

The Escapologist

Invented by Animalman

This is a prestige class combining rogue-like abilities with limited spell casting. Most likely a traveling showman, the Escapologist can warm up a crowd with “street” magic, before wowing them with an escape. Using a combination of spells and skills, the Escapologist risks death for his art, and his audiences.

Characteristics:

Escapologists study their magic diligently, carefully selecting spells from their repertoire like a wizard.

Their selection is limited (see below), although they can “borrow” spells from the day before or day after if preparing for a show (see below)

In addition to spells, they have some combat ability and are very athletic given the nature of their livelihood. Their skills overlap the rogue’s list basically; focusing on the skills best suited for them.

Religion:

Escapologists are free to worship any god, provided they meet the requirements. Most Escapologists will turn their attention to a god of Trickery, or even a god of Death.

Background:

An apprentice Escapologist learns his skills from an experienced Escapologist, whom he works with until he is ready to form his own act. Unlike other bards, Escapologists form strong allegiances with other Escapologists, as they realize the seriousness and competence needed to become one.

Races:

Escapologists are commonly human or half-elven, since they both take well to the wandering life. Elves, while naturally dexterous and inherently magical, generally choose not to tempt fate and death as a matter of recourse. Halflings also revere life too much to make it a habit of courting Death. Dwarves, with their smithing ability, and gnomes with their mechanical knowhow, are more often than not assistants to an Escapologist, than the artist themselves. And most people would rather see the halforc killed than escape death.

Abilities:

Intelligence determines how powerful a spell the Escapologist can cast, and how many they can cast a day.

Dexterity is a key skill focus and a high constitution can help them survive the gruelling punishment they put their bodies through

Alignment: Can be any alignment, although they tend towards lawful.

Adventures: Escapologists see adventures as a way to hone their skills in real life situations, and as a way to use their spells in varying manners. They also like the camaraderie of traveling parties, and know the importance of teamwork.

Hit Die: d8

Requirements

Skills: Escape Artist +5 ranks, Open Lock +5 ranks, Disable Device +5 ranks, Use Magic Device +5 ranks, Decipher Script +5 ranks, Perform +5 ranks, Pick Pocket +5 ranks

Class Skills

The Escapologists class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Disable Device (Int), Disguise (Cha), Escapologist (Dex), Heal (Wis), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Use Magic Device (Cha), and Use Rope (Dex)

Skill Points at 1st Level: 6 + Int modifier x 4

Skill Points at each additional Level: 6+ Int modifier

Class Features

Weapon and Armour Proficiency: An Escapologist is proficient with all type of simple weapons, and light armour. In addition, they are proficient with one of the following; net, spiked chain, or whip

Note that wearing armour heavier than leather imposes a penalty to the Escapologists skills Escapologist, Open Lock, Pick Pocket and Use Rope. Swim checks also suffer a –1 penalty for every 5 lbs. of armour or equipment carried.

Spells: An Escapologist casts arcane spells from the Escapologist spell list (see below). He must prepare and memorize these spells like a wizard, and keeps a spell book. Escapologists receive bonus spells for high intelligence, and an Escapologist must have an Intelligence score at least equal to 10 + the level of the spell in order to cast it. The Difficulty Class for a saving throw against an Escapologist's spell is 10 + the spell's level + the Escapologist's Intelligence modifier.

Table: Spell List

0 th level	1 st level	2 nd level
Ghost Sound, Mage Hand, Mending, Open/Close, Prestidigitation, Tear (opposite of mending, only lasts 1 round)	Animate Rope, Colour Spray, Endure Elements, Enlarge, Grease, Reduce, Silent Image, Tenser's Floating Disk, and Unseen Servant	Cat's Grace, Cure Light Wounds, Darkvision, Invisibility, Knock, Resist Elements, and Shatter
3 rd level	4 th level	5 th level
Alter Self, Dispel Magic, Haste, Minor Image, Protection From Elements, Water Breathing	Cure Moderate Wounds, Dimension Door, Emotion, Improved Invisibility, Major Image, Make Whole, and Stoneskin	Persistence Image, Polymorph Self, Rory's Telepathic Bond, Seeming, Telekinesis, Teleport,

Traps and Trap Lore: At 1st Level, the Escapologist gains the traps ability as per a rogue. Furthermore, because of his familiarity with traps and such, he gains a +3 competence bonus to disable device rolls.

Still Spell: At 2nd Level, an Escapologist receives *still spell* as a bonus feat.

Contortionist: At 3rd Level, the Escapologist can contort his body through being double jointed, training, etc. As such, he receives a +2 synergy bonus to Escapologist checks, +2 to reflex saves, and a + 2 dodge bonus to AC

Silent Spell: At 4th level, an Escapologist receives *silent spell* as a bonus feat

Skill Mastery: At 6th Level, the Escapologist gains skill mastery over a number of skills equal to 3 + his Intelligence modifier. When making a skill check with one of these skills, the Escapologist may take 10 even if stress and distraction would normally prevent him from doing so.

Supreme Skill Mastery: When making a skill check with one of his previously "mastered" skills, the Escapologist adds a +5 synergy bonus.

Table: The Escapologist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day					
						0 th	1 st	2 nd	3 rd	4 th	5 th
1 st	+1	+0	+2	+0	Traps and Trap Lore	4	1				
2 nd	+2	+1	+3	+1	Still spell	4	2				
3 rd	+2	+1	+3	+1	Contortionist	4	2	1			
4 th	+3	+1	+4	+1	Silent spell	4	3	1			
5 th	+3	+1	+4	+1		4	3	2			
6 th	+4	+2	+5	+2	Skill Mastery	4	3	2	1		
7 th	+5	+2	+5	+2		4	4	2	1		
8 th	+6	+2	+6	+2		4	4	3	2		
9 th	+6	+3	+6	+3		4	4	3	2	1	
10 th	+7	+3	+7	+3	Supreme Skill Mastery	4	4	3	3	2	1