

# The Revolutionary League

The Anarchists



"The status quo is built on lies and greed. Crush the factions.  
Break 'em down and rebuild with what's left – that's the only way to find real  
truth."



"These universes, these powers, they're all corrupt!" screams this faction. "They're guiding people in the wrong directions, keeping them as slaves and prisoners to the powerful. The old beliefs are lies." These sods claim that the Guvners, Chaosmen, Mercykillers, Athar - every last one of them - no longer care about the truth. Their factols have all the property, bodyguards, jink, and influence. They're not looking for the truth; they just want to hang on to what they've got. Well, the Anarchists say it's time for that to change. It's time to break free of the chains and seek the real truth. And that's only going to happen when a body's free of the bonds of the other factions. A being's got to be able to make his own choices, but would any faction just let a body go? Think the Harmonium would say, "Sure, we admit we're wrong. Go find your own way." Not a chance! Once the factions come down, then folks can find the real truth. Break it all and rebuild with the pieces that are left - that's the only plan.

## BUILDING AN ANARCHIST

It's easy enough to have the right attitude to join the faction – one simply has to express unhappiness with authority and be willing to do something about it. The trick comes in finding a member of the faction to let them know you want to join. However, patience and dropping the right amount of jink will eventually get the basher in touch with the right berks and he can join the League. Anarchists cannot be of lawful alignment, nor can they ever hold a position of power (an office, a title, sole ownership, etc.). Due to their desire to pull down and destroy the other factions, all members of the Revolutionary League are wanted criminals by default and the Anarchists have no legal rights in Sigil.



## ANARCHIC TRAITS

**Secondary Role:** Controller

**Power Source:** Shadow

**Granted Power:** You gain training in the Bluff skill and the *Anarchist Strike* power.

## ANARCHIST POWERS

The following powers are available to any character who has chosen the anarchist theme.

### Shadow Strike

### Anarchist Feature

*You disguise your movements so that your attack appears to come from nowhere.*

**Encounter** ♦ Shadow

**Free Action**

**Trigger:** You make an attack

**Effect:** Make a Bluff check. If your result exceeds the passive Insight of creatures observing you, they believe something or someone else was the source of the triggering attack and treat you as invisible until the start of your next turn.

## LEVEL 2 UTILITY HEX

### Confidant

### Anarchist Utility 2

*Though the Revolutionary League has gained a reputation for impressive acts of espionage, none of the other factions, or even the majority of Anarchists, have the faintest idea how far the elite infiltrators have evolved their skills. Through secret training and bizarre initiation ceremonies, a select few are taught how to deceive the minds of others into trusting them without need of tools or spell. This is commonly used to prompt targets into revealing their most intimate secrets while leaving the "Confidant" free of blame.*

**Daily** ♦ Charm, Shadow

**Standard action**

**Ranged 10**

**Target:** One creature that is not involved in combat.

**Effect:** The target makes a saving throw. The saving throw has a +5 bonus if the target is the same level as you or a higher level. It takes a -5 penalty if the target is a lower level than you or does not have a level. If the saving throw succeeds, this power has no effect. The target is aware that you used this power on it if it is the same level as you or a higher level. Otherwise, it does not know you used this power.

On a failed saving throw, the target treats you as if you are someone they know and trust, either a good friend or a respected authority figure for 1d4 hours. It truthfully answers all questions you ask and aids you in any way it can as long as doing so does not risk its life or property. While the target is under this effect, you gain a +5 power bonus to Bluff checks against it.

This effect ends if you or any of your allies attacks the target or any of its allies. Afterward, the target doesn't remember that you used this power on it.

## LEVEL 3 ENCOUNTER HEX

Shadow Thrower	Anarchist Attack 3
<i>All the practice you've had tossing things has paid off..</i>	
<b>Encounter ♦ Shadow, Weapon</b>	
<b>Minor Action</b>	<b>Ranged weapon</b>
<b>Requirement:</b> You must be wielding a thrown weapon.	
<b>Effect:</b> Before the attack, you shift 1 square.	
<b>Target:</b> One creature cannot see you, and you have not attacked it during this turn.	
<b>Attack:</b> Primary ability (thrown weapon) vs. AC	
<b>Hit:</b> 2[W] + Primary ability damage, and you cannot attack the target again until the end of your turn.	
<b>Level 13</b>	
<b>Hit:</b> As above, but 4[W] + Primary ability damage.	
<b>Level 23</b>	
<b>Hit:</b> As above, 6[W] + Primary ability damage.	

