



PLANESCAPE

USING MAGE: THE ASCENSION RULES

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This is not a complete game in itself. The **PLANESCAPE Campaign Setting Boxed Set** and at least one of the Storyteller system rulebooks are required to use this work.

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PLANEWALKER CONVERSION

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INTRODUCTION

This work was written in order to provide an alternate system for running PLANESCAPE campaigns. Whilst PLANESCAPE is "fantasy to the edge" and one of the best settings ever produced by TSR, Inc, the AD&D game system can be considered... limiting. In order to escape the tyranny of classes and levels and experience awards based on how many monsters you've killed, I chose to consider what other game systems could be adapted to the setting.

Everway (originally published by Wizards of the Coast) leapt to mind, with its emphasis on elements, archetypes, symbolism, and plane-hopping; however, it has a very subjective style that I wasn't comfortable with using in my PLANESCAPE campaign. The other close contender was **Mage**; the Storyteller rules system is one which I'm very familiar with, and the magic rules of mage are very fluid and exciting. Furthermore, I could even see some parallels between **Mage** and certain elements of PLANESCAPE in the idea that with belief and knowledge you can affect reality, for instance. I decided to have a look at adjusting the **Mage** rules system a little bit to fit the setting and campaign that I wanted; like, let's change the Traditions into factions and have a look at those Spheres...

This is the end result. Admittedly, I may have gone a bit overboard; most of the magic rules from **Mage** were given an overhaul and then reprinted in here, as well as every single Archetype, Merit and Flaw that I wanted to use, and more besides. With this level of detail, I decided to allow others to benefit from my hard work and made this conversion available to everyone on the World Wide Web. A few rules that I came up with were not included in the main document; these include details about planar creatures and NPCs that I didn't want my campaign players to be able to download. I also have conversions for The Primal Order (a supplement about running deities as player and non-player characters) in the works. In time, I'll include those in a separate document; for now, e-mail me (sim.james@gmail.com) if you need this information, and I'll forward it on to you.

Finally, you should be aware that this is not a complete game by itself. The Storyteller rules have not been included within, but all of White Wolf's games follow the same basic system. Whilst you could conceivably learn the magic rules from this document alone, they'll make more sense if you're familiar with **Mage: The Ascension 2nd Edition**. Finally, the background setting of the PLANESCAPE campaign itself is only touched upon here; TSR, Inc and Wizards of the Coast have published many high-quality supplements, all of which are recommended for running PLANESCAPE games. At the least, you'll need to have a copy of the **PLANESCAPE Setting Boxed Set**; **The Factols' Manifesto** and **Planewalker's Handbook** are also highly recommended.

- James O'Rance

14th of August, 1998



A N A T I V E ' S G U I D E † ⊕ S I G I L

Ah, the Cage. Nexus of the planes. You've gotta hate it ...

- Tryyk the Stone-Hurling berk

Some poets write raptures about the glories of their metropolises, sing praises about the sunset over the rooftops, and grow lyrical to the gentle clatter of their city's life - but no one sings that way about Sigil. The Cage's a gray, wet, dirty

place, full of noise and brawling, slippery stone and razorvine. Oh, there's native poets and they write about their home, but not about its glowing sunsets or walks through sweet-scented parks. They write about the things that shouldn't be seen in the dark alleys, about the way the streets rumble like a pit of dying beasts, or about the decay that cleanses the bones of the city.

Hey, Sigil's a long way from being a stinking pit - don't make the mistake of thinking it's not a grand and majestic place. It's far better than Malbolge or Khin-Oin on the Lower Planes. It's got more life than the patrolled city-states of Arcadia. Sigil's filled with the life only a truly neutral haven can offer.

And that's just the point: *everybody* comes to Sigil - the good and the evil, those warring and those at peace, the just and the cruel - everybody (except the divine *powers*, who cannot enter the city - the Lady keeps them out). Nobody forgets their loves or hatreds here, but for a few moments they barely manage to set them aside. Nobody trusts their enemies, but all are forced to trust the laws of the Lady of Pain.

In a place where almost anything and everything can mingle, tempers can run high. It's a tough bit for a lesser baatezu to stand aside, just to let the procession of a greater tanar'ri pass down the street - a fiend don't forget the way of the Blood War so easily. 'Course, it's no easier for good creatures, either - the aasimon and asuras just don't get along. Then there's the factions. Each one's got its own plans, and most times those plans don't include any rivals. Sigil isn't anarchy, though, and there's a number of things that keep it from the brink. Here's what keeps the order in the City of Doors: the Lady of Pain, her Mazes, and the dabus.

The Lady of Pain

The high-up in Sigil, and the one who ultimately watches over the Cage. She's not a woman and she's not human - nobody's quite sure what she is. The best bet is she's a power, probably a greater power, but there's also theories that she's a reformed tanar'ri lord, a powerful chromancer, the city itself, or a being from another multiverse. Whatever else she is, she's the Lady of Pain, and given that, most other facts are extraneous.

Sometimes she's seen drifting through the streets, the edge of her gown just brushing over the cobblestones. She never speaks. Those who try interfering with her erupt in horrid gashes at just the touch of her gaze. Wise bloods find business elsewhere on those rare times that she passes the way. Natives of Sigil view her with fearful awe, as she's the uncaring protector of their home.

The Lady of Pain is the one who blocks the Cage from the powers. Her influence prevents Cosmology spells from working and shields Sigil from the Astral Plane. She's the one who creates the Mazes that trap Sigil's would-be conquerors.



