

DISCIPLE OF RINCEWIND *[from EN World (multiple authors)]*

"It's not the to that's important; it's the from."

- Rincewind the Wizzard

Every party has one. The trembling, stuttering, weak-at-the-knees character that is terrified of everything.

For every valiant hero who fearlessly challenges his foe, there is at least one punk in the group who will never go into battle willingly, never get within melee range of an ugly-looking monster, and will always flee after taking the slightest amount of damage.

But even among this lackluster group, there are those who excel. When it comes to an outright retreat, Disciples of Rincewind are the unchallenged masters. Nobody can run, hide, or scream quite as well as he or she can.

Disciples of Rincewind are rogues and arcanists with a distinct lack of courage. They tend to prefer social scenes and banquets to the fearsome lairs of monsters, and are experts at getting themselves out of trouble in a hurry. Whether fleeing on foot or talking his way out of danger, a Disciple of Rincewind is an artist.

Prerequisites

The following are the prerequisites for the Disciple of Rincewind Prestige Class:

Alignment: Any non-lawful.

Base Attack Bonus: +4.

Skills: Bluff – 5 ranks, Diplomacy – 5 ranks, Escape Artist – 5 ranks, Hide – 3 ranks.

Feats: Dodge, Mobility, Run.

Spells: Ability to cast 1st-level arcane spells.

Special: The character must be susceptible to *fear* and fear-based attacks and have run from a combat in which an ally died.

Class Skills

The Disciple of Rincewind's class skills (and the key ability for each skill) are:

Bluff (Cha)	Jump (Str)
Climb (Str)	Knowledge (arcana) (Int)
Concentration (Con)	Knowledge (local) (Int)
Diplomacy (Cha)	Ride (Dex)
Escape Artist (Dex)	Spellcraft (Int)
Hide (Dex)	Swim (Str)

Skill points at each level: 6 + Intelligence modifier

The Disciple of Rincewind (Hit Die: d6)						
Attack	Fort	Ref	Will			
Level	Bonus	Save	Save	Save	Special	Spells per Day
1	+0	+0	+2	+0	Panic Attack 1/day, Lucky Bastard, Skittish	+1 level of existing class
2	+1	+0	+3	+0	Get 'Em Off Me!, Run Away!	
3	+2	+1	+3	+1	Panic Attack 2/day, Slippery Retreat	+1 level of existing class
4	+3	+1	+4	+1	Improved Bull Rush, Slippery Fighter	
5	+3	+1	+4	+1	Panic Attack 3/day, Improved Speed, Leave Me For Dead	+1 level of existing class,

Class Features

All of the following are the class features of the Disciple of Rincewind prestige class.

Weapon and Armor Proficiencies: The Disciple of Rincewind is proficient with all simple weapons, as well as light armor and all shields (including the tower shield).

Spells per Day: At each odd-numbered level, the Disciple of Rincewind gains new spells per day (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (such as a bonus feat sometimes gained by a wizard), except for an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a Disciple of Rincewind, he must decide to which class he adds the new level for purposes of determining spells per day and spells known.

Lucky Bastard (Su): at 1st-level, the Disciple of Rincewind gains the power of good fortune, which is usable once per day. This extraordinary ability allows him to re-roll one dice roll that he has just made (before the DM declares whether the roll results in success or failure.) The character must take the result of the re-roll, even if it's worse than the original roll.

Panic Attack (Su): When the Disciple of Rincewind perceives that he is in danger (which happens quite often), he can temporarily boost his speed and stamina at the cost of his strength. Once per day, the character may choose to go into a panic attack, as a free action. While in a panic attack, the Disciple of Rincewind gains phenomenal speed and durability but becomes reckless and less able to fight. He temporarily gains a +4 bonus to Dexterity and Constitution, but immediately becomes shaken (-2 penalty to attack rolls, save throws, skill checks, and ability checks).