## LEVEL 5 DAILY HEX

Spray of Mind	Anarchist Attack 5
<i>A spray of mind stinging particles covers your flight from danger.</i>	
<b>Daily ♦ Shadow, Implement, Psychic, Teleportation</b>	
<b>Standard Action</b>	<b>Close blast 3</b>
<b>Effect:</b> Before or after the attack, you can teleport 2 squares.	
<b>Target:</b> Each enemy in blast	
<b>Attack:</b> Primary ability vs. Reflex	
<b>Hit</b> 1d10 + ability modifier psychic damage, and the target cannot see anything farther than 2 squares away (save ends).	
Secondary effect: the target is dazed (save ends).	
<b>Level 17</b>	
<b>Hit:</b> As above, but 2d10 + ability modifier psychic damage.	
<b>Level 27</b>	
<b>Hit:</b> As above, but 3d10 + ability modifier psychic damage.	

## LEVEL 6 UTILITY HEX

Point the Finger	Anarchist Utility 6
<i>You are a master of verbal deception, and can make others seem dishonest or inept with your quick wit.</i>	
<b>Encounter ♦ Shadow</b>	
<b>Minor action</b>	<b>Close Burst 10</b>
<b>Effect:</b> Make a Bluff check. If your result exceeds the passive Insight of creatures hearing you, their next bluff or diplomacy check are considered to have rolled a 1.	

## LEVEL 7 ENCOUNTER HEX

Anarchic Evasion	Anarchist Attack 7
<i>You warp the natural laws of cause and effect to make an enemy feel the effects of an attack against you.</i>	
<b>Encounter ♦ Charm, Shadow, Weapon</b>	
<b>Immediate Interrupt</b>	<b>Melee weapon</b>
<b>Trigger:</b> An enemy hits you with a melee attack and another enemy is within its reach	
<b>Target:</b> The attacking enemy	
<b>Attack:</b> Primary ability vs. Will	
<b>Hit:</b> Choose an enemy within the target's reach. That enemy is instead the target of the triggering attack.	

## LEVEL 9 DAILY HEX

Mental Conditioning	Anarchist Attack 9
<i>Instead of simply deconstructing a target's beliefs, the skilled Anarchist leaves their captive with just enough faith to pass within their faction while implanting commands deep in the target's subconscious to be enacted at the Anarchist's choosing.</i>	
<b>Daily ♦ Charm, Implement, Reliable, Shadow</b>	
<b>Standard Action</b>	<b>Ranged 10</b>
<b>Target:</b> A creature	
<b>Attack:</b> Primary ability vs. Will	
<b>Hit:</b> You designate a specific time or date in the future (for example, peak tomorrow) or a specific event that might occur in the future (for example, when you next see the harmonium guard). If the designated time or event occurs before you use this item's power again, the target is dominated by you (save ends). The saving throw has a +5 bonus if the target is the same level as you or a higher level. It takes a -5 penalty if the target is a lower level than you or does not have a level. You do not need to be near the target or have line of sight or effect to the target to choose its actions for the purposes of the dominated effect.	
<b>Level 19</b>	
As above, except for: <i>Aftereffect:</i> the target is dominated (save ends).	
<b>Level 29</b>	
As above, except for: if the target fails the second saving throw is dominated until the end of the encounter.	

## LEVEL 10 UTILITY HEX

Seed of Doubt	Anarchist Utility 10
<i>Your cunning actions plant a seed of doubt. Are you friend or foe?</i>	
<b>Encounter ♦ Shadow</b>	
<b>Minor Action</b>	<b>Ranged 5</b>
<b>Target:</b> One creature	
<b>Effect:</b> Make a Bluff check opposed by the target's Insight check. If you succeed, the target considers you an ally for the purpose of auras, opportunity attacks, and powers until the end of your next turn or until you attack the target or its allies	



## ANARCHIST FEATS

### ANARCHIC BLUFF

**Prerequisites:** Anarchist theme

**Benefit:** You gain a +2 feat bonus to Bluff checks. In addition, if you make a Bluff check and dislike the result, you can expend your *Shadow Strike* power to reroll the check.

