

ANARCHIS+ (HD D6)

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"Hey! What are you doing in there?"

Jirri slid the scroll into the back of her belt as she straightened to face the guard. "I'm waiting for Borag -- the watch captain -- your BOSS."

The guard swallowed heavily. "You mean he's coming here? To my sector?"

Freedom is a precious commodity. Men kill to gain freedom. Governments are toppled in the name of freedom. The Revolutionary League declares itself the champion of freedom and seeks the dissolution of all organizations, both real and imagined, by any means necessary. Its members, called anarchists, plot against the other factions and wage a "war from within," infiltrating their targets to gather information, foment unrest, and sabotage long-range goals. So paranoid are the anarchists about the oppression of organizations, they refuse to become organized themselves, instead working in small "cells" on individual plans, many times at cross-purposes to their own allies.

Rogues flock to the banner of the anarchists like flies to honey. After all, the undermining of authority and organization only serves to support their lifestyles. Bards also take up the anarchist cause, using "freedom of speech" as their motivation. Other classes may support the ideals, but they are much less numerous. Anyone with a modicum of respect for law and order gives the anarchists wide berth.



Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+0	+0	+2	+0	Espionage +5
2	+1	+0	+3	+0	Facelessness
3	+2	+1	+3	+1	Infiltration
4	+3	+1	+4	+1	Espionage +10
5	+3	+1	+4	+1	Bolthole 1/week
6	+4	+2	+5	+2	Infiltration
7	+5	+2	+5	+2	Espionage +15
8	+6	+2	+6	+2	Bolthole 2/week
9	+6	+3	+6	+3	Infiltration
10	+7	+3	+7	+3	Espionage +20

Class Requirements:

To qualify to become an anarchist, a character must fulfill all the following criteria.

Alignment: Any nonlawful

Bluff: 8 ranks

Disguise: 8 ranks

Escape Artist: 5 ranks

Feats: Alertness, Improved Initiative, Iron Will

Class Skills:

Skill Points at Each Level: 8 + Int modifier

Strength: Climb, Jump

Dexterity: Balance, Escape Artist, Hide, Move Silently, Open Lock, Pick Pocket, Tumble, Use Rope

Intelligence: Decipher Script, Disable Device, Forgery, Read Lips, Search

Wisdom: Listen, Sense Motive, Spot

Charisma: Bluff, Disguise, Gather Information

Class Features:

All of the following are class features of the anarchist prestige class.

Weapon and Armor Proficiency: A character



who takes a level of anarchist gains proficiency with all simple and martial weapons, as well as all armor and shields.

Espionage: At 1st level, the anarchist gains a +5 competence bonus to Decipher Script, Disable Device, Forgery, Read Lips, and Search checks. This bonus increases to +10 at 4th level, +15 at 7th level, and +20 at 10th level.

Facelessness (Sp): A 2nd-level anarchist gains the ability to use *alter self* three times a day plus the anarchist's Intelligence modifier (always at least once). Unlike the spell of the same name, the duration of this spell-like ability is one hour per the anarchist's level. The anarchist may change her appearance any number of times during the ability's duration, but each change is a standard action.

Infiltration (Su): At 3rd level, the anarchist chooses an organization she wishes to infiltrate. From that point onward, the anarchist gains a +10 luck bonus to Bluff, Diplomacy, Disguise, Gather Information, and Sense Motive checks when dealing with a member of the chosen organization. The anarchist chooses another organization to infiltrate at 6th level, and yet another at 9th level.

Bolthole (Sp): At 5th level, the anarchist chooses a specific location to serve as a bolthole. The anarchist becomes intimately familiar with the location, spending one week learning every nail, every crack, and memorizing the position of every speck of dust (treat as Very Familiar when determining the percentage for success for using this ability). Thereafter, the anarchist can use a limited form of *teleport without error* once per week to flee to the bolthole. The spell-like ability affects



only the anarchist plus 50 lbs. of nonliving matter. Use of the ability increases to twice a week at 8th level.

