

Wayfarer Cirqueliste (Prestige Class)

Travelers of a thousand lands. Performers of ancient legends and living myths. Those who are above borders. The Wayfarer Cirque has turned its humble beginning as a haven for traveling actor-mages into a near monopoly on a vital service in international travel and trade: teleportation.

From their base – a teleporting galleon known as the Wayfarer Theater – the wayfarers operate around the world. Their reputation as some of the most entertaining performers gains them warm welcomes in all the major ports around the world, but their elaborately costumed theatrical productions are only the public front to a fabulously expensive network of elite couriers, freight delivery, and expert guides to the most dangerous places in the world.



Every wayfarer must be a talented acrobat or performer, and possess some level of magical skill. Most importantly, however, wayfarers are not beholden to any government, and maintain a strict control of the affairs of their members. Wayfarers are required to pay the Cirque a fee for each teleportation spell they provide, even to friends and allies. Because of this fee, wayfarers usually charge for their services except in extreme circumstances. Those who join the Cirque merely to learn their secrets and then use the knowledge only for themselves are tracked down, and their punishment is fierce indeed.

Oath: The Wayfarers want to maintain their near-monopoly on teleportation magic, and so new members of the Cirque must pledge to pay the Cirque a fee for every time they teleport someone. Wayfarers are not required to charge for their services, as long as the Cirque gets its money.

A wayfarer must speak to one of the Cirque leaders at least once a month and submit to a *discern lies* spell, then report how many times he has provided teleportation services to others. A wayfarer who fails to hand over the mandated commission is put on probation, and is not allowed to make any profit from teleportation for a month. A wayfarer is not required to pay for teleportation used when his or an ally's life is at stake, but when rescuing strangers the wayfarer is still required to pay.

A wayfarer who regularly shirks his responsibility is stripped of his powers quite violently. Stories tell of a trained wight that the head of the Cirque keeps in the Wayfarer Theater ship, which sucks the life from those who transgress against their oath until they have no more power than an apprentice wizard. The former wayfarer is then placed in an oubliette for one year, removing from him even the freedom to travel by conventional methods.

Fee Owed

Dimension door or other local teleportation – 20 gp

Teleport – 300 gp

Greater teleport – 500 gp

Note!

This prestige class might not be balanced in other settings where you don't catch on fire for teleporting.

Requirements

Spellcasting: Ability to cast *wayfarer's step*.

Skills: From the following skills, you must have 9 ranks in one, and 2 ranks in any other two – Balance, Climb, Disguise, Jump, Knowledge (geography), Perform (any), Tumble.

Table: The Wayfarer Cirqueliste

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+2	+0	Wayfarer's step, dimension door, traveler	-
2	+1	+0	+3	+0	Expanded spells (2 nd), sense teleportation, teleport	-
3	+1	+1	+3	+1	Extra passengers, splendidous passage	+1 spells per day/known
4	+2	+1	+4	+1	Expanded spells (3 rd), swift step	-
5	+2	+1	+4	+1	Abduct, celeritous strafe	+1 spells per day/known
6	+3	+2	+5	+2	Expanded spells (4 th), greater teleport	-
7	+3	+2	+5	+2	Spellrunner, unanchored	+1 spells per day/known
8	+4	+2	+6	+2	Expanded spells (5 th), planar spell, prescient dodge	-

Hit Die: d6.

Class Skills

The Wayfarer Cirqueliste's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Disguise (Cha), Escape Artist (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (the planes) (Int), Perform (Cha), Profession (Wis), Speak Language (none), Spellcraft (Int), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Wayfarer Cirqueliste.

Weapon and Armor Proficiency: A Wayfarer Cirqueliste gains no new weapon or armor proficiencies.

Spellcasting: Levels of Wayfarer Cirqueliste stack with your arcane caster level for the purposes of caster level and familiar advancement. Additionally, at 3rd, 5th, and 7th level, a Wayfarer Cirqueliste gains additional spells per day and spells known as if he had gained a level in his previous arcane spellcasting class.

Wayfarer's Step (Sp): A Wayfarer Cirqueliste can use *wayfarer's step* a number of times per day equal to his caster level plus three. His effective caster level for this and all other class spell-like abilities is the same as his arcane caster level.

Dimension Door (Sp): A Wayfarer Cirqueliste can use *dimension door* once per day at 1st level, twice at 4th level, and three times at 7th level. After using this ability, the Wayfarer Cirqueliste's turn does not end immediately, unlike normal *dimension door*.

Traveler (Su): A Wayfarer Cirqueliste gains the ability to ignore effects that would restrict her movement. This acts as the *freedom of movement* spell, and can be used a number of rounds per day equal to twice the Wayfarer Cirqueliste's class level. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the daily limit of rounds).