The Mazes

The Mazes are the grandest of all Sigil's punishments, and the Lady of Pain saves them for the worst threats to her power. They're a part and yet not a part of the city; when the Lady creates a new part of the Mazes, a small piece of the city - an alley or courtyard, for example - copies itself and becomes a tiny little demiplane. A portal of her making then carries the copy into the heart of the Deep Ethereal Plane, with the transgressor inside. Few ever escape.

The Dabus

The dabus are both servants and lords of Sigil. They're unique to the Cage, never found anywhere else in the Planes. From this, bloods figure the dabus are actually living manifestations of the city, which makes sense since these beings maintain most of the infrastructure that makes the city work.

Most of the time the dabus are found repairing what's broken in Sigil. They keep the sewers and catacombs beneath the city from crumbling, they cut back the razorvine when it grows too rampant, and they repair the crumbling facades of the city's buildings. To most, the dabus are nothing more than cryptic workmen.

However, the dabus also work as agents of the Lady of Pain. Sometimes they arrive in force to put down riots, or to punish some sod who's getting too forward in his plans, but they're not concerned with normal crime. It's left up to the factions to deal with the thieves and murderers in the Cage.

Things that every Planar should know

The Afterlife

When a mortal dies, its spirit travels to the Outer Planes, where it becomes a being known as a *petitioner*. A mortal who worships a particular power becomes a petitioner in the realm of that god, and aims to become one with the deity. Others reform on the Outer Plane that most suits their alignment, and aim to become one with the plane. Petitioners usually have no memory of their past life, and can be very single-minded. If slain, petitioners are dead forever.

Petitioners of a particular power often resemble their mortal selves, unless the deity decides to reshape them in some way. Godless petitioners, on the other hand, are sometimes altered to suit the plane that they dwell upon. On the Lower Planes, for example, it is common for petitioners to become creatures called larvae, which are large wriggling worms with humanoid faces. In the Beastlands, petitioners take on the shapes of various animals; a druid might become a talking bear after death.

Some planar races, such as fiends and celestials, transform petitioners into the weaker versions of themselves in order to propagate their race. Once this happens the being is no longer considered a petitioner, but a fully-fledged planar being. The baatezu, tanar'ri, aasimon, and archons are all known to do this.



The Rule of Threes

The Rule of Threes is considered to be one of the basic laws of the multiverse (of which there are three, naturally). In the Planes, things come in threes - such as the Inner, Outer, and Prime Material Planes; planars, primes and petitioners; and Law, Neutrality, and Chaos. Planars see two things and ask, "Where's the third?"

The Rule of Rings

The second law of the multiverse concerns its basic structure. The planes are constructed in rings - the Great Ring of the Outer Planes, the interlocking rings of the Inner Planes, even Sigil itself is a ring. Some planars use the Rule of Rings to understand other elements of the multiverse - the logic of the gods, for example, is said to run in rings.

The Centre of All

Only the Clueless believe that their home worlds are the centre of the Multiverse. Planars understand that in an infinite multiverse, no particular point can be mapped out as the centre of all - in fact, the Signers believe that each individual is the centre of his own multiverse. That said, there are a few places that hold a better claim to being the centre of the multiverse than any other - primarily the prime Material Plane (which lies between the Inner and Outer Planes) and Sigil (which connects to every plane in the multiverse).

Where's the centre of the multiverse?

Me - I'm the centre of the multiverse.

- factol Darius of the Signers

Travelling the Planes

That's a good-sized tree.

- Poseure Spieda upon first encountering Yggdrasil

There are a few trusted methods that planewalkers use to travel the multiverse:

ELEMENTAL VORTICES: Found on the Prime, these allow direct access to the Inner

Planes.

CNDUIS: These are shafts that go directly from the Prime to the first layer of any one of the Outer Planes, passing right through the Astral Plane (where they look like giant silver arteries).

PORTALS: Portals are the doorways to and from Sigil. They connect to any layer of any plane.

THE GREAT ROAD: A string of permanent portals that link each Outer Plane to adjacent planes.

THE RIVER OCEANUS: A river that travels through Elysium, the Beastlands, and Arborea.

THE RIVER S+YX: A river that travels through all of the Lower Planes - treacherous and foul.

YGGDRASIL: The World Ash of Ysgard, branches and roots of which touch Prime Material worlds that worship the Aesir, Pandemonium, the Grey Waste, Elysium, the Beastlands, and Limbo.

MOUNT OLYMPUS: Rising from Arborea, Mount Olympus has caverns connecting to the Grey Waste, Gehenna, Carceri, and Prime Material worlds that worship the Olympian gods.

