

# The Free League

*Indeps*



*"This ain't no faction, and nobody tells us what to do. Keep your options open;  
nobody's got the key to the truth."*



This ain't no faction and nobody tells them what to do. The idea that any berk knows the truth and everybody else's wrong - well, that's a chance a body shouldn't take. Who's right - the Guvners? The Mercykillers? The Chaosmen? Since when does a smart gambler play all his jink on a single throw? Still, a body's got to belong to something if he wants to stay alive. The Free League's kind of an informal group of like-thinkers. They share news, pass around jobs, and watch each other's backs. Hey, in a place like the planes, a body can't be too careful.

Some figure Indeps to be cowards, afraid to play a stake on the truth, but Indeps see themselves as free thinkers, refusing to be shackled to some blind ideology. Truth is, there are some that don't want to make the choice, for fear of offending one power or another. Then again, there's plenty of folks seeking to make their own truth - maybe even start themselves a new faction.

## BUILDING AN INDEP

The key to becoming a member of the Free League is to be tolerant and open-minded.

This is harder than it sounds. A true Indep has no preconceptions, attitudes or viewpoints that might cloud the matter of the truth. It's quite difficult to truly have no biases, no prejudices, no leanings one way or the other. If a character has the right attitude, all he has to do is prove it to a current member and he's in.

Due to their non-judgmental viewpoints, all characters that want to become a member of the Free League must be partially neutral in alignment. Because the Free League is not officially considered a faction (both by the other factions and itself), Indeps don't have any special legal rights in Sigil.

### INDEP TRAITS

**Secondary Role:** Defender

**Power Source:** Primal

**Granted Power:** You gain training in the Streetwise skill and you gain the *Break the Chains* power.

## INDEP POWERS

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

### Break the Chains

### Indep feature

*Wild energy plays along your blade. The strike of your sword disrupts the enchantments used to enslave creatures to their will.*

**Encounter** ♦ **Primal, Weapon**

**Standard Action**

**Melee** Weapon

**Target:** One creature

**Attack:** Chosen ability vs. Reflex

**Hit:** 1[W] + Chosen ability modifier damage, and any allies within 5 squares of you under the influence of a charm or fear effect created by the target can make a saving throw, even if the effect is not normally one that a save can end.

**Level 11**

**Hit:** 2[W] + Chosen ability modifier damage.

**Level 21**

**Hit:** 3[W] + Chosen ability modifier damage

## LEVEL 2 UTILITY EVOCATION

### No Bounds

### Indep Utility 2

*Indeps value their freedom and that of their friends.*

**Encounter** ♦ **Primal**

**Immediate Reaction**

**Personal**

**Trigger:** You are an ally affected by a grabbed, restrained, immobilized, or slowed condition that can be ended by an escape attempt or saving throw.

**Effect:** the target makes an escape attempt or saving throw (as appropriate) to end the triggering effect with a +2 power bonus.

## LEVEL 3 ENCOUNTER EVOCATION

### Insult Philosophers

### Indep Attack 3

*Your knowledge of the factions provides you with a brilliant repertoire of witty and insulting comments that will get the attention of the most hardheaded faction member.*

**Encounter** ♦ **Primal, Charm, Implement, Psychic**

**Standard Action**

**Close** blast 10

**Target:** One creature in the blast

**Attack:** Primary ability vs. Will

**Hit:** 2d8+ Primary ability modifier psychic damage.

**Effect:** you make a streetwise check. If you succeeded you pull the target 3 square and the target is marked until the end of your next turn.