This increase in Constitution increases the Disciple of Rincewind's hit points by 2 points per level, but these hit points go away at the end of the panic attack when his Constitution score drops back to normal. (These extra hit points are not lost the way temporary hit points are; see the Barbarian class description in the PHB for more information.) While in a panic attack, the Disciple of Rincewind cannot use any action or ability that requires patience or Concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger, or spell completion to function.

A panic attack lasts for a number of rounds equal to 3 + the character's (newly-improved) Constitution modifier. The Disciple of Rincewind may not choose to end the panic attack prematurely; however, a *remove fear* spell cast on the Disciple of Rincewind will end the panic attack immediately (Will save negates). At the end of the panic attack, the Disciple of Rincewind loses the panic attack modifiers and becomes fatigued (-2 penalty to Strength and Dexterity, cannot charge or run) for the duration of the encounter.

A Disciple of Rincewind may have a panic attack only once per encounter. At 1st level, he can use his panic attack ability once per day. At 3rd level and every 2 levels thereafter, he can use it one additional time per day (to a maximum of 3 times per day at 5th level). Entering a panic attack takes no time itself, but a Disciple of Rincewind can only do it during his own action.

Skittish (Ex): Disciples of Rincewind are known for their lack of bravery. The character suffers a -2 competence penalty to all save throws against fear and fear-based attacks.

Get 'Em Off Me! (Ex): When another creature grapples a Disciple of Rincewind, the character goes into a fear-induced frenzy. By flailing his arms and legs about and screaming like a little girl, he can often improve his chances for breaking another creature's hold. At 2nd-level, the Disciple of Rincewind gains a +4 competence bonus to all opposed grapple checks or Escape Artist checks made to prevent or escape a grapple.

Run Away! (Sp): When it comes to an outright retreat, the Disciple of Rincewind has perfected it into an art form. At 2nd-level, the character may cast *expeditious retreat* as a spell-like ability, as a sorcerer of equal Hit Dice. The character may use this ability a number of times per day equal to 3 + his Charisma modifier.

Slippery Retreat (Ex): The Disciple of Rincewind, through much practice, has gained the ability to duck and dodge blows when trying to escape danger. At 3rd-level, the Disciple of Rincewind gains a +4 dodge bonus to his Armor Class against attacks of opportunity made while moving through hostile opponents' threatened areas. This dodge bonus will stack with other dodge bonuses to Armor Class (such as the +4 bonus granted by the Mobility feat).

To gain the benefit of this ability, the Disciple of Rincewind must be wearing light armor or no armor, and must not be carrying any load greater than "light." Furthermore, the character must be trying to escape a battle or dangerous environment to the best of his ability. He may not use this ability simply to improve his position, and he may not take any other action while fleeing.

Improved Bull Rush (Ex): In combat, it often becomes necessary to push opponents out of the way to make an escape. At 4th-level, the Disciple of Rincewind gains the Improved Bull Rush feat for free as a bonus feat, regardless of whether or not he meets any of the prerequisites for the feat.

Slippery Fighter (Ex): Disciples of Rincewind trip, stumble, and fall down so many times in a day that they become quite accustomed to the prone position. At 4th-level, the Disciple of Rincewind no longer takes a -4 penalty to his Armor Class, and no longer suffers a -4 penalty to melee attacks, while in the prone position.

The Disciple of Rincewind must be wearing light armor or no armor to use this ability, and must not be carrying any load greater than "light".

Improved Speed (Ex): As he advances in level, the Disciple of Rincewind gains phenomenal speed. The base movement rate for a 5th-level Disciple of Rincewind increases by 20 feet per round. The character must be wearing light armor or no armor to use this ability, and must not be carrying any load greater than "light".

To receive the benefits of improved speed, the Disciple of Rincewind must be trying to escape a battle or dangerous environment to the best of his ability. He may not use this ability simply to improve his position, and he may not take any other action while fleeing.

Leave Me For Dead (Ex): Upon a successful stabilization check Disciples of Rincewind may opt to go into a comatose state that is difficult to distinguish from death. This effect will deceive an investigator unless a Heal check is made at a DC equal to 15 + the Disciples of Rincewind's class level. The Disciple of Rincewind can choose to end this effect at any time.