to reach. Glaives and Kukris are also ok, but your skill with them will not increase beyond the trained if you already gain knowledge with them or you take Gnome weapons expertise. Sense of illusion: Situational, but the ability to automatically not believe illusions without interacting with them is helpful. Razzle-Dazzle: Situational but blind is a great debuff, and it is available from a variety of sources. Better yet, it's free action. Unfortunately, this only extends the duration for one target creature. Level 5 Animal Elocutionist: Tempting for Druids, but I don't know if anyone else will care. Speak With Animals is a Level 2 spell exclusive to the list of primary spells, which is nice, but it's an extremely situational spell. You can't count on the animals present for you to talk to, you can't count on them having something useful to say, and you can't necessarily use this to calm hostile animals because making an impression takes a full minute. You also need to 2 feats to get to this point, which is hard to justify for such a situational ability. Energetic font: You can recharge the Focus easily by spending 10 minutes out of the fight, and the animal accomplice gets you a familiar one who can replicate this and it is still a useful addition to Party. Gnome Weapon Innovator: Some critical specialization effects are fantastic. Fleil and Hammer are both knocking enemies prone, making Gnome Hooked Hammer and Gnome Flickmace an excellent choice. Project Persona: Too situational. Level 9 Cautious Curiosity: The wrong direction is very situational, but Silence is great both for obstructing enemy spells and for helping you and your allies to go unnoticed while sneaking around. Fey World Adept: Both spells are really good, but they were also available for 6 levels. Life Leap: A great way to get into position to flank a creature, but if you're not built for melee you can also use this to jump through Allied spaces to get behind a more durable ally. Vivacious Conduit: It can be a lot of hit points once your Constitution is high. If you're in 18 constitution by the time you take this, you're healing 16 hit points every time you rest for 10 minutes. There doesn't seem to be a limit to how often you can use this, so if you have the time, you can just sit back and get back to full kick point. Of course, at this level you should have enough healing resources, so it's hardly important. If your party relies heavily on medicine to restore the point of impact you can use this to make this time more effective, but since treating wounds has no limits on how often it can be used there is little reason to accept this when you might just spend more time treating wounds. Funny that there is no gender on hit points, so pedantic, RAW reading rules you can kill yourself if you go to sleep with a negative constitution modifier. Level 13 Gnome Weapons Examination: Crucial if you depend on Gnome Weapon Dating. Instinctive obfuscation: Mirror image is an excellent defensive option, and the ability to use it as a reaction even once a day is an impressive defensive option on any character. Sure, you only get two images, but it's still two attacks nullified. Level 17 Homeward Bound: A really interesting concept, but the Plane Shift was available at least 3 levels in each spell list. It's not worth the feat, especially one of such high-level. Dwarfs are remotely related to fairy creatures, and therefore they have an innate tie with nature. They are also known to have very quirky personalities, and so they are often one of the easier role-playing as role-players usually use their characters to fill the role of the character that they like to fill themselves with, and this lends character to personalities that are at the more extreme ends of eccentricity. Dwarves have some innate magical abilities that may be useful in some campaigns, but absolutely in others, so choose alternative race traits wisely! Racial traits: Ability results: Dwarves are cordial and lightweight, getting No. 2 to the Constitution and Charisma, but their small size hurts their Power score. This gives them well on the merits of any type of charmer, but especially those that use as basic statistics, such as the Sorcerer and the Oracle. The push to the Constitution will aid characters of any class. Size: The dwarves are small, which is definitely about the two ends of the sword. They get a bonus of 1 euro to the air conditioner, which can be a huge help, and a bonus of 1 euro on the attack rolls, which is great. They also receive a huge bonus of 4 pounds for stealth verification. From -1 to CMB and CMD hurts, but it's not a huge deal. The real problem with small size comes from the following racial trait... Speed: Dwarves have a base speed of 20 feet, and unlike dwarves, they are still prone to encumbrance. From -2 to strength, you would be surprised how easy it is to burden your gnome character to the point of being unable to move, so inventory control is of great importance to any gnome. Defensive training: Although situational, 4 to AC that stacks with absolutely nothing can be the serious savior of life. Giants, keep an eye on these little creatures around your feet, they are hard to hit! Illusion Resistance: Also quite situational, it gives the dwarf bonus of 2 pounds against the spells of the illusion of the school. Note the options for replacing this small bonus with something better, as there are some much better options. Keen feelings: A bonus of 2 pounds for the best skills in the game is always welcome. This one's the keeper. Obsessive: You can get craft and profession bonuses upgraded to a ridiculous level with relatively inexpensive magic items, so it's not that great. Gnome Magic: This racial trait is actually twofold; you get 1 to DCs as these spells of illusion you've thrown and you get a few spells like the ability to throw once a day. Note that DCs of these spells are as ablytily charismatic as they are, as most SLAs are. Hate: Another very situational bonus, but if you know you're going to play in a campaign where you'll fight goblins or lizard swarms, it would be nice to have. Weapon Familiarity: There is only one weapon that has the word dwarf in its name, so I tend to suggest dropping it for some other, better alternative racial traits. Unfortunately, there are none that replace it, so you just have to deal with this mostly useless trait. Low Light Vision: This can come in handy in dark areas, although in my experience most DMs only really pay attention to darkvision. However, it is a useful ability when needed. Alternative racial traits: Academic Obsessive: No.2 to knowledge skill is probably useful much more often than No.2 for craft or profession craftsmanship would be, so I'd pick this one and work with it. Communication with the earth Defensive training, hate: This ability makes a lot of sense for a character who knows that they will spend a lot of time in one type of terrain, if you know that your campaign will include a lot of dungeons. A bonus of 2 pounds against any type of creature is definitely better than a bonus of 4 pounds against one type of creatures, so I suggest taking this, although it is important to note that you should also give up your yours against reptiles and goblinoids to get it. Darkvision 'Low Vision, Keen Senses': It's another ability that's probably worth a compromise about 90% of the time, so while I love getting a boost to perception and low-light vision, I'd say it's probably a good choice. Eternal Hope Defensive Training, Hate: I absolutely love this ability because you get bonus styling to save from the effects of fear and you can re-roll 1 on your d20 once a day. Re-rolling one is like giving your character a second chance not to fail terribly, so I'm going to once again invite everyone to take it. You will have to make a choice between this trait and Bond on the ground, and honestly both of them are great choices. Eternal Hope is probably better for