**Level 13**

**Hit:** As above, but 3d8 + Primary ability modifier psychic damage.

**Level 23**

**Hit:** As above, but 4d8+ Primary ability modifier psychic damage

## LEVEL 5 DAILY EVOCATION

Uncaged Strike	Indep Attack 5
<i>With the fury of a caged beast, you lash out at those who would hem you in.</i>	
<b>Encounter ♦ Primal, Weapon</b>	
<b>Immediate Reaction</b>	<b>Close burst 1</b>
<b>Trigger:</b> An enemy moves to a square to flank you	
<b>Target:</b> Each flanking enemy in burst	
<b>Attack:</b> Primary ability vs. AC	
<b>Hit:</b> 3[W] + ability modifier damage, and you push the target 1 square.	
<b>Effect:</b> Until the end of the encounter, you do not grant combat advantage to creatures flanking you.	
<b>Level 13</b>	
<b>Hit:</b> As above, but 4[W] + ability modifier damage.	
<b>Level 23</b>	
<b>Hit:</b> As above, but 5[W] + ability modifier damage	

## LEVEL 6 UTILITY EVOCATION

The Chant	Indep Utility 6
<i>While the Free League offers little in terms of material aid, the prevalence of Indepts throughout the planes makes it much easier for you to find helpful friends pretty much anywhere.</i>	
<b>Daily ♦ Primal</b>	
<b>Free Action</b>	<b>Personal</b>
<b>Trigger:</b> You make Streetwise check to discover a useful bit of information	
<b>Effect:</b> You are considered to have rolled a 20.	

## LEVEL 7 ENCOUNTER EVOCATION

Word of Independence	Indep Attack 7
<i>Your comments of independence, leaving your foe in a reverie.</i>	
<b>Encounter ♦ Primal</b>	
<b>Standard Action</b>	<b>Close blast 5</b>
<b>Attack:</b> Primary ability vs. Will	
<b>Target:</b> a creature within the blast	
<b>Hit:</b> the target is dazed (save ends).	
<b>Effect:</b> You and all the allies within the burst may shift 1 square.	
<b>Level 17</b>	
<b>Effect:</b> You and all the allies within the burst may shift 2 square.	
<b>Level 27</b>	
<b>Effect:</b> You and all the allies within the burst may shift 3 square.	

## LEVEL 9 DAILY EVOCATION

Repertoire for the most Fanatics	Indep Attack 9
<i>Your repertoire of witty and insulting comments get your enemies uncontrollable and save lives of allies in danger.</i>	
<b>Daily ♦ Primal, Healing, Implement, Psychic</b>	
<b>Immediate Reaction</b>	<b>Close burst 10</b>
<b>Trigger:</b> An enemy reduces an ally within 10 squares of you to 0 hit points or fewer	
<b>Target:</b> the enemy	
<b>Attack:</b> Primary ability vs. Will	
<b>Hit:</b> 10 ongoing psychic damage (save ends) as you pull your target up to 6 squares toward you. Until the end of your next turn, your target is marked.	
<b>Effect:</b> The triggering ally can spend a healing surge.	
<b>Level 19</b>	
<b>Hit:</b> As above, but 15 ongoing psychic damage (save ends) damage.	
<b>Level 29</b>	
<b>Hit:</b> As above, 20 ongoing psychic damage (save ends) damage.	

## LEVEL 10 UTILITY EVOCATION

Inspiring Freedom	Indep Utility 10
<i>You're not giving up, and your fortitude renews your friends' hope.</i>	
<b>Martial ♦ Primal</b>	
<b>Minor Action</b>	<b>Personal</b>
<b>Effect:</b> Make a saving throw against an effect a save can end. If you succeed, allies you can see can make a saving throw as a free action against any single effect that a save can end.	

## THEME FEATS

### IMPROVED BREAK THE CHAINS

**Prerequisites:** Indep theme

**Benefit:** Extend the effect of the *Break the Chains* power to all the ally within 10 squares.

### ANTI-PHILOSOPHER

**Prerequisites:** Indep theme

**Benefit:** When you use a power that normally targets a specific type of creature like undead or aberrations, you can also target members of a faction.