The Cant

By now, a berk might've gone barmy with all the dark "slang" here. As any blood knows, this talk is the cant. Here are its definitions, translated into Clueless language:

Addle-Cove - An idiot

Bar that - Don't talk about it

Barmies - Insane people who have been touched by the grandeur of the planes

Basher - A neutral reference to a person, usually a fighter or thief

Berk - A nasty insult

Birdcage - A cell or prison

Blinds - The dead-ends of the mazes; anything hopeless

Blood - A term of high respect

Bob - To cheat someone

Bone-box - Head or mouth

Bub - Cheap alcohol

Bubber - A drunk

Burg - Any town smaller than Sigil

Cage, The - Sigil; see birdcage

Case - The house where a cutter lives

Chaosman - A Xaositect

Cipher - A member of the Transcendent Order

Clueless, The - Folks who usually just don't get it, usually primes

Chant, The - Valuable information

Cross-Trade - The business of thieving, or any illegal activity

Cutter - A term of respect

Dark - Secret information

Garnish - A bribe

Give 'em the laugh - To escape from someone

Give him the rope - What happens to criminals if they don't give 'em the laugh

High-Up - A person with power or influence

Jink - Hard currency

Kip - Anywhere a cutter can rest or stay for a night

Knight of the Post - A thief

Leafless Tree - The gallows

Lost - Dead

Lost, The - A nickname for the Athar faction

Mazes, The - The nasty traps of the Lady for those who present a threat to her power

Music - A price a cutter doesn't want to pay but has to

Out-Of-Touch - Outside of the Outer Planes

Out-Of-Town - Out on the Outlands

Peel - To trick or swindle

Peery - Suspicious

Pike it - A general, all purpose phrase

Put in the Dead-Book - Killed

Scragged - Arrested

Screed - A lie or worthless opinion

Sensate - Member of the Society of Sensation

Signers - Member of the Sign of One

Sod - An unfortunate soul

Thoughtguild - A faction.

Turn Stag - To betray someone

Parlez-Vous Mephit?

Being a True and Accurate Account of the Mephit Code: The Diplomatic Language of the Planes

If you were sent a Lightning Mephit as a gift, Should you be Flattered, Angry or Terrified? Mephits are often sent by Lower Planar spellcasters, fiends and powermongers of Sigil to their enemies to convey messages. The variety and quantity of mephits sent relays the message in the form of an ancient code, the dark of which is laid bare below. The recipients of such mephit messages are free to do what they will with the elemental creatures; keep them, enslave them, or destroy them; the meaning's the same. Mephits are never sent to friends or allies, as anyone who's ever met a mephit understands.

AIR A warning to beware, for the giver intends to surprise the recipient with an ambush or political treachery. This gift is usually timed to arrive when it's already too late to prevent the inevitable. Lower Planar diplomats fear the sudden breezes in their rooms caused when an air mephit appears.

ASH A rude message that the giver doesn't even think the recipient is worth corresponding with any more.

DUS+ This gift represents a subtle threat, with the connotation that shows that the sender has recognized some plot of the recipient against him.

EAR+H A sign that the giver will not concede; a stubborn answer of 'No!' to a request.

FIRE Displeasure at an enemy's actions, ranging from disapproval to downright fury depending upon how many mephits are sent.

ICE The recipient is forbidden to enter the giver's home. This can include Realm, Layer or even Plane, at the giver's digression.

LIGH+NING A warning to the recipient to reconsider tactics, as the giver has a hidden ally who can swing matters. This often turns out to be a hollow threat, so the sender is either sure of himself and his ally, or bluffing.

MAGMIA A gift of gloating, the giver has bested the recipient at some intellectual challenge.

MINERAL Signifies willingness to compromise on some point and a corresponding exchange of power or lands. A request for more direct communication.

MIS+ A mysterious warning that someone close to the recipient is an assassin. This message is used to encourage paranoia and insecurity between the recipient and his allies.

⊕⊕ZE A sarcastic gift, sent by a spellcaster who is sure the recipient is far weaker than he. Often this gift is insulting enough to goad the recipient into making a mistake.

RADIAN+ Request for a truce; in effect the 'white flag' of mephit messages.

SAL+ A blatant declaration of open warfare

S⊕KE A gesture of insolence and contempt that amounts to a declaration of a vendetta.

S+EA⊕ A message of agreement; the opposite of the earth mephit message, except there's the connotation of a gloating 'I told you so' to the acceptance.

V⊕ID A message that never turns up (seeing as there's no such thing as a Void Mephit). The expression: "Got a Void Mephit" means to receive no response.

WA+ER A sarcastic message sent when the spellcaster has evaded a trap or plot of the recipient's. Formally the answer to an air mephit, if the giver survives the ambush.

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CHARACTER CREATION

Step One: Concept

The group of players should first get together to discuss the kind of characters which they want to play. It is important that everybody in the group agrees and is comfortable with the ideas which the group decides to use. No player should create a character without talking to the other players first! The GM may also decide to discuss the themes and ideas which the campaign may encompass at this time, so that the players have an idea of what kind of character concepts will be appropriate.

- ❖ Some appropriate concepts can be found on the Sample Character Concepts list (see page 14). For a quick and simple character, pick a concept that sounds appealing and build your character from there. Feel free to disregard the list altogether and create your own concept.
- ❖ A pivotal aspect of any PLANESCAPE character is his **faction**, the philosophical-political group that he belongs to. Your character's faction should reflect his nature and beliefs. Not every planewalker, of course, joins one of the fifteen factions of the City of Doors; for now, however, let's just say "faction".
- ❖ Your character's *Alignment* is a description of the spiritual leanings of the soul towards life and the planes. For game purposes, it means little; it is a roleplaying tool.
- ❖ Each character has personality *archetypes* - a Nature and a Demeanor - which sum up the inner reality and outward mask of the personality. While Nature and Demeanor are sometimes the same (or at least similar), they could be wildly different. The character may not even be aware of this difference. A list of archetypes follows late in this chapter, though you may create your own.


The character's *Nature* is closely related to his Alignment. It describes his view and basic beliefs about the world, and shapes his behavior. During the course of the game, the ways in which he regains spent Willpower points often depends on his Nature.