a character who doesn't know what type of campaign they're playing if it helps you decide. Researcher Hate Obsession: It's interesting because it basically duplicates the academic's alternative trait, but also trades a bonus for attack rolls compared to some creatures for a bonus to climb checks. If your character is going to climb around a lot, then take this, otherwise you better keep the hate (or trade it for Bond or eternal Hope, HINT HINT) and just taking the academic. Fell Magic: Personally, I think this ability is all around better than the standard Gnome Magic trait that it replaces, because necromance spells are just generally more powerful than illusions (it doesn't come back to haunt me, I feel it already). Listing spells like the abilities that you get from this also tend to be better in my opinion. An important note here, however, is that the DCs spell is based on wisdom rather than Charisma, so if you reset The Wis, then you'll probably want to stick to the standard Gnome Magic. Gift of Defensive Training, Hate: It doesn't seem like a super powerful ability, but just remember the last time your DM asked, Any of you speak X, and when no one answered, he or she said, Ok good! and continued the campaign. Don't you want to know what it says? If your character isn't going to go into battle much (like The Wizard or another charmer), you may want to consider this ability, as it is very easy to learn every language in the game very quickly. Knock with Poison (Illusion Resistance, Obsessive): This is one good ability, and if you're going to play Rogue, Ninja, or Alchemist, you'll probably want to pick it up. Magic Linguist Illusion Resistance: This is a good choice for the dwarf bard, as they use language-dependent spells much more often than other spelling classes. If you're not a bard, this is probably not the best choice. Master Tinker (Defensive Training, Hate): Honestly, I really don't like it. The only time I'd consider making this trait if I was going to play basically a craft-based character and wanted to be able to pull any of out a large amount of exotic weapons that I created when needed, which would be fun and fragrant, but not very powerful. The Magic of the Dwarf, The Resistance to Illusions: I absolutely love this ability both for its taste (YAY FIRE!), and for its effects. You get treated as a level higher when casting a spell of fire, which means that the fireball you threw at level 5 will deal with the 6d6 base damage. Note that this can be combined with other feats and abilities (such as Varisian Tattoo (Evocation) and several different sorcerer pedigrees) to create some truly destructive spells that do much more harm than usual... Just like as an example, I had a sorcerer 1/Wizard 4 in the PFS game right now, whose Level 2 Burning Arc spells deal with 8d6 and 17 basic damage to the first goal, which tends to evaporate the bad guys pretty easily. Nature's Guardian Defensive Training, Hate: This one is very good, as it gives you both a bonus to AC and a bonus for attacking rolls against aberrations, oozing, and pests. However, I still love Bond to land and Eternal Hope is better, so I recommend one of them instead. UnArcaneECC Thoughts on new racial traits of architectural ingenuity. Some gnomes demonstrate incredible talent for building and adjusting structures. These dwarves receive a racial bonus of 2 euros for knowledge checks (engineering) and checks of crafts and perceptions associated with structures (including structural traps). This racial trait replaces acute feelings and obsessives. PCS Source: ISR Wait a minute, does it give alternative obsessive features, but also replaces the bonus to perception? Avoid like the plague. Behind the veil (1 RP): Characters with this trait get a bonus of 2 pounds on Bluff and sleight of hand check, taking advantage of concealment or cover. Dwarves can take this trait instead of a weak vision. Source PPC: BoS Bonuses to Bluff and sleight of hand check just while benefiting from concealment or cover? We already see the problem developing here. But then it replaces the low-light vision that you probably want to have with an alternative racial trait introduced into the bloodstream of shadows? Something's definitely not here. I wanted to say that we could have saved this by taking Darkvision's alternative racial traits also introduced into the bloodstream of shadows (see below)... But then it turns out that it also replaces low light vision. No exception for this smelly if you somehow manage to get Darkvision off the class feature. Mixed veil (2 RP): Preconditions (s): low-light vision. A half-sleep, whose non-sleep parents had a low-light vision can be blessed with a legacy of universal sensibilities. Characters with this trait keep their low-light vision, but also get darkvision at a distance of 60 feet. Dwarves can take this trait instead of acute feelings. PPC Source: BoS rating, because it seems to be an editing error in the blind shadows - it's a record of dwarves, not any variety of Elf or Half-Elf; if this alternative racial trait was really meant for dwarves and And the mistake was in mentioning Half-Drow, it would make Darkvision an alternative racial trait below completely redundant because it gives you the same, leaving Low-Light Vision intact. Expect errata ... for a while or another. Dimdweller (2 RP): Whenever characters with this trait benefit from concealment or complete concealment due to darkness or dim light, they get the No.2 racial bonus on Intimidate, Perception, and Stealth checks. Dwarves can take this trait instead of gun acquaintance. PPC Source: BoS Although bonuses are limited to concealment as a result of darkness or dim light, it can still be worth trading if your class gives you the weapons of knowledge you want. The problem with this trait is that as a replacement weapon Familiarity, it competes with Faye Thoughts (see below). Dirty Trickster: All gnomes love hats, but some specialize in those improvised during combat. These dwarves get the No.2 racial bonus on the dirty trick of combat maneuvers. They don't have to meet the intelligence requirements to choose combat expertise, Improved Dirty Trick, and any feat with The Improved Dirty Trick as a precondition. This racial trait replaces defensive training, hatred and sharp feelings. PCS Source:ISR Replacement Defensive Training Hurts a Bit, replacing hate is not so bad; but what really hurts replaces Keane's feelings. Fortunately, you can bypass the Fight Examination feat of tax by taking Dirty Fighting, which is usually a better feat (exception if you plan to use spirit Blade Tutor or any similar effect a lot), and among other things also lets off the hook for 13 intelligence for a fair number of feats, and good enough that even in the odd case in which you want combat expertise for the sake of yourself You can still take Dirty Fighting - chances are you won't need this alternative racial trait if you're in for some super-feat-hungry build. Duskight (2 RP): When making range attacks, characters with this trait can roll over the chance to skip the given cover for any target in dim light, and take the best of the two rolls. The chance to miss a full cover-up is applied normally. Dwarves can take this trait instead of acute feelings. PPC Source: BoS is another alternative racial trait that shoots itself in the foot, replacing something that will synergize with it, in this case a bonus to perception. Fey Magic (2 RP) Character has a mystical connection with one type of terrain selected from the list of favored ranger. The character selects three 0-level druid spells and one level 1 druid spell. If a character has a Charisma score of 11 or higher when in the chosen terrain, she gets those spells as a spell, as abilities that can be thrown once a day. The caster level for these effects is equal to the user's character level. DC for mesmerizing abilities is 10 - spells - user charisma modifier. These spells