### SHOCKING WOUNDS

**Prerequisites:** Anarchist theme

**Benefit:** When you use your *Shadow Strike* power, if you succeeded your bluff check versus the target of your attack and you hit it, the target is dazed until it see you or until you or an ally make an attack against it.

### BRICK THROWER

**Prerequisites:** Anarchist theme

**Benefit:** You can use improvised melee weapons (not including unarmed attacks) as heavy thrown weapons with a normal range of 5 squares and a long range of 10 squares. In addition, whenever you use an improvised melee weapon this way, you gain a +2 feat bonus to attack rolls and damage rolls.



## GIFTS OF BELIEF

The Anarchists have found that espionage skills and revolutionary organization are useful tools in their war against the establishment. Revolutionary League namers are organized into cells, which are groups of three to eight cutters who don't know anyone else in the organization. Only one blood, the factotum of the cell, knows anyone else. He is a member of a second cell, composed of the factotums of other cells. The Anarchists take their internal security very seriously, and a prospective factotum is watched for months before he's invited to meet other factotums.

When dealing with the Anarchists, it's best to assume that they know most of your darks and can get at the rest if they want. It's a good thing these cutters can't figure out an agenda, because if they ever did agree on which faction to topple first, the Cage would never be the same. Anarchist factotums are career revolutionaries. They train their cells extensively in skills such as Bluff and Stealth.

### Undercover 's Boon

Level 1

*You are a master at pretending to be a member of another faction.*

**Anarchist Gift** 360 gp

**Property:** You can master and perform Alter Ego martial practice as if you had the Practiced Study feat to alter your physical form to take on the appearance of any Medium humanoid appropriate for that group you have infiltrated. One for day you can cast Alter Ego without to expend the component cost.

**Power (Daily):** Free Action. *Effect:* reroll a missed Bluff check when trying to pretend that you belong to another faction.

### Anarchist Craftsman

Level 1

*You are adept at creating traps from ordinary items, and know how to get the most for your money.*

**Anarchist Gift** 360 gp

**Property:** you gain the Master Artisan martial practice as if you had the Practiced Study feat and you can make alchemical items of your level or lower as if you had the Alchemist feat. You must have the correct formula and an appropriate skill.

**Power (Daily):** Standard Action. *Effect:* you can an make alchemical item of your level or lower without to expend the component cost.

### Anarchic Grace

Level 6

*You are an expert at infiltrating with stealth and your ally can follow your steps.*

**Anarchist Gift** 1,800 gp

**Property:** You gain +2 item bonus to stealth checks.

**Power (Daily):** Minor Action. *Effect:* until the end of the next turn allies within 5 squares of you can use your Stealth modifier for their Stealth checks. *Sustain Minor.*

Gift of the Free will

Level 7+

You live for freedom, and avoid capture at all costs.

Lvl 7	2,600 gp	Lvl 17	65,000 gp
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**Athar, Anarchist and Indep Gift**

**Property:** You gain +2 item bonus to saving throws charm and fear effects and to make an escape attempt or saving throw (as appropriate).

Level 17: +5 item bonus.

**Power (Daily):** Immediate Interrupt. Trigger: You are hit by an attack by a power targeting Will.

Effect: The attacker reroll the attack. The enemy uses the second roll, even if it's lower.

Riot Leader

Level 12

You are exceptionally good at riling up a crowd in order to disrupt the social order

**Anarchist and Xaositect Gift** 13,000 gp

**Property:** You can perform the ritual Anthem of Unity without a focus as if you had the Ritual Caster feat. One for day you can cast Anthem of Unity without to expend the component cost.

**Power (Daily + Charm):** Standard Action. Make an attack: Ranged sight; Charisma + 5 vs. Will; on a hit, the target is dominated until the end of your next turn.