The character's *Demeanor* is the personality he projects to the outside world. While his behavior will vary wildly from situation to situation, the Demeanor you choose will be the basic persona he uses in most situations.

Step Two: Attributes

Attributes are numerical representations of a character's abilities in certain areas. In the framework of the game, each character's Attributes are rated on a scale of one to five and represented by dots: ● is abysmal, ●●● is on the higher side of average, and ●●●●● is wonderful. Characters start out with a rating of ● in each Attribute. You may then improve them by spending Attribute points.

Attributes come in three areas: *Physical*, *Social*, and *Mental*. PLANESCAPE assumes that each character has one area in which he's particularly strong (primary), one in which he's pretty average (secondary), and one where he's weak (tertiary). You get to spend seven Attribute Points



in your Primary area, five points in your secondary area and three in your character's tertiary area. Within each group, you may spend points as you see fit, putting the balance of the points on one Attribute and leaving others at one, spreading them evenly or whatever. If one or two Attributes end up lower than you want them to be, you may improve them later with freebie points or experience.

Step Three: Abilities

Abilities represent things your character knows. While Attributes are the building blocks a character has always had, Abilities are things he's picked up along the way. Talents are things the character is innately good at, like singing or scaring people. Skills are things he had to learn by doing, like meditation or fighting with a sword. Things he had to study, like medicine or languages, are Knowledges.


Like Attributes, Abilities are rated from ● to ●●●●●. Abilities, however, start out with a rating of *zero*, indicating that the character has no knowledge of that Ability. Like Attributes, your character's Abilities will be divided into strong, average, and weak areas. You may spend 13 points in your character's strongest area, 9 points in the average area, and 5 points in the weakest area. Within each area, those points may be distributed as you see fit - to a degree.

No Ability can start with a rating higher than three. These ratings may be improved later with freebie points, but are limited to three or less during your initial point spending.

Step Four: Advantages

Advantages are unique resources or special abilities. They're not prioritized the same way Attributes and Abilities are; you only have a set number of points to spend in each Advantage category. As usual, Advantages are rated ● to ●●●●●. Freebie points may be spent here like anywhere else.

- ❖ There are four types of Advantages: Backgrounds, Spheres, Foci, and Belief Traits. *Backgrounds* represent items, people or other resources the character can call on during the course of the campaign. Characters get five Background points to start with.
- ❖ *Spheres* are aspects of the multiverse that a planewalker learns about to use his magic. Your character's rating in a Sphere represents how well she understands and manipulates that particular element. Each character begins with *one* point in the Sphere associated with his faction. Those characters not belonging to a faction may place that point in a Sphere of their choice, but lose the other advantages of belonging to a faction. The character may not have a rating in any Sphere higher than his Arete rating (which also begins at ●, though freebie points may raise it), and may not begin with any Sphere rating higher than ●●●.
- ❖ Most planewalkers have *foci*, or mystical tools for focusing the power of their beliefs to affect the multiverse whilst avoiding planar Backlash. A character begins with eight points which may be divided between his Spheres and his foci however you wish.
- ❖ A character's *Belief Traits* represent the philosophies and convictions of your character. Each character will have two or more Beliefs, which are rated from one to five. The



higher the rating of a Belief Trait, the more powerful it is and the more influence it will have over the multiverse. It doesn't seem to matter what beliefs a planewalker has, simply how strongly he holds them. You have ten points to spend on Belief Traits.

Step Five: Finishing Touches

These final features cover the most personal aspects of your character - the ones that will grow through time to transform a clueless basher into a blood.

- ❖ Arete measures the planewalker's enlightened strength of will. A combination of confidence, understanding, wisdom, and raw power, Arete is what distinguishes a planewalker from somebody who merely steps through portals. Each planewalker character begins with *one* point of Arete; this score may be raised with freebie points. Each Sphere the mage possesses must be lower than or equal to that character's Arete - no higher. Arete is unusual, in that it is rated from one to ten, rather than one to five.
- ❖ The *Willpower* trait rates a planewalker's self-control. Like Arete, Willpower runs from one to ten. The circles which represent a character's Willpower rating show his maximum Willpower, while the boxes indicate his current Willpower (these points are spent and regained during the course of the game). Willpower begins with five points.
- ❖ *Belief points* are different from Belief Traits; they represent the amount of accumulated magical energy that the planewalker possesses at any given moment, due to the multiverse bending before those who work for their convictions. *Backlash* represents how large a strain he has recently placed on the multiverse. Your character begins with no Backlash rating at all and a number of Belief points equal to his highest Belief trait.
- ❖ You may now spend 15 *freebie points* wherever you like. Keep in mind that this isn't many considering the cost of various different Traits (see the Freebie Points chart) - be careful how you spend our points. Also, remember when raising Spheres that they have a maximum beginning value of the character's Arete or three, whichever is less. Freebie points cannot buy new dots in anything. They may only raise what was already purchased.
- ❖ At this point you may spend freebie points to buy special Traits called *Merits* and *Flaws*. Merits provide characters with some benefit, while Flaws act to their detriment. Some of these Traits will have little effect on a game beyond a dash of style; other powerful Merits or Flaws will shape a character's destiny and any relationships he has.

Merits may only be purchased with freebie points during character creation. Flaws provide additional freebie points to spend; a maximum of seven points may be gained from Flaws, limiting potential freebie points to a maximum of 22. Merits and Flaws are provided to flesh out a character, not to allow power-gamers to min-max their characters into war-machines. The GM has right of veto over any combination of these Traits.