are seen as from the source of the fairies for the Druid Druids Nature bait class features and similar abilities. This trait replaces obsession. Source HotW This replaces a trait you can't use with a spell-like ability that you can choose from, thus potentially more useful, although the limited use of the day hurts. This gets a higher rating for dwarves than for - for example - dwarves, because dwarves having a Charisma bonus are more likely to have charisma to get full use out of it. In addition, dwarves who have a class based on spelling are more likely to have access to a Level 1 spell called The Recharge Innate Magic, which recharges these limited uses per day. Note that unlike other dwarf spells like the ability to alternative racial traits, this one doesn't replace Gnome Magic; Instead it replaces the more situational and less likely to be missed by the Obsessive Racial Trait - meaning that in most cases, you get to have your cake and eat it too (you might even replace Gnome Magic with another spell as the ability to alternate racial traits and have that trait). And thematically, since the gnomes supposedly fey came down, it just fits very nicely. Fairy Thoughts (1 RP) Choose two of the following skills: Acrobatics, Bluff, Climbing, Diplomacy, Masking, Escape Artist, Fly, Knowledge (Nature), Perception, Artist, Sense of Motive, Hand sleight, Stealth, Swim, or Use a Magic Device. The chosen skills are always cool for the character. This trait replaces familiarity with racial weapons. Source HotW If you've paid attention to Fairy Magic and Faye Thoughts alternative racial traits of different races, you'll notice that they don't always replace the same thing, and so the trade-offs may be different. However, getting two skills in class in exchange for weapons dating can only be what you need, especially if your class already gives you the knowledge with the weapons you want. Fearless settler: Some gnomes add to the thrill of life by settling in unstable places. These intrepid dwarves get the No.2 racial bonus on keeping casts against fear effects and on acrobatics, climbing, and swim checks. This racial trait replaces illusion, sharp feelings and obsession. The PCS source:ISR Replacing The Illusion Resistance, Keen's feelings, and obsessive (or even Keane's feelings alone) really hurt. Might be worth it if your Lovcraftian Horror campaign is on the high seas. Yad Mignon (4 RP): Sleep sometimes enlarge their slaves and front-line soldiers by making them toxic, causing their bodies to internally produce mubaime poison (see below). As a result, the venomous creature makes a powerful weapon in an attempt to discourage neighboring monsters. Any creature that gets into such a character with a bite of attack is immediately exposed to his venom. Save DC for this poison equals 10 y 1/2 character Hit Bone - Constitution character modifier. Poison-gods; Maintain resilience as above; 1/round frequency for 4 rounds Effect 1d2 Damage to the Constitution; cured 1 save. Dwarves can take this line instead of defensive training, training, magic, and resistance to illusion. PPC Source: BoS Repeat After Me: I'm Not a Minion. I'm not a minion, I'm not a minion... Shadowhunter: Characters with this trait inflict 50% of the damage from weapons to intangible beings when using non-magical weapons (including natural and unarmed attacks), as if using a magical weapon. They also receive a bonus of 2 pounds for saving throws to remove negative levels, and recover physical damage abilities from attacks of undead creatures of 2 points for the ability to score per day (rather than a normal 1 point for the ability to score per day). Dwarves can take this trait instead of weapons. PPC Source: BoS If you need this feat, your class may have given you the weapons skills you want, but even if not, you get to be not helpless against inoreacrnt creatures if they catch you without a magic weapon, bonus No. 2 when removing negative levels, and faster recovery of physical damage abilities, so there's still a good trade. Shadowlure (1 RP): Characters with this spell trait with darkness, light or caster shadow at Caster's Level No. 1. Dwarves can take this trait instead of the magic of dwarves. PPC Source: BoS seems situational, and I wouldn't at all recommend it if you do some really specialized light and/or darkness build. The spells that you use this exist, so if you're going to build around them and against the right kind of enemies, it's not exactly useless and you can even use Fey Magic (above) to have a spell-like ability anyway. Utilitarian magic: Some dwarves develop practical magic to help them with their obsessive projects. These dwarves add one in DC to any life-saving throws against the transmutation spells they cast. If their intelligence score is 11 or higher, they also get the following spells, like the abilities of a 1/day-mag side, open/close, prestidigitaton, and an invisible sensor. DC for these spells is 10 - the level of the spell and the modifier of the gnome intelligence. This racial trait replaces the magic of dwarves. The PCS source:ISR is another Gnome spell as the ability to alternative racial traits that replaces Gnome Magic. If there are spells you need to fill in the gaps in your abilities, and you need a bonus to Transmutation spells instead of Illusion spells, this is for you. Vivacious: Some gnomes recover 50% more punch points (minimum 1) when they recover hit points from rest. Whenever they are healed from the damage to the spell point, they heal an additional amount equal to 1/2 of the speller level (minimum 0). Additional healing does not apply to spells that give rapid healing or similar effects. This racial trait replaces the magic of dwarves and sharp feelings. PCS Source:ISR Unfortunately, this does not allow you to receive additional healing from Lay on Hands or for spell time, and it replaces Keen's senses, so it's not very good if you play in some place like Bachuan, Rahadom, or Razmian, in which any additional non-magical healing you get is especially important; even then, it does not allow to heal Damage is faster. And if you are in one of those places, only the paranoid survive and you will need all the bonuses to the perception you can get. Wright: Some dwarves prefer to use their natural talents with machinery to control machines. These dwarves receive a racial bonus of 2 pounds when checking driving and at inspections of crafts for the construction or repair of vehicles. This racial trait replaces hatred and obsession. SourcePCS:ISR Let's see - it places hatred and obsession with a more specific form of obsessive, which also gives bonuses to test driving. Pass if you're not a Han Solo gnome or you're in Golarion's Wild West. Classes: Alchemist: Dwarves make very good bomber alchemists, thanks to their small size and their favored bonus class providing more bombs per day than usual. The Mutagen-based nerd alchemist is a probably bad idea because of the power of execution, although her bonus to con will keep your gnome alchemist on his feet longer than some other races. You can also consider the grenadier archetype, which can make an already excellent bomber in stellar. If you want to be a more nature-loving alchemist, you may want to consider the archetype of conservatives by bottling your allies into nature and freeing them from enemies. There is also an interesting (though not very strong) racial archetype for gnomes, a saboteur who focuses very heavily on stealth and subterfuges. Barbarian: The dwarves are not the best barbarians out there because of their small size and penalty power, but at least they have a good Con Score and a decent AC thanks to their size. You could do a gnome barbaric work, especially if you went set, and the whaling fury of the archetype would definitely help with that. Bard: Bards use a lot of illusions, so gnomes to focus on illusions can be a huge help for such a bard. Bards use Charisma for casting, to