### INSPIRING FREEDOM

**Prerequisites:** Indep theme

**Benefit:** Allies targets of your *Break the Chains* gain temporary hit points as your primary ability modifier.



## GIFTS OF BELIEF

The Indeps don't have any formal organization or card-carrying factotums. There aren't any terrifying secrets that they're passing around, no distinctive powers that mark them for what they are. They settle for maintaining their neutrality and keeping out of the kriegstanz of the other factions. Since they don't create special powers for themselves, the Indeps find other ways to look out for each other.

### Overwatch

Level 1+

*While you are not the undercover spy, or the infiltrator, or even the living library of information that you are, you still have some ability to directly gather information.*

Lvl 1 360 gp

Lvl 12 13,000 gp

#### Indep Gift

**Property:** Gain a +1 item bonus to Insight checks.

*Level 12:* +3 item bonus

**Power (Encounter):** Free Action. *Trigger:* You would make an Arcana, History or Religion check

*Effect:* You make a Streetwise check in place of the Arcana, History or Religion check.

### Faction Detection

Level 1

*Every day of your life you have hear the the same old words about the factions.*

*You now determine a character or creature's faction simply by looking at him.*

**Sigil's Citizen Gift** Lvl 1 360 gp

**Property:** +5 item bonus to skills check if it regards factions.

**Power (Encounter):** Minor Action. *Effect:* If you succeeded in a insight check you can detect what faction the target is.

### Deal Maker

Level 2+

*You have friends in the Bazaar, and can find most anything you need at a reduced price.*

Lvl 2 520 gp

Lvl 12 13,000 gp

#### Indep, Fated, Merchant Gift

**Property:** Gain a +1 item bonus to Bluff and Diplomacy checks.

*Level 12:* +3 item bonus.

**Power (Encounter):** Free Action. *Trigger:* You make a Diplomacy or Bluff checks to haggling for a price and dislike the result. *Effect:* reroll the check and uses the second roll, even if it's lower.

**Special:** at Dm's discretion you could gain this gift just for one ward or for a unique market or maybe Indeps in the great bazaar buy to 4/5 and sell to 2/5 the standard value of items without need a skill check.

### Independence Rewards

Level 6

*You are able to keep a close eye on your surroundings.*

**Planar Expert Boon** 1,800 gp

**Property:** Each time you reach a milestone, you regain an healing surge.

**Power (Daily):** Immediate Interrupt. *Trigger:* You roll initiative and dislike the result.

*Effect:* You make a Streetwise check, and you use either that check result or your initiative check result as your initiative.

### 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

#### 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.

### Gift of the Unbeliever

Level 11

*You know enough about the factions that you can find logical holes in their beliefs that will shake the faith of all but the wisest members.*

**Indep Gift** 9,000 gp

**Property:** Once per turn as a minor action, you can place a mark against a faction member in close burst 10.

# CHAINBREAKER

**Prerequisite:** Indep Theme

Slavery on the Planes. It's a given for most Planars. The closer you live to the Lower Planes the more likely you or a relative is or used to be a slave. The trade is active through many a gatetown, Curst in particular. There are Indeps who take "Live free or die" as advice to apply to all. These Indeps aggressively take on the slave trade of the Planes to free others. Of course they often make interesting friends and powerful enemies along their quest – but to most the freedom of another is well worth it.