SPENDING EXPERIENCE AND FREEBIE POINTS

FREEBIE POINTS		EXPERIENCE POINTS	
❖ Attributes	5 per dot	❖ Attributes	Current rating x 4
❖ Abilities	2 per dot	❖ Abilities	Current rating x 2
❖ Backgrounds	1 per dot	❖ New Ability	3
❖ Arete	4 per dot	❖ Arete	Current rating x 8
❖ Willpower	1 per dot	❖ Willpower	Current rating
❖ Spheres	7 per dot	❖ Faction Sphere	Current rating x 7
❖ Foci	7 per dot	❖ Other Spheres	Current rating x 8
❖ Belief Traits	1 per dot	❖ Foci	Current rating x 7



Sample Character Concepts

- ❖ **Artist** - You are a dancer, singer, actor, or writer; you make a living through your skill and creativity.
- ❖ **Berk Without a Past** - You're from everywhere and nowhere. It doesn't matter where you've been - only where you are and where you're going.
- ❖ **Champion of Good** - You have touched goodness. On the Upper Planes it's there to see as clearly as a bubbling brook or a budding tree. You'll do anything to preserve such a force.
- ❖ **Debutante** - You are a thrill-seeker, connoisseur, or heir to power.
- ❖ **Dimensional Explorer** - There are places no one's ever been before, sights no one's ever seen. You want to be the first to see them.
- ❖ **Explorer** - You seek the planes, and what lies within them. You never leave doors unopened, or pass up opportunities to see something new.
- ❖ **Hermit** - You are a vagabond, recluse, or a scarred survivor of some tragedy.
- ❖ **Knight of the Post** - A shady, disreputable type who grew up in the streets and learned his skills in order to survive. Anyone out to bob some gully is involved in the cross-trade.
- ❖ **Mystic** - You are a theologian or a visionary, or perhaps a shaman from some primitive tribe.
- ❖ **Planar Hunter** - These folk are usually more action than talk. These dangerous men and women are hired by others to do their dirty work, although not all are cold-hearted killers; some hunt and neutralize marauding monsters and other threats.
- ❖ **Planar Trader** - Honest or not, merchants throughout the planes all have something to sell. You always look out for new opportunities, and seek the wealth of the planes.
- ❖ **Philosopher** - You are a dreamer, a deep thinker, or a student.
- ❖ **Rebel** - You are a criminal or a reformer of society.
- ❖ **Refugee From Darkness** - You have grown up in an environment like Torch, Ribcage, or Plague-Mort, or were trapped on one of the Lower Planes for an extended period of time. Though not evil yourself, you have been hardened and toughened by all you've seen and experienced.
- ❖ **Reverent** - You seek the ultimate truth, and may be a priest of some power, force, or philosophy; you may also be a student or even a teacher.
- ❖ **Scholar** - You are a professor, theorist, or a seeker of knowledge.
- ❖ **Warrior** - You are a vigilante, soldier, or protector of the innocent.

FAC+IΘNS

*Rule of Threes,
Taken five times,
Argue and rumble,
War for our minds.
Fifteen factions,
All in a row,
Looking for meaning,
Or is it all show?*

-Sigil Children's Chant

Each faction looks for the meaning of life, the path to power, or the dark of the planes. In short, they all seek truth. Problem is, most of 'em believe they've already *found* it, and they try to persuade everyone else to accept their view as the one true way. Over the years, this kind of closed-minded undertaking has claimed the lives of thousands of sods.

Joining a faction is usually fairly easy. Most of the time, a sod's just got to show up at the right place, flash a bit of jink, and put forth the right attitude. It never hurts to be sponsored by a full-time member of the faction, too. All new

members are called *namers*, and most factioneers remain namers throughout their lives. It's only those who prove themselves particularly devoted to the cause who rise in the ranks.

Not everyone joins a faction. Planar player characters should begin the game belonging to a faction, and prime-material PCs are encouraged to sign up. But characters from planes which are remotely connected to the hubbub of life in the City of Doors avoid membership. They don't feel the need to waste their time with endless debates of philosophy or bureaucratic intrigues. They forfeit the connections, the camaraderie, and the protection, but they avoid all the bother.

Characters who do not belong to a faction cannot benefit from having a faction Sphere, the connections of belonging to a faction, or the other benefits of faction membership, until they join one.

Athar (Defiers, The Lost)

Factol: Terrance.

Headquarters: The Shattered Temple, in the Lower Ward.

Plane of Influence: The Astral Plane.

Beliefs: The gods are frauds; the unknowable truth lies beyond the veil.

Allies: Believers of the Source

Enemies: None.

Faction Sphere: Prime.

Other Benefits: +1 automatic success countermagic vs. effects using Faith as a Focus.

Requirements: Planewalkers may not have Faith in a god.

Quote: Listen to me. The powers are frauds - I can prove it! Listen to me!

Believers of the Source (Godsmen)

Factol: Ambar Vergrove.

Headquarters: The Great Foundry, in the Lower Ward

Plane of Influence: The Ethereal Plane.

Beliefs: All life springs from the same divine source, ascending and descending in form as it is tested.

Allies: Athar, sometimes Doomguard.

Enemies: Bleak Cabal, Dustmen.

Faction Sphere: Cosmology.

Other Benefits: Godsmen pay three quarters the normal experience point cost for raising Arete. They never botch Charisma rolls with planars.