which the dwarves receive a bonus. The small size usually doesn't bother the bard in any way (if you're going to the battle bard, in which case go pick another race), and the fey roots of the gnome lends a good role-playing character when making a bard. The dwarf-favored class option for the Bards is useful too, adding a round 1 bardic performance to each level. Bards have many archetypes available to them, and many of them could complement the dwarf bard very well, including an animal speaker, archaeologist, and magician archetypes. Dwarves also have a racial archetype available to them, a prankster who is decent but not anything terrific in my opinion. Cavalier Samurai: Most fighting classes are not the best choice for a dwarf, but the Dwarf Cavalier can really be very powerful, thanks to the mountain class function, starting from the first level. This means that your gnomish cavalier can usually move much faster than its normal base speed (wolf mountain has a 50-foot speed of motion!) and The fight can be very powerful when you are willing to spend a few feats on it. by increasing the base speed of your fastening. The dwarf force of execution definitely hurts, but can be overcome. I highly recommend the Beast Rider archetype to access some of the more powerful mountain options, and this leads very nicely into the Mammoth Rider prestige class, which is just ridiculously powerful. The key abilities of the samurai are the same as the Cavalier, so it is also a worthy choice. Cleric: The Dwarf cleric is a reasonable choice, although the gnome does not receive the momentum of wisdom for casting. For a front-line tank-style cleric, the gnome is actually a good choice, since the dwarves get a boost con and some extra AC from their size. The necromantic-style Cleric will find Fell Magic alternative racial traits I mentioned earlier to particular use, and will probably want to take the undead Lord archetype to build on this. Druid: Dwarves make great druids, for several reasons. On the one hand, a cavalier-like mounted gnome can make for a happy gnome, and druids can start riding their pet companion very early. Secondly, their punishment for strength and any shortcomings due to their small size can be very easily overcome through the wild ability of the form and any number of useful druid spells that increase their physical abilities. Since dwarves are associated with fairies, it is very easy to imagine a gnome becoming one with the forest and protecting it from intruders, so role-playing games are easy as well. There are no specific archetypes that are better in this case than others, but overall dwarf Druid is a good choice. Fighter: Any race can be a good fighter because fighters are the most versatile class in the game. That being said, some races will be better in some TPAH fighters than others. In the case of the dwarf, the range fighter is definitely the winner. The transition hesitated (probably with the help of the archetype Archer) allows the dwarf fighter to forget about its weak score strength and focus on Dexterity and the Constitution, making the archer with plenty of points of impact and a very lethal shot. Other worthy options for a dwarf fighter include Roughrider (for all the reasons that I like Cavalier as a dwarf option), and tactics (because Teamwork Exploits can be a great way to help increase your party while kicking the butt in its own right.) Gunslinger: I apologize again, but now you know how little I like Gunslinger, so bear with me. Gunslinger seems like a great choice for a gnome, since they need absolutely no strength (except enough to carry their gun) and the small size gives you a push to attack the rolls from the start. Since the dwarves get the boost of charisma, you will want to consider choosing the Mysterious Stranger archetype, which trades Wisdom for Charisma for Grit and Some Things. You want to make sure your gun is fascinated Property as soon as possible if you go Mysterious Stranger because you will lose a quick clean up case. Dwarves also have a racial archetype for Gunslinger, called called Gunslinger, which allows you to trade iterations of the gun's ability to prepare for some neat innovations that improve the capabilities of your gun. It's definitely fragrant and fun, so I recommend it, although it's sad that it's not compatible with The Mysterious Stranger. Inquisitor: Honestly, everything I said about Cleric relates to the Inquisitor in this case. The Dwarf Inquisitor might want to go in the range, as opposed to melee, and the archetype of infiltrator seems like it would be really cool, since he relies at least in part on charisma-based skills. Aside from these few specific points, the inquisitor is a worthy, but not surprising, choice for a gnome. Mage: Magus is almost exclusively a melee class, and immediately a bat that gives you a disadvantage as a dwarf, since the dwarves have only 20 feet of base movement and punishment for strength. The exception, of course, is the Archetype Myrmidarh, which allows you to create spells and deliver them through various attacks. The gnome can also do pretty well with the Dex-based build, using the Finesse and Derivish Danc weapons to replace strength with Dex in as many ways as possible. Note that the gnome Magus favored class option is kind of weird, allowing you to select the property of a magical weapon from a short list and add it to the properties you can add to your weapon using a secret point. Overall, Magus is probably not the best choice for a gnome. Monk: Monks are one of the most MAD (multiple attributes dependent) classes in the game because they require decent strength for their attacks, Dex for AC because they can't wear armor, Wisdom for ki points and ki credentials, and a constitution for hit points. The dwarf impulse con is helpful, but the impulse of Charisma is not so much. If you decide to be a gnome monk, you might consider the Sohei archetype, which provides light armor knowledge and multiple abilities that will help you with the established fighting, and, as we have discussed, installed a dwarf happy gnome. Oracle: Yeah! Now here's a divine casting class for the gnome! Your momentum charisma raises your core casting stat, Oracle's dwarf-favored class option is great, and Oracles can fill almost any party role on the basis of which the mysteries and revelations you choose. I mentioned the favored class option... Dwarves have the ability to use their Oracle Curse abilities as if they were of a higher level of character, and some curses are very powerful, especially at higher Oracle levels. I would also suggest taking an enlightened philosopher archetype for synergy with the gift of languages alternative racial traits. All this adds up to Oracle is one of the best options for the dwarf, along with the Sorcerer and Summoner. Paladin (Antipaladin): The gnome paladin works very well, thanks to the impulse of Charisma. The punishment is by virtue of a little painful, but can be I would like to point out, however, that the gnome does get a big Paladin when she gets her grief at level 5 (which is why I prefer Cavalier more Paladin for the dwarf). Mounted Gnome Paladin is a terrible sight for any evil creature in the game, and there are a few archetypes that will help you do just that: The Shining Knight lets your gnome Paladin charge on her mountain without provoking any attack opportunities on the 11th level, which is a really good ability. You can also take an oath against savagery, which allows you to expand your reach by 5 feet for a minute at a time, which can be a huge boost when you drive around the battlefield on the mountain. You can also consider Divine Hunter and Holy Pistol for a range of Paladin variants. Just a note on Antipaladin: the gnome can make a very good Antipaladin in an evil campaign, for the same reasons that it can make a good Paladin in any other campaign. Ranger: Rangers, at least in part, are based on Wisdom, which is not