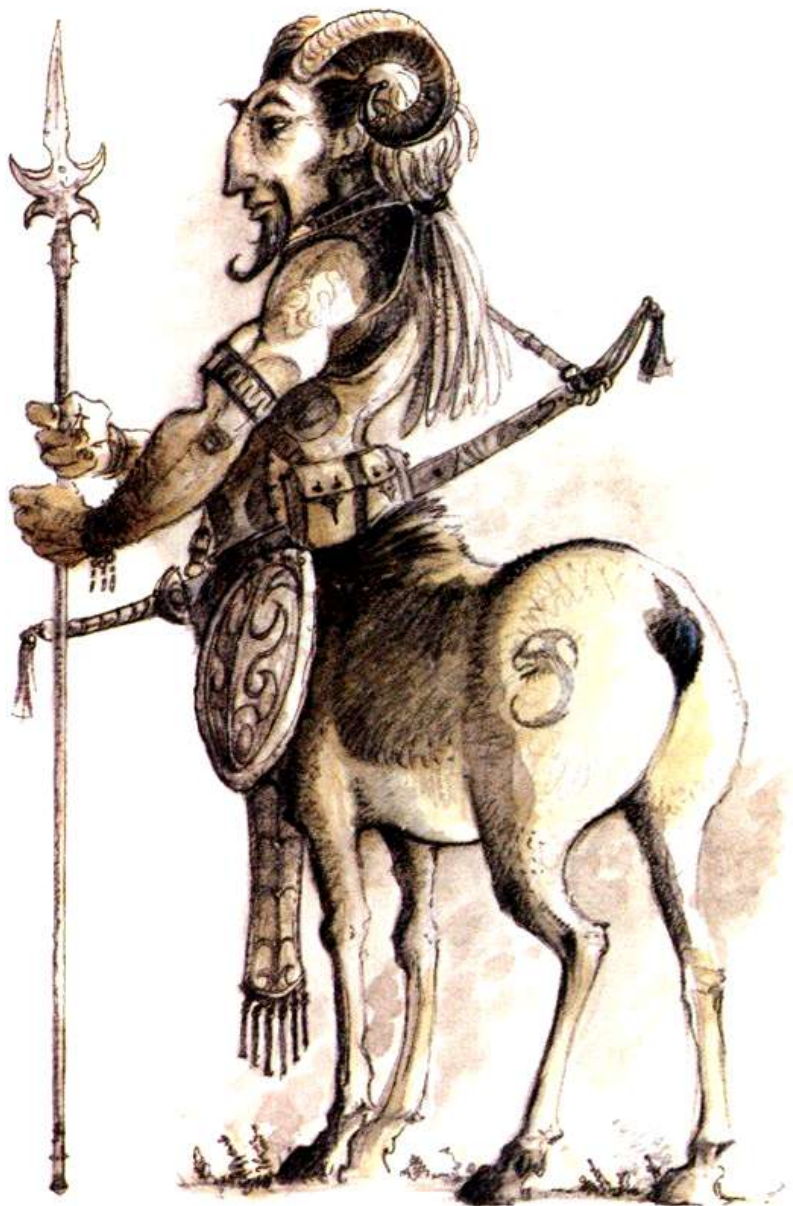
## CHAINBREAKER PATH FEATURES

**Distracting Presence (11th level):** You can use Bluff to gain combat advantage or create a diversion to hide for one ally within 5 squares of you, instead of for yourself.

**Fast Movement (11th level):** You gain +1 bonus to speed, +2 when running.

**Chainbreaker Action (11th level):** When you spend an action point to take an extra action, all allies within 10 squares of you that are marked or grabbed by enemies can make a basic attack as a free action. If an ally's basic attack hits a target that is marking or grabbing that ally, the mark or grab ends. If no ally within range is marked or grabbed, you can instead choose one ally within 5 squares of you to make a basic attack as a free action.

**Trackless Step (16th level):** The DC of any Perception check to find your tracks and of your allies is increased by 10.



## CHAINBREAKER EVOCATIONS

### Blessing of Freedom Chainbreaker Attack 11

*Wild energy plays along your blade. The strike of your sword disrupts the enchantments used to enslave creatures to their will.*

**Encounter ♦ Primal, Weapon**

**Standard Action**

**Melee Weapon**

**Target:** One creature

**Attack:** Chosen ability vs. Reflex

**Hit:** 2[W] + Chosen ability modifier damage. Each ally within 5 squares of you gains an extra move action to use during his or her next turn.