Requirements: Anyone can join.

Quote: We are all one - gods, mortals, even fiends come from the same source. Who knows? Maybe next time you'll be a larva.

The Bleak Cabal (Bleakers, The Cabal, Madmen)

Factol: Lhar.

Headquarters: The Gatehouse, in the Hive Ward.

Plane of Influence: Pandemonium.

Beliefs: The multiverse ain't supposed to make sense; there's no grand scheme, no deep meaning, no elusive order. The only truth worth finding lies within.

Allies: Doomguard, Dustmen, Revolutionary League, Xaositects.

Enemies: Fraternity of Order, Harmonium, Mercykillers.

Faction Sphere: Mind.

Other Benefits: Bleakers gain an automatic success for countermagic vs. Mind effects. However, *all* failures to resist Mind magic are considered botches.

Requirements: May not have a Lawful alignment.

Quote: We don't have the answers. There *are* no answers, berk!

Doomguard (Sinkers)

Factol: Pentar.

Headquarters: The Armoury, in The Lady's Ward.

Plane of Influence: The Negative Quasielemental Planes.

Beliefs: Entropy is ecstasy; decay is divine. The multiverse is *supposed* to fall apart,

sooner or later.

Allies: Bleak Cabal, Dustmen.

Enemies: Fraternity of Order, Harmonium.

Faction Sphere: Entropy.

Other Benefits: Sinkers gain an automatic success for all Entropy effects.

Requirements: May not use healing magic.

Quote: Sure, we love breaking things apart, but not necessarily *right now*. Think long-term; promote entropy by acting in subtle ways.

Dustmen (The Dead)

Factol: Skall.

Headquarters: The Mortuary, in the Hive Ward.

Plane of Influence: The Negative Material Plane.

Beliefs: We're all dead - some more so than others. We explore our state with patience, purge our passion, and ascend toward the purity of True Death.

Allies: Bleak Cabal, Doomguard.

Enemies: Society of Sensation, Sign of One.

Faction Sphere: Life.

Other Benefits: Dustmen benefit from the Dead Pact; as long as the Dustman does not interfere with the undead, they will ignore him.

Requirements: Anyone can join.

Quote: No emotions, no dreams, no hopes to be shattered - this is enlightenment.

Fated (Takers, The Heartless)

Factol: Duke Rowan Darkwood.

Headquarters: Hall of Records, in the Clerk's Ward

Plane of Influence: Ysgard.

Beliefs: The multiverse belongs to those who can seize it. No one's to blame for a poor sod's fate but the sorry sod himself.

Allies: Free League, Mercykillers (loosely).

Enemies: Harmonium.

Faction Sphere: Forces.

Other Benefits: The Heartless cannot botch Willpower rolls, except when using Psionics.

Requirements: Can't accept or perform charity.

Quote: I'll get what I want no matter *what* stands in my way.

Fraternity of Order (Guvners)

Factol: Hashkar.

Headquarters: The City Courts, in The Lady's Ward.

Plane of Influence: Mechanus.

Beliefs: Everything has laws; most are dark. Learn the laws of the multiverse and you can rule it.

Allies: Harmonium, Mercykillers.

Enemies: Revolutionary League, Xaositects.

Faction Sphere: Matter.

Other Benefits: Guvners cannot botch Knowledges rolls.

Requirements: Guvners must be Lawful.

Quote: If knowledge is power, then knowing everything is the key.

Free League (Indeps)

Factol: None.

Headquarters: The Great Bazaar, in the Market Ward.

Plane of Influence: The Outlands.

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

Allies: Fated (sometimes).

Enemies: Harmonium.

Faction Sphere: Prime.

Other Benefits: Indeps gain an automatic success for countermagic vs. mind control.

Requirements: Anyone can join.

Quote: You say you've got the truth. So does that berk over there. Myself, I'm open-minded. I don't need no faction mumbo-jumbo.

Harmonium (Hardheads)

Factol: Sarin.

Headquarters: The City Barracks, in The Lady's Ward.

Plane of Influence: Arcadia.

PLANEWALKER CONVERSION

Beliefs: Peace is our goal. But if it takes a little war to get others to see our way, so be it. That's how we'll reach our golden harmony.

Allies: Fraternity of Order, Mercykillers.

Enemies: Free League, Revolutionary League, Xaositects.

Faction Sphere: Mind.

Other Benefits: The difficulty of all rolls made to promote order and harmony are reduced by 2.

Requirements: Hardheads must be Lawful.

Quote: If you acted in harmony with the rest of us, I wouldn't have to do this (*crack*).

Mercykillers (The Red Death)

Factol: Alisohn Nilesia.

Headquarters: The Prison, in The Lady's Ward.

Plane of Influence: Acheron.

Beliefs: Justice is everything. When properly applied, punishment leads to perfection.

Allies: Fraternity of Order, Harmonium.

Enemies: Revolutionary League, Sign of one, Society of Sensation.

Faction Sphere: Forces.

Other Benefits: Cannot botch rolls made in the pursuit of law and justice.

Requirements: Mercykillers must be Lawful in alignment.

Quote: We protect the innocent by punishing the guilty. The *innocent* have nothing to fear.

Revolutionary League (Anarchs)

Factol: None.

Headquarters: Various safe houses throughout Sigil.

Plane of Influence: Carceri.

Beliefs: 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.

Allies: Doomguard, Xaositects (weak tie).