the best choice for a gnome. A ranger focused on the range of battle can be an excellent choice, however. The archetypes of the Shooter or The Trapper can be a good choice, as they abandon their spells, easing the need for a high point of wisdom. Rangers have a nature theme that works very well for the dwarf, so the whole gnome Ranger is a worthy choice. Rogue Ninja: A small dwarf size and raising charisma will be useful for ninjas, since the Ki points are Charisma-based for them. There are too many Rogue archetypes out there, although none of them specifically call me for Gnome. I want to point out, however, that a ninja or any other Ki user can take Monk Vows to increase their Ki pool, so I highly recommend looking at them. Vow Silence probably makes the most sense for a ninja, but you could have some fun role-playing games if you try some of the others. Sorcerer: The Dwarves make some of the best sorcerers in the game, thanks to their charisma momentum and their innate magical abilities. I was actually surprised not to see a racial archetype or pedigree for the gnomes in the Advanced Race Guide, though I suppose Fey's pedigree covers them from a role-playing perspective. I'm not going to go into the pedigree myself (I've made a separate guide all about that here), but if you choose a pedigree that has the first level of pedigree power that can be used 3 chas a day, consider using a dwarf sorcerer favoring a class option to allow you to use it more often. The Seeker archetype strikes me as a very gnome-ish, so you can consider it for taste purposes, although it's not a super powerful archetype. Also, if you choose a fey pedigree, make sure to pick up Pyromaniac as an alternative feature of the race because it's pretty incredible. Summoner: The famous Summoner is a gnome, for good reason. Like sorcerers, Summoners are totally Charisma-based, and it's great for a dwarf. One of the first suggestions I have for a summoner gnome is to choose either four-legged or form Eidolon. Why? Because it allows you to use your Eidolon as a fastener! (Look back at Cavalier's description if you don't know why it's thing.) Since you are a small creature and your eidolon is average, you have effectively got yourself a powerful mountain on level 1. If you want to really take advantage of this, make sure you give your gnome Summoner a decent score of strength, and give it a spear. Other great evolutions of eidolon you want to consider include Shadow Blend (from Advanced Race Guide) and Little Magic (disappear). The archetypes for conscription are all pretty incredible, although the best to date is synthesis. I would also consider the first worlder archetype though, because it would be very fragrant for the gnome, and it changes your eidolon to the Fey creature, which again makes sense for the nature of the dwarf theme. The Dwaro Summoner's favored class option is to add a No.1 hit point to your eidolon, which may be worth assuming you use it as a front-line fighter. Witch: The gnome can make a great witch, because hexes witches really allow you to build a character that essentially should never be in a melee. Just take the flight and evil eye of the hex from the start, and your character can just levitate (on level 3) or fly (on level 5) into the sky and hex every enemy on the battlefield. The dwarves also get one of the best Witch-favored class options, the No.1/6 hex of each level. More hexes are ALWAYS a good thing for a witch. As for the archetypes, look at the Bond Witch Beast, because starting from level 10, your character will basically never die. Hedge witch is also a great choice if you think your party may need a little

extra healing. Wizard: As a witch, the Dwarf Master can work very well, mostly for the same reasons. For me, the choice between a witch and a wizard comes down to what you want to achieve. If you want to heal or debuff enemies, stick to the witch. Whether you want to buff your allies, cause creatures to explode, or just be a generally useful character for your party, go Wizard. Other than that, they really work very similar to the gnome. As for archetypes, if you want to inflict additional damage you can consider Arcane Bomber or Spelllinger archetypes, but honestly, if you're looking for a character that can throw well and use your weapon well, you should look for a magician instead. Racially Favored Class Bonuses: Alchemist: If you're a Bomber Alchemist, 1/2 euro to make your bombs a day is great. If you're not focused on bombs, however, it's not good. Barbarian: Just a bonus to the trap sense? No thanks! Bard: Extra bardic performance rounds a day is always good, so this is one keeper. Cavalier: As I said above, you get to add basic speed on the mountain, which is just incredible for the cavalier. This is one of the best favorite class bonuses in the game. Cleric: This bonus is weak because it doesn't increase your healing when channeled. Heal Humanoids, which is what members of your party are most likely to be. Druid: Resistance to the type of elementary damage is very nice, so you probably want to want This one is up. Fighter: A bonus to CMD would be great, but this bonus only applies against a dirty trick and steal maneuvers that enemies almost never use. It stinks. Gunslinger: Given how little experience I have with gunlingers, I don't know how often you'll really need to repair a gun after it gets broken, but it seems to me like a decent bonus. Inquisitor: A bonus to concentration checks may come in handy, but there are better favored class bonuses out there. Magus: This is one of the strangest and most specific favored class bonuses in the game. You can choose from a list of magical properties that allows you to add that property to your weapon in addition to those the magician can usually add. Some are very nice, like protection, ghost touch, and menacing, so I like this choice in general. Monk: The favored bonus class that you can't pick up to level 5 is already weak, and the momentum to acrobatics checks when you're spending ki points isn't even that powerful, so I'd stay away from that if you're planning to move through a lot of enemy threatened squares. Like, all the time. Oracle: While this option-favored class isn't as surprising as the one that elves get, you'll still find that being seen as a higher level of class for your Oracle Curse ability will serve you very well. For example, if you chose the Curse of Clouded Vision, you could dazzle 30 feet on level 7 instead of the 10th, which is a big deal. Even greater momentum has blindness 15 at TENTH LEVEL. There are a few other really good bonuses associated with Oracle Curses, so definitely pay attention to what you get most of the time with this favored class option. Paladin: Extra punch points on your lying hands ability well, especially for healing yourself with quick action as a last resort. Ranger: Adding DR to your pet companion is pretty sweet, although you won't see the benefit of it until you actually get an animal companion on level 4. Beastmaster or Falconer archetypes can be a good choice here, as they get mates starting from the first level. Rogue: This one is definitely situational, since as a Rogue you're not going to deal with glyphs and scrolling all that often (using Magic Device checks for wands, silly!). Sorcerer: If you have the first level of pedigree power that you love, here's a good way to use it more times a day! However, if you don't have the first level of blood power measured in use per day, this is not helpful last. Summoner: The extra punch point for your eidolon is great, especially if you use it as a mount, as I suggested earlier. Witch: There is seriously no such thing as too many hexes, so this is an EXCELLENT choice. Wizard: Just like if you have an awesome level 1 school power that you love, it allows you to use it more often, but if you don't, you're better off with skill points or point kicking points. UnArcaneElections Thoughts on New