Masterplan

Level 14

Your plans cannot be foiled, your schemes cannot be predicted.

**Anarchist Gift** 21,000 gp

**Property:** You can +3 to insight checks.

**Power (Daily ):** Immediate Interrupt. Trigger: an enemy rolls a 20 on an attack or a skill check. Effect: It reroll it and take the new result.

Mole

Level Any

In preparation for the day of the True Revolution, the Anarchists spread their feelers wide. All members of the Revolutionary League are trained to worm their way in with other organizations, disguising themselves as the rank and file. From there, they park their ears, snatching up whatever chant they can, and hoping to get a bit of the real dark, too. If they get the chance, they throw in some real cross-trade: feeding the organization half-truths and innuendos, causing confusion and discord. An Anarchist loves nothing more than sitting back and watching friends and allies backbite and squabble. Some Anarchists become expert infiltrators, devoting themselves to the discipline. These bloods are called moles.

**Anarchist and Converts Gift** by level gp

**Property:** You gain a gift of belief by a faction you have infiltrated.





# FACTION INFILTRATOR

**Prerequisite:** Anarchists Theme, trained in bluff.

The faction infiltrators are possibly the most respected members of the Revolutionary League - both by those outside and inside the faction. Each day, they risk life and limb pretending to belong to the very factions that they've sworn to bring down. Discovery means death, so a relentless process of natural selection makes sure that only the best of the best remain.

But for those who succeed, the reward is immortality. The most famous Infiltrator, a blood named Omar, managed to infiltrate the Harmonium, and get all the way to the top! Once Omar was named Factol of the Harmonium, he tried to shut the whole thing down and disband their planar presence, but of course the Harmonium factors stopped him and had him arrested. The trial was over quick, and Omar got sentenced to Death by the Wyrms.

Still, the damage to the Harmonium infrastructure, ego, and most importantly, morale was done. Today, the number of Infiltrators is kept very quiet (a question that keeps many factors and factols up at night), and each one trains an apprentice separately one at a time, to help avoid capture.

## FACTION INFILTRATOR PATH FEATURES

**Faction Knowledge (11th level):** Roll twice and use the higher result to skills check if it regards factions.

**Faction Understanding (11th level):** You gain the faction granted power of the faction which you have infiltrated. When you change the faction which you have infiltrated lose this power and you gain the power of the new faction.

**Infiltrate Action (11th level):** Whenever you spend an action point to make an extra action and you make an attack by an attack power of the faction theme which you have infiltrated roll twice and use the higher result.

**Faction Face (16th level):** You gain the *Faction Face* power.

## FACTION INFILTRATOR HEXES

Lesser Duplication	Faction Infiltrator Attack 11
<i>Some Anarchists become expert infiltrators, devoting themselves to the discipline.</i>	

<b>Daily ♦ Shadow</b>	<b>Personal</b>
<b>Standard Action</b>	
<b>Requirement:</b> You must use this power at the end of an extended rest.	
<b>Effect:</b> Until the end of your next extended rest, you can use an theme encounter attack power of 7th level or lower of the faction which you have infiltrated as if it were your paragon path encounter attack power. You can use a Primary ability for the attack roll and damage roll instead of the ability scores normally associated with that power's attack rolls and damage rolls. You do not need to meet the normal prerequisites to use the power, but you must meet any of its requirements.	

Improved Duplication	Faction Infiltrator Utility 12
<i>Some Anarchists become expert infiltrators, devoting themselves to the discipline.</i>	

<b>Daily ♦ Shadow</b>	<b>Personal</b>
<b>Standard Action</b>	
<b>Requirement:</b> You must use this power at the end of an extended rest.	
<b>Effect:</b> Until the end of your next extended rest, you can use an theme utility power of 10th level or lower of the faction which you have infiltrated as if it were your paragon path utility attack power. You do not need to meet the normal prerequisites to use this power, but you must meet any of its requirements.	