### Remove the Chain Chainbreaker Utility 12

*You know how to slip out of an unwanted embrace.*

**Encounter ♦ Primal**

**Immediate Interrupt**

**Personal**

**Trigger:** You are grabbed.

**Effect:** You escape the grab and shift 2 squares.

### Deep Slumber Chainbreaker Attack 20

*The enemy of freedom can't take the eyes on your friends for much.*

**Daily ♦ Primal, Implement, Sleep**

**Standard Action**

**Close burst 3**

**Target:** each enemy in the burst

**Attack:** Chosen ability vs. Will

**Hit:** The target falls unconscious (save ends). Each ally in the burst can spend a healing surge. If an ally attacks an affected target, the target immediately awakens. The ally does not have combat advantage against the target for that attack and cannot make a coup de grace attack against it.

**Miss:** the target is dazed and slowed and roll two times each perception or insight check and take the worst result (save ends all).



# MANIPULATOR

"Nothing is more valuable to a cutter's mind than a wealth of good information. It's small, easy to transport, easy to hide and valuable as dragon eggshell to an archmage. The only trouble is getting it. That's where I step in, and my cut of the jink ain't small."

**Prerequisite:** Indep Theme or Rouge (or Assassin), a multiclass psionic feat.

The manipulator is a free-minded rogue who has realized the power inherent in knowledge over money.

A manipulator prefers to work under her own commission, finding the constraints of a permanent employer risky and confining. While they are not long term infiltrators, these rogues specialize in finding and retrieving information of the sort that most don't even dream exists. Of course, once paid for, a cutter would be smart to act on it quickly. Secrets, after all, aren't intended to remain secrets forever.

A manipulator follows certain ideals when performing his duties. They share knowledge in order to benefit those who are alert enough to pay attention. The ultimate retrieval would have no one observe the attack, damage nothing, and leave everything in the exact place it was before; in essence, leaving no traces.

\* The Unearthed Arcana: The Awakened Psion article on the Dragon Magazine 394 is a good resource to improve the way to play this paragon path.

## MANIPULATOR PATH FEATURES

**Mental Attraction (11th level):** You gain an 7<sup>th</sup> level or lower at will psion attack with the charm, fear or illusion keyword and 2 power points.

**Action of manipulation (11th level):** When you spend an action point to take an extra action, if you use your action to make an attack vs. will roll twice and use the higher result.

**Social Manipulation (11th level):** Roll twice and use the higher result to Bluff skills check which is not usable in combat situations. You can master and perform *Precise Forge* martial practice as if you had the Practiced Study feat.

**Photographic Recall (16th level):** You gain +2 to Arcana, Dungeoneering, History, Nature, Religion, and Streetwise check.

## MANIPULATOR DISCIPLINES

### Secrets of Corruption

### Manipulator Utility 12

*Manipulators become experts at manipulating others. As a result she gains abilities that are magical when dealing with others speaking to a creature at the time in order to prompt the correct information to the surface of the mind or causing it to forget what it just witnessed.*

Daily ♦ Psionic, Charm

Minor Action

Ranged 5

**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, choose one this effect

- the target reveals his thoughts for the next 1 minute.
- the target forgets everything that happened in the past 10 minutes and for the next 1 minute.

### True Manipulation

### Manipulator Attack 20

*Your eyes bore into the mind of your foe worm their way into the target's mind, transforming his hatred of you into a burning loyalty.*

Daily ♦ Psionic, Charm, Implement, Reliable

Standard Action

Ranged 5

**Target:** One enemy that can see and hear you

**Attack:** Chosen ability vs. Will

**Hit:** The target is dominated (save ends). Until the end of the encounter, the target takes a -4 penalty to attack rolls against you and your allies and counts as one of your allies for the purposes of flanking with you or your allies. In addition, until the end of the encounter you can use the True Manipulation Attack power against the target.

### True Manipulation Attack

Daily ♦ Psionic, Charm, Implement, Reliable

Standard Action

Ranged 5

**Requirement:** The power True Manipulation must be active in order to use this power.

**Attack:** Chosen ability vs. Will

**Hit:** The target makes an attack as a free action against an enemy adjacent to it with an at-will attack power of your choice.