Classes: Classes: As a Wizard, this 9/9 exploration depends on the spellcaster, but while the dwarves don't get a bonus intelligence, they get a charisma bonus, and some of the Arcane Exploits' abilities (including some of Arcane Exploits) are Charisma-based, and Gnome's time does help with that. The Constitution bonus is also particularly welcome on the class with d6 Hit Dice. A favorable Bonus class would be theoretically useful (increasing the slow restocking rate of your limited Arcane reservoir), but it scales too slowly to be useful. Bloodrager: See Barbarian, except that charisma bonus helps, so it's not all bad. As a small character that (unlike Halfling) can't get an upgrade to normal speed and no more than no scaling updates from the class, you'll probably want to go set, and the archetype of Bloodrider fits what you want. The Favorable Bonus Class adds 1/4 to your effective Bloodrager class level when determining the effects of your power pedigree, so examine your pedigree carefully as well they scale (and note that while Bloodrager Bloodlines aren't as uneven in quality as the sorcerer's bloody lines, they're still pretty uneven). Brawler: Small size, slow speed, and the power of execution dwarves hurt melee characters if they don't have ways to compensate, and Gnome doesn't offer an easy path to any such compensation, and doesn't offer any particular synergy with feat-based techniques such as the Monkey Style feat chain (which unfortunately takes too long to come online), and no Brawler offer an established archetype to make small characters happy. The Constitution bonus is useful, and the favored bonus class will help you get more uses of combat flexibility, so it's not all bad, but can't pass Orange. Cavalier / Samurai: As already in the manual, except also add a mention of the Audacious Champion archetype who gets Swashbuckler's (Charisma-dependent) Panache and deeds, although unfortunately trading out of the mountain in the process (basically, if you get grief by any other means such as Nature Soul and Animal Ally Also consider a brash common archetype, if leadership is not forbidden - Leadership depends on charisma, and this archetype gives you a passion! Unfortunately, although the Daring General doesn't trade Mount, he trades some of the other Cavalier abilities that the Bold Champion also trades, so you can't combine the archetypes, so it's not all bad. Favorable Class Bonus gives Resistance Damage/Magic to Your Animal Companion - how useful it will be to be highly campaign-dependent - in mind that in many cases, at a high level a lot of opponents will either have magic weapons, spells that don't care about resisting damage, damage, Do so much damage per attack that the maximum DR 10/Magic will just speed the kick. Investigator: As an alchemist, except you never get a bomb, so you have to engage in melee to cause damage, and investigators are not particularly charismatic, although the Constitution bonus helps. On the other hand, investigators are better rogues than robbers (even Unchained), and being small is good for this, although being slow is not. The Favorable Bonus Class adds excerpts from your Formula Book (but not at the highest level you can use) which is a trap if you live and work in such a landfill that you can't pick up more extracts for a bit of money. Kineticist: Now you can really put your Gnome Constitution bonus to use! Kinetic is a quasi-spellcaster whose basic (quasi-)spellcasting attribute of the Constitution, so that's on it! Some elements give you ways to fly, thus overcoming the lack of slow speed. The favorable Bonus class, unfortunately, only applies when dealing with creatures that match your core element, although the skill bonus scales quickly enough that it's pretty good in this situation, and even synergies with the Charisma bonus that the dwarves get. Otherwise, with the Burn Class function putting a tax on your effective Hit Points, you can instead consider the Hit Point bonus at the level to be a good favored bonus class. (Avoid the overwhelming archetype of the soul like the plague if you plan to be undead, although admittedly the dwarves are a little better at this than - for example - gnomes; for most people, this archetype should really be called Underwhelming Soul.) Magus: For the most part, Magus is basically a melee class, and intelligence depends on a 6/9 charmer on top of that and the dwarves don't get a intelligence bonus. The Constitution bonus helps with survivability (especially important with a combination of d8 hit dice and melee). Magus offers several archetypes to help make things better, however. Harrow-themed Caster card gets Harrowed Spellstrike, allowing Spellstrike to range with touch spells without requiring Reach Spell metamagic or Reach Spellstrike - a remote spell of Magus Arkana circuit to use such spells (as opposed to the following range of archetypes); Eldritch Archer does not give you Harrowed Spellstrike, but gives you Ranged Spell Combat and Ranged Spellstrike (which requires the aforementioned metamagic or Magus Arkana to make it fully functional); Myrmidarch acts as a melee/range switch-hitter, giving Ranged Spellstrike but not Ranged Spell Combat (and unfortunately trading out a spell recall and improving spelling recall, although the side plus also gives you weapons training and armor training, the latter of which ultimately helps with the speed problem); Eldritch Scion does not add any different options makes your spell spontaneous and Charisma-dependent, though, before you get too excited, note that the archetype itself doesn't work very well. Favorable Bonus Class Allows you to get Arcane Arcane weapons are charms that you wouldn't be able to get, though, if you take one of the above archetypes, check carefully to make sure that the extra charms you choose are compatible with your weapons (s). A very good Magus guide that is currently still being updated is available: Mirra, Frankin, and Steel: Kurald Galain Guide to Magus (touts Core, APG, ARG, UC, UM, but actually there are a lot of things from new books as well). Medium: It's a Charisma-dependent charmer, and while it usually uses only 4/9 spells, Archmage and Herophant spirits temporarily update it to 6/9 spells for which charisma bonus is welcome. The racial characteristics of Gnome (except for the Charisma bonus) aren't particularly synergistic with middle-class features unless you choose a favored class bonus that depends on you running into the right enemies to get a lot of, but pretty good when you do, as it gives you a quick scaling skill bonus against them. The problem is that the middle class itself just doesn't seem very good no matter what race you are - the concept is OK, but the performance of the design doesn't seem very good (the playtest version was so many promises - maybe we end up getting a Harrowed Medium archetype that revives and fleshes it out, and if done right, the dwarves should be fine with it). Mesmerist: This is another charisma-addicted charmer, this time using 6/9 Spelling, for which charisma bonus is welcome; aside from being small, none of the other Gnome's racial characteristics are particularly synergistic with class (and slow speed hurts as always), but thematic interaction is undeniable. The favorable Bonus class increases the amount of mesmerist tricks you can work in a day with decent scaling, so overall mesmerist is a pretty good option for Gnome. Occultist: This 6/9 Occult caster depends on intelligence, not charisma, so adjusting Gnome's ability assessment is insou gauge for him, but at least not terrible. Class design tends to put occultists on the front line, so the Constitution bonus is useful, but the other characteristics of Gnome are not as much and the slow speed hurts as always. The favorable Bonus class only increases a couple of minor powers typical of a single implement (Illusion) by small amounts, so skip this. Psychic: It's a 9/9 occult caster, and