Faction Face	Feature Power
<i>You alter your form to look like another person for that group you have infiltrated.</i>	

<b>Daily ♦ Shadow, Polymorph</b>	<b>Personal</b>
<b>Minor Action</b>	
<b>Effect:</b> Choose a Medium or smaller humanoid creature that you have seen for that group you have infiltrated. You become an illusory duplicate of that creature, though you still carry your own gear. This illusion lasts until you end it as a free action or until your next extended rest. You gain a +5 power bonus to Bluff checks to convince others that you are the creature. If you take damage from a melee or a ranged attack while you are adjacent to the creature, you take only half damage, and the creature takes the same amount of damage. You gain this benefit neither against the creature's attacks nor against attacks that target both of you.	

Greater Duplication	Faction Infiltrator Attack 20
<i>You are not just pretending to be someone else; you're truly living a different life.</i>	

<b>Daily ♦ Shadow</b>	<b>Personal</b>
<b>Standard Action</b>	
<b>Requirement:</b> You must use this power at the end of an extended rest.	
<b>Effect:</b> Until the end of your next extended rest, you can use an theme daily attack power of 19th level or lower of the faction which you have infiltrated as if it were your paragon path daily attack power. You can use a Primary ability for the attack roll and damage roll instead of the ability scores normally associated with that power's attack rolls and damage rolls. You do not need to meet the normal prerequisites to use the power, but you must meet any of its requirements	

# SABOTEUR

**Prerequisite:** Anarchist theme, alchemist feat.



Saboteurs are Anarchists who specialize in destruction. They use means both mundane and magical to bring about their ends. They are shadowy warriors of the night, plotting the downfall of their enemies by covert means. Many saboteurs are long gone by the time the fireworks start, but a significant number can't resist seeing the results of their handiwork in person. Their greatest joy is seeing something or someone come tumbling down. Rogues, wizards and sorcerers and clerics who worship gods of destruction and mayhem are the most common saboteurs.

## SABOTEUR PATH FEATURES

- Enhance Fireworks (11th level):** When you are bloodied and use a power that creates a burst, you can increase the size of the burst by 1.
- Destructive Action (11th level):** When you spend an action point to take an extra action, if you use your action to make an attack that hits, that hit deals max damage.
- Material Affinity (11th level):** Choose within fire, acid or lightning. You gain resistance 10 to the chosen damage.
- Fireworks Master (16th level):** You gain a +2 bonus to attack rolls and critical hits 18—20 with alchemical items.

## SABOTEUR SPELLS

<b>Fast and Destructive</b>	<b>Saboteur Attack 11</b>	
<i>You are adept at creating nasty surprises, and know how to get destructive performances.</i>		
<b>Encounter ♦ Arcane</b>		
<b>Minor Action</b>	<b>Personal</b>	
<b>Effect:</b> You use an alchemical item without spending its required action.		
<b>Saboteur evasion</b>	<b>Saboteur Utility 12</b>	
<i>Saboteurs know like evade to the most critical situations.</i>		
<b>Daily ♦ Arcane, Teleportation</b>		
<b>Immediate Interrupt</b>	<b>Personal</b>	
<b>Trigger:</b> You are hit or missed by an attack		
<b>Effect:</b> You teleport 5 squares. Until the end of the encounter you gain resistance 15 against a chosen damage within fire, acid or lightning.		
<b>Spell Snare</b>	<b>Saboteur Attack 20</b>	
<i>A saboteur may cast a spell that will take effect under a set circumstance. The saboteur implants a spell either on an object or on a area.</i>		
<b>Daily ♦ Arcane, Charm, Implement</b>		
<b>Standard Action</b>	<b>Personal</b>	
<b>Effect:</b> Choose an object or a specified area, then you designate a specific time or date in the future (for example, anti-peak tomorrow) or a specific event that might occur in the future (examples of conditions can be members of a particular race or sub-type; class; faction, sect, or guild or religion; or it can be the absence of a particular phrase or other signal, the presence of a color or type of item). If the designated time or event occurs before you use this item's power again, a chosen spell from the followed list has effect. You can use a Primary ability for the attack roll and damage roll instead of the ability scores normally associated with that power's attack rolls and damage rolls.		
1— Feast of Destruction	2— Acid wave	3— Cloudkill
4— Disintegrate	5— Ball Lightning	6— Oppressive Force