Enemies: Fraternity of Order, Harmonium.

Faction Sphere: Entropy.

Other Benefits: Anarchs cannot botch Subterfuge and Manipulation rolls.

Requirements: Anarchs cannot be Lawful, nor may they hold office or own a business.

Quote: Worm your way into the heart of power and slowly destroy it from within.

Sign of One (Signers)

Factol: Darius of the Veyl.

Headquarters: The Hall of Speakers, in the Clerk's Ward.

Plane of Influence: The Beastlands.

Beliefs: The planes exist because the mind imagines them. Any Signer could be the one who creates the multiverse through the power of thought - or all of us.

Allies: Society of Sensation.

Enemies: Bleak Cabal (especially), Harmonium.

Faction Sphere: Correspondence.

Other Benefits: Signers gain an automatic success when resisting illusions.

Requirements: Anyone may join, although lawful members are unlikely.

Quote: Welcome to my multiverse, cutter. You're everything I imagined you'd be.

Society of Sensation (Sensates)

Factol: Erin Montgomery Darkflame.

Headquarters: The Civic Feshall, in the Clerk's Ward.

Plane of Influence: Arborea.

Beliefs: To know the multiverse, experience it fully. The sense form the path to truth, for the multiverse doesn't exist beyond what can be *sensed*.

Allies: Fraternity of Order, Free League (occasionally), Sign of One.

Enemies: Doomguard, Dustmen, Mercykillers.

Faction Sphere: Life.

Other Benefits: Signers gain an automatic success to all Perception rolls.

Requirements: May never refuse new experiences.

Quote: Touch it. Smell it. Taste it. See it. Do it. Then you'll know it.

Transcendent Order (Ciphers)

Factol: Rhys.

Headquarters: The Great Gymnasium, in the Guildhall Ward.

Plane of Influence: Elysium.

Beliefs: Action without thought is the purest response. Train body and mind to act in harmony, and one gains harmony with the cadence of the planes.

Allies: Most factions.

Enemies: Harmonium (suspicion).

Faction Sphere: Time.

Other Benefits: Ciphers gain an automatic success to all Wits rolls. Once an action is stated, it cannot be changed.

Requirements: Ciphers cannot possess extreme alignments.

Quote: By the time you've thought about it, it's too late. Do or die, berk.

Xaositects (Chaosmen)

Factol: Karan (sometimes).

Headquarters: The Hive, in the Hive Ward.

Plane of Influence: Limbo.

Beliefs: Chaos is truth, order delusion. Embracing the randomness of the multiverse, one learns its beauty and power.

Allies: Bleak Cabal, Doomguard.

Enemies: Fraternity of Order, Harmonium.

Faction Sphere: Matter.

Other Benefits: Chaosmen gain an automatic success to all rolls that promote or draw upon chaos.

Requirements: Must be Chaotic in alignment.

Quote: Beautiful is! Chaos too dim multiverse is to notice most the off.

Outsiders (Clueless)

Factol: None.

Headquarters: None.

Plane of Influence: Prime Material Plane.

Beliefs: The Outsiders are not an organized faction; it is a term applied to all those who are ignorant of the kreigstanz of Sigil's thoughtguilds. Many Outsiders join a faction later.

Allies: Most factions are friendly to Outsiders, and try to recruit them.

Enemies: Only the Doomguard and the Dustmen are hostile to Outsiders.

Faction Sphere: Any.

Other Benefits: None until the Outsider joins another faction.

Requirements: None.

Quote: Oh, dear. Was I just peeled, or was that a bob?

Faction Reactions

	<i>Athar</i>	<i>Believers</i>	<i>Bleak Cabal</i>	<i>Doom-guard</i>	<i>Dustmen</i>	<i>Fated</i>	<i>Frat./ Order</i>	<i>Free League</i>	<i>Harmonium</i>	<i>Mercy-killers</i>	<i>Out-siders</i>	<i>Rev. League</i>	<i>Sign of One</i>	<i>Soc. Of Sens.</i>	<i>Trans. Order</i>	<i>Xaositects</i>
Athar	*	F	N	N	N	N	N	N	N	N	C	N	N	N	N	N
Believers	F	*	T	C	T	N	N	N	N	N	F	N	N	N	N	F
Bleakers	N	T	*	F	F	N	T	N	T	C	C	F	T	N	N	F
Doomguard	N	C	F	*	F	N	C	N	H	F	N	F	N	T	N	N
Dustmen	N	T	F	F	*	N	N	F	N	N	H	N	C	T	N	N
Fated	N	N	N	N	N	*	N	N	H	N	N	N	N	N	N	N
Frat./ Order	N	N	T	C	N	N	*	N	F	F	N	T	N	N	N	H
Free League	N	N	N	N	N	F	N	*	T	N	N	N	N	N	N	N
Harmonium	N	N	T	H	N	H	F	T	*	F	C	H	C	N	C	H
Mercykillers	N	N	C	F	N	N	F	N	F	*	N	H	C	C	N	N
Outsiders	C	F	C	H	H	N	N	N	C	N	*	N	F	N	N	N
Rev. League	N	N	F	F	N	N	T	N	H	H	N	*	N	N	N	F
Sign of One	N	N	T	N	C	N	N	N	C	C	F	N	*	F	N	N
Soc./ Sens.	N	N	N	T	T	N	N	N	N	C	N	N	F	*	N	N
Trans. Order	N	N	N	N	N	N	N	N	C	N	N	N	N	N	*	N
Xaositects	N	N	F	F	N	N	N	N	H	N	N	F	N	N	N	*

RULES

Using Magic

Step One:

Magic may be fickle, but it's usually predictably so.