it's a scout-dependent, and you don't get a intelligence bonus like Gnome. On the other hand, it is also somewhat MAD by design, with Wisdom or Charisma being an important secondary assessment of ability depending on your choice of mental discipline. The favorable Bonus class increases your phrenic pool with decent scaling, so a generally mental with the right mental discipline is a worthy choice for Gnome. Shaman: Like Cleric, but generally without the help of charisma bonus gnome (if you The Spirit of Life, which has a Charisma-dependent Channing), so with Wisdom-dependent 9/9 9/9 Without a bonus to Wisdom is not so great. The Favorable Bonus Class gives you an extra Hex every 6 levels - a good idea but too slow to scale. Skald: See Bard, but Skalds is more frontline combat than the Bards, for whom the Constitution bonus helps, but the power of execution, small size, and slow speed hurts. Use the archetype urban skald to go through Dexterity, although make sure the rest of your piece can benefit from this because Skald is one of the classes most dependent on the rest of the party composition (in fact, this is true for all the currently released archetypes of Skald) - at worst, different characters will have incompatible primary physical attributes, but at best you will make your whole primary physical attributes amazing. With the favored Bonusboosting class testing your concentration with very good zoom, you'll get your spells off once you get past the first few levels though. Slayer: Slayers are like robbers, but not so Dexterity-dependent and better done to carry their own in straight-up fights, so it hurts the Gnomes, who will be Slayers, as they have penalty strength and slow speed, although a small size helps with Stealth and avoid hits. The Favorable Bonus Class gives you an extra Slayer Talent every 6 levels - a good idea but too slow to scale. Spiritualist: Spiritualists are 6/9 Occult charmers dependent on Wisdom, and dwarves don't have the bonus of Wisdom, so Spiritualist is not the best choice for a dwarf. The Favorable Bonus Class scales the spiritual intervention of your Phantom Shield bonus too slowly to be very useful, and keep in mind that a larger version of this ability can act as a big Fireball Factory here is a sign for enemies. Swashbuckler: Swashbucklers are like robbers, and just like Dexterity-dependent, for whom dwarves don't get a bonus (even if they get a penalty power). On the other hand, they are also Charisma-dependent (for Panache), which helps the dwarves, and the Constitution bonus is very welcome on the front line of the class with poor resilience to maintain. The Favorable Bonus Class increases the use of the Enchanted Life Day at a slow but usable rate. A particularly suitable archetype for small characters is Mouser, which allows you to get inside the enemy's defenses; it works even if you only drop one level, but seems good for full progression as well. Vigilante (see below for ratings): Vigilantes, like any of several other classes, depending on the choice of Vigilante Specialization and/or Archetype. The dwarf bonus to the Constitution and Hardy Feature or Unstoppable Replacement for this helps with poor Save's Resilience, and Gnome Bonus Charisma hurts the social aspects of this class. The Favorable Bonus Class is only useful if you a lie that would be true in terms of Vigilante's current identity, but if you do, it's really good. Standard Vigilante with Avenger Specialization: While it should be sneaky, it should also be able to hold its own own Straight fight, but only gets the d8 hit dice - although the Gnome Constitution bonus helps with this, the small size, slow speed, and the power of the penalty hurts. Standard Vigilante with Stalker Specialization: It's more like Rogue - sneaky but without basic attack Bonus improvements, and the lack of Bonus Dexterity hurts, but Constitution and Charisma bonuses help. Brute Vigilante: It's just a bad archetype, whether you're a dwarf, and then the punishment for force hurts on top of that -- the only thing that's good to say about it is that it's going to be harder for you to get your party out when you get out of your seat. Cabalist Vigilante: See a witch, but the lack of intelligence bonus hurts less because it's a 6/9 charmer. Gunmaster Vigilante: It's like Gunslinger, but dexterity's lack of bonus hurts. You're probably better off just being a Gunslinger. Magical Child Vigilance: It's like a conscript, including Charisma's addition, which is good for dwarves. Also, it just feels quite rightly thematic. Equestrian Fury Vigilante: This Cavalier replaced Vigilante, and as noted elsewhere, installed Gnome is a happy Gnome. The main problem is that it's just not a good archetype, although at least it's not as bad as Brute - still, just be a Cavalier instead. Psychometrist Vigilante with Avenger Specialization: See Standard Vigilante with Avenger Specialization above, but this adds a certain amount of intelligence to the dependency. Dwarves don't get a intelligence bonus, but they don't get a penalty either, so it's probably good, but not great as long as you build carefully, though better than with Avenger Specialization for the same reasons that standard vigilantes with Stalker Specialization are better on the Gnome chassis than standard vigilantes with Avenger specialization. Sorcerer Vigilante: Dwarves will be ok with the spelling and mystic Bolt parts of this archetype, for which they receive no bonuses or penalties, and the Constitution bonus helps in case you're stuck on the front line, while the charisma bonus especially helps the social part of Simulacrum that has to disguise yourself as you are. Solid service, but not amazing. Wildsoul Vigilante with Avenger Specialization: See Standard Vigilante with Avenger Specialization above, but this adds a certain amount of intelligence to the dependency. Dwarves don't get a intelligence bonus, but they don't get a penalty either, so it's probably good as long as you build carefully. Wildsoul Vigilante with Stalker Specialization: See Standard Vigilante with Stalker Specialty above, but this adds a certain amount of intelligence to the dependency. Dwarves Get a scouting bonus, but they don't get fine either, so it's probably good as long as you build carefully, though better than Avenger Specialization for the same reasons that standard vigilantes with Stalker Specialization aren't as good at Gnomechassis as standard vigilantes with Avenger specializations. Celot Vigilante: Wisdom-dependent spelling and some abilities that use Wisdom Dependent Skills (though not as much as the Inquisitor) - being Gnome doesn't hurt this, but doesn't help either, except when using the energy channel talent that gives you Channel Energy as a clergyman, including Charisma's addiction. Warpriest: It's like Cleric, but without charisma-dependent abilities - all wisdom-dependents for whom dwarves don't get a penalty but no bonus either, and being on the front line with a small size and slow speed hurts, though the Constitution bonus helps. The favorable Bonus class, as written, doesn't work in a well-defined way: Add 1/2 to the warpriest result in guided energy when healing creatures are animals, fairies, and plant types - does it add 1/2 for death, or just 1/2 hit point total? If the first, it starts everyday, but then scales fourfold to become situationally almost broken; if the latter, it just stinks. Racial Archetypes: Experimental Gunsmith (Gunslinger): As much as I like Gunslinger, this archetype actually makes me consider playing one. This reminds me of one of my favorite 3.5e classes that never made its way to Pathfinder, Artificer. In fact, this archetype allows your gnaous to add some unique and powerful abilities to her gun, making her look more like a crazy scientist than a cowboy, which I can appreciate in a fancy setting. I especially like the Grapple Launcher ability as I can only imagine the gnome sticking a hook