Expanded Spells (Sp): At 2nd level, a Wayfarer Cirqueliste may select one spell of 2nd level or lower from the spell list of his arcane class. This spell must be related to travel or movement, such as *jump*, *levitate*, or *spider climb*; and in the War of the Burning Sky campaign saga, *resist energy* would be valid, since it protects against the fires of teleportation. The Wayfarer Cirqueliste may expend one of his daily uses of *wayfarer's step* to use the chosen spell instead as a spell-like ability.

At 4th level, the Wayfarer Cirqueliste gains another spell, which must be of 3rd level or lower. At 6th level he gains a spell of 4th level or lower, and at 8th level he gains a spell of 5th level or lower.

Sense Teleportation (Su): A 2nd level Wayfarer Cirqueliste can sense recent teleportation magic. If a wayfarer comes within 60 ft. of a location where teleportation either arrived or departed within the last ten minutes, he is immediately aware of it. By concentrating for one round he can locate the exact location the spell occurred, and by concentrating a second round he becomes aware if the spell was arriving or departing. Finally, by concentrating for a third round he can sense the point of departure or destination of the teleportation spell, getting the vaguest sense of the area, enough for him to *teleport* there as if he had viewed it once. If the wayfarer does not follow the teleportation within ten minutes, he loses this sense of that area, and treats that area as if he has never seen it (unless, in fact, he *has* seen it before).

Teleport (Sp): At 2nd level, a Wayfarer Cirqueliste can use *teleport* once per day, twice at 5th level, and three times at 8th level. Using this ability requires one full minute. At 8th level, the wayfarer can *teleport* as a standard action.

Extra Passengers: At 3rd level, a Wayfarer Cirqueliste can take additional creatures with him whenever he uses *dimension door*, *teleport*, or *greater teleport*. For each use of *wayfarer's step* he expends, he can bring along one additional Medium creature.

Splendorous Passage (Ex): At 3rd level, a Wayfarer Cirqueliste adds his Charisma bonus (if any) to Balance, Climb, Escape Artist, Jump, Ride, Swim, and Tumble checks.

Swift Step: At 4th level, a Wayfarer Cirqueliste can use his *wayfarer's step* spell-like ability as a swift action. Only his *wayfarer's step* spell-like ability is quickened. Spells he has access through Expanded Spells are not swift.

Abduct (Su): Starting at 5th level, a Wayfarer Cirqueliste's teleportation spells and spell-like abilities can affect unwilling creatures as if they were willing. Such creatures may make a Will save (DC 10 + spell level + Wayfarer's Charisma modifier) to avoid being forced to teleport.

Celeritous Strafe (Ex): At 5th level, a Wayfarer Cirqueliste who uses a move action to move can take his standard action for the turn at any point during his movement.

Greater Teleport (Sp): At 6th level, a Wayfarer Cirqueliste can use *greater teleport* once per day. Using this ability requires one full minute. At 8th level, the wayfarer can *greater teleport* as a standard action.

Spellrunner (Su): At 7th level, whenever a Wayfarer Cirqueliste casts a spell with an instantaneous duration, he may expend a daily use of *wayfarer's step* to teleport to any space within that spell's area or adjacent to one of its targets, as long as that space is within 800 ft. of the wayfarer.

Unanchored (Su): At 7th level, a Wayfarer Cirqueliste can attempt to use dimensional travel even when an effect – like *dimensional anchor* – prohibits such movement. Whenever he casts a spell or uses a spell-like ability with the teleportation descriptor he

may make a caster level check against DC 11 + caster level of the prohibiting magic. If he succeeds, his teleportation spell or spell-like ability functions normally. If he fails, the spell or ability is wasted.

Planar Spell (Su): At 8th level, any spell a Wayfarer Cirqueliste casts can affect an incorporeal or ethereal creature just as it would a corporeal creature, at the wayfarer's choice.

Prescient Dodge (Ex): At 8th level, once per day a Wayfarer Cirqueliste can take a move action as an immediate action. If he does this in response to an attack and moves to a space the attacker cannot target, the attack misses him. If he moves but is still within reach or range, the attacker automatically readjusts his aim, and the attack is resolved normally. Using this ability must be declared after an attack is announced but before the attack roll is made.

New Spell – *Wayfarer's Step*

Conjuration (Teleportation)

Level: Brd 1, Sor/Wiz 1

Components: V

Casting Time: 1 full-round action

Range: Touch

Target: Personal

Duration: One minute

You can teleport 10 ft., plus 5 ft. per two levels. You do not need line of sight to your destination, but you cannot teleport to any location if there is a physical barrier between you and it, so you could not teleport through a window, through prison bars, or past a door, but you could teleport across a chasm, through fog, around a corner, or up a cliff. If your intended destination is occupied, you do not teleport.