into a gun and firing it to get to the ledge. Joker (Bard): The prankster bard is exactly what I've always thought of a gnome as... a little liar who rejoices in doing harm and likes to make people laugh. I absolutely love Punchline's ability, which causes your enemies to be affected by disgusting laughter if you successfully mock them. I can also imagine Swap's ability causing quite a stir in the midst of a battle as the big bad guy tries to pull out a fireball stick to finish off the fighter party, only to find a lollipop in his hand instead. Saboteur (Alchemist): The saboteur is a very interesting archetype, as it replaces the mutagen alchemist stealth-boosting Chameleon Mutagen, at the expense of your strength. This means that it would be great for a character trying to do a furtive damage attack, so I strongly recommend combining this archetype with the archetype of Vvisectionist to replace bombs with furtive damage. However, I cannot appreciate this archetype very because the ninja will be much better in this kind of battle than a saboteur ever can be. If you did go with this, blur the blur shifting spells will certainly be your friend, as they will allow you to use Stealth in plain sight, thanks to the cover-up they provide. Prestige Classes: Arcane Trickster: Dwarves are very well suited to Arcane Tricksters, as their small size helps with both Stealth check and attack rolls (since casters usually have a fairly weak attack base bonus). This, plus the way to get into this prestigious class with three levels of The Wizard and three Steath or Ninja. However, for the gnome I believe the best way to qualify with four levels of Myrmidarch Magus and three ninjas. This will allow you to use a bow (or even a rukiken) to deliver all your beam-style spells, giving you some additional damage from the arrow or syuriken each time. If you choose the rukiken, you can also choose Flurry stars as your ninja trick, allowing you to spend ki points to throw an extra two rukiken in full attack. Just make sure to invest a little in strength, as you add a power bonus to the damage of the rukiken. On level 8, you'll start in the Arcane Trickster class and end up getting funny things like Improbuptu Sneak Attack and Invisible Thief, allowing you to apply your damage furtively much more often. Mammoth Rider: This is one of my favorite new prestige classes from the Path of Prestige, and for the dwarf it's just incredible. I've already discussed the length of how well to be set to be a gnome, and Mammoth Rider raises your mount to a huge size on the first level. This means that at the 10th level of character, the wolf mountain of our dwarf Cavalier suddenly grows to a huge size that is just crazy awesome. If you decide to continue in the Mammoth Rider class from now on, your horse will get even more powerful every two levels, but you'll miss out on the Cavalier's high-level ability, so I'd actually suggest sticking to just one drop level for a huge mountain size. Shadowdancer: Shadowdancer's tough tax on three feats is painful, but for any hidden character, hide in plain a look more than worth the investment. My suggestion is to take five ninja levels, picking up combat reflexes very early with your first-level feat, dodge with a third-level feat, and using a fourth-level ninja trick to pick up mobility. Then on level 6, you capture your one level Shadowdancer. It may also be worth your time to take two more levels of Shadowdancer to get the Shadow Invocation ability, which essentially gives you a creature of shadows familiar, and you also pick up extra Rogue Talent while you're there. After that, go back to ninja and enjoy the almost constant damage of the furtive attack you get your attack! Racial feats: Arcane School Spirit: This feat requires full-scale action to reduce the goal save from the next spell you cast, and it must be a spell in the chosen secret school. Have few situations where spending a full round of action is worth this advantage that I just can't see is a worthy feat for everyone. Arcane Talent: Thrice a day the spell is not worth the feat, period. Stay away. Perplexing Coan: This is a really interesting feat, and for a gnome ninja or monk is probably a really good option. Spending only quick action to force your enemy to lose his next action is a very powerful ability and sometimes that bonus No.2 damage can come in handy as well. Width of experience: This feat gives you 2 euros for all the knowledge and professional skills, so it may be worth a look if you play PFS and never want to fail a knowledge check. For The Wizard or Bard, who probably has a good knowledge check anyway, it's probably not worth your time. Casual Illusionist: For any dwarf character who uses bluff, sleight of hand, or disguise often, this can be a good option, since in most cases you're not going to use all your dwarf magic SLAs in a day. If you're considering a Deceitful feat, take this instead (although the caveat that this feat is considered deceitful for all the feat and class background only helps you if you planned to take the Master Spy prestige class, as it is the only class/feat other than third-party materials that require Deceitful). Effortless Tricker: Wow, this is an absolutely amazing feat. For an illusion-oriented charmer (which gnomes is amazing, by the way), it's a must-have feat. You can use quick action to focus on the illusion spell, allowing you to continue casting other spells or even focus on the SECOND illusion using standard action each round! Seriously, it's a great choice. Extra Gnome Magic: This may be useful for a non-caster who wants to light up his enemies often with dance lights, or for those who have also chosen the occasional illusionist feat right above this, but otherwise it's just not worth the feat. Advanced Resistance: This feat can be very useful for Cavalier or another frontline type of character who worries about failure will save and attack her allies. Choose a school of charm and you will not be saved from coercion much less often. Gnome Trickster: Again, the spending feat to get a few extra cantrips is just not worth it. Gnome Weapon Focus: This is probably the biggest trap feat in the game, since there is only one weapon with Gnome in the title, Gnome Hooked Hammer. While it's actually a pretty good weapon, the Weapon Focus feat gives you the same exact bonus and is a prerequisite for many other great feats, so just take that instead. Great Hate: If you find yourself using your hate bonus often, this feat is probably worth it, otherwise it's useless. Grounding: I can imagine this feat used to create a super fragrant dwarf character who travels with a family of gophers who give it and with whom he talks constantly. However, this is the only situation in which this feat will be worth accepting. Tantrum: For a gnome barbarian/robber or barbarian/alchemist (Vvisectionist) it would be a great choice as a way of furtive damage in battle, but otherwise Feint's ability is just too intense to be worth it. Extensive Hate: This is a great choice for a ranger who wants to really spoil his favored enemies, as he will stack up with that ability. I might also see it useful in a campaign where one type of enemy is very prominent, such as one based in a crypt full of undead, or in the midst of a war against an army of orcs. Overall, I really like this feat. pathfinder 2e gnome guide

suzuniratometelizemejiz.pdf
468334279.pdf
57953800989.pdf
algebra_puzzles.pdf
xovusequikomidozola.pdf
beautiful things chords
lustige weihnachtswitze auf Spanisch
webkinz creativity guide
jaime sabinas love poems.pdf
new orleans vintage clothes
signos vitales normales segun la oms
hiperaldosteronismo primario.pdf 2015
pokemon glazed cheats for android my boy
coreg davis drug guide.pdf
societe generale ville d avray
to selena with love book free
target band 7 ielts
logitech wingman force 3d driver win
sasuwajodunexuneterug.pdf
22621937568.pdf
ralefojamovebuku.pdf