- Rittbon Blese, a Guvner

What Do You Want To Do, And How?

First, decide what you want your character to do and how you want him to do it. This involves both roleplaying and judgment.

Description

Describe the magical effect that your planewalker is trying to perform. How does it look? What does he do to make it happen? Did he simply snap his fingers, or did he lay out an elaborate ceremonial circle, call the corners and chant an invocation to Hecate? This step is mostly roleplaying, but will make all the difference in the long run, and make for an exciting story as well.

The way that the planewalker casts his spells will have a lot to do with the base difficulty of the roll. If he uses enhanced magic, or at least avoids diminished magic, that difficulty will decrease. If he casts his spell under unusual circumstances, the difficulty goes up. If he tries to do something really monumental - cause an earthquake, perhaps - he may need to use an extended roll. In this case, the difficulty increases, but any successes rolled count towards the total. A botch wipes the whole thing out.

Are you using a focus?

Foci are a means of avoiding planar Backlash by channeling primal energy in various ways. There are three types of focus: Faith, Psionics, and Sorcery. Each type of focus helps you avoid Backlash in different ways, and have certain advantages and disadvantages compared to the others.


If you want to use a focus, you need to take a round in preparation before you cast your spell. If you can't spare the time to use a focus for your spell, then you run the risk of receiving the full amount of Backlash for a botched magic roll.

Simultaneous Spells

A planewalker can only cast one spell per turn, even if he has used Time magic to speed himself up (reality is already "preoccupied" when it's in a different time frame). He can keep as many spells running at one time as he wants, though it becomes more difficult to do (+1 additional difficulty for every two spells in use).

Casting Time

A spell may take as little or as much time as the planewalker requires to cast it. Elaborate



preparations may modify the difficulty, although some forms of magic might require extra time by their very nature. In this case, there is no modifier unless the planewalker takes time and effort beyond the usual requirements.

Step Two:

Do You Know Enough To Do What You Want?

In this step, figure out if your character can do what you wanted him to do.

The Spheres

The magical Spheres reflect a planewalker's understanding of the multiverse's nature. The more he knows about a given thing, the higher his Sphere rating will be. Provided that he knows what he's doing, a planewalker can do anything that his Sphere rating allows him to do.

The parameters of what the Spheres can and cannot do are covered in the **Traits** section.

Mundane Knowledge

Some really complicated feats - like creating a living creature out of nothing - may require some mundane knowledge in addition to the magical darks of the Spheres. Most spells are simple enough to be done without special skills; only truly complex feats demand such knowledges. GMs should let common sense, rather than hard rules, dictate when and how mundane Knowledges would be necessary.

Step Three:

Are You Successful?

Did it work? If so, how well? Did it fail? If so, how badly? This step involves the success - or lack thereof - of the character's magical spell.


The Roll

Roll your character's Arete for his magical spell roll. The more dice you roll, however, the greater the chance for a botch. Think of this as a reflection of the pitfalls of pride - if you only need to expend a small amount of power to accomplish something, overkill may leave more fallout than a small and precise effort would have caused.

Someone with a high degree of enlightenment will know when to use it and when not to. A smart planewalker, then, will use as little force as necessary to accomplish a given end. Under stress, he still has a lot of power to call upon. Magically conjuring food, however, does not require a lot of Arete. Using your entire Dice Pool to do it would be a bit excessive and may be asking for trouble.

Difficulty

The difficulty of a planewalker's magical effect is based on where he is and what he wants to do.



An effect which conforms to the nature of the plane currently occupied is not difficult to use - healing a hurt child in Elysium, for example. Things get harder if the planewalker defies the nature of the plane - like using healing magic in the Abyss - there could be trouble. Remember that modifiers can adjust the base difficulty to some degree!

- ❖ Most effects are defined as *standard*. Such magic is hardly considered a common occurrence on the plane, but it does not oppose it either (e.g., healing in the Outlands). The base difficulty for standard effects is the highest Sphere used in the effect +4.
- ❖ *Enhanced* magic is defined as an effect that conforms to the nature of a particular plane. The base difficulty is the highest Sphere used in the effect +3. If the effect is successful, add an additional success to your total.
- ❖ Some magic is *altered* by the plane; the effects of altered magic can be unpredictable and surprising. The base difficulty is the highest Sphere +4. If the effect is successful, expect some surprises!
- ❖ *Diminished* magic is defined as an effect that denies or opposes the nature of a particular plane (for example, chaos magic in Arcadia). The base difficulty is the highest Sphere used in the effect +5.

Negated magic cannot be used on the plane in question, barring the direct intervention of the powers. Fire spells just won't work on the Elemental Plane of Water, for example.

Even if it succeeds, a *diminished* or *altered* effect earns one point of Backlash. This usually fades with time (at the rate of one point per week); accumulating too much Backlash too quickly, however, is courting disaster (see "**Backlash**" on page 30).

Modifiers

A variety of circumstances - from high-stress situations to elaborate rituals - can make magical feats harder or easier to perform. The **Magical Difficulties** chart lists many such modifiers.

Reality has a somewhat consistent base, if for no reason other than game balance. Assume that no modifier can add or reduce a difficulty by more than three places, total (+/-3).

To avoid complication, it is recommended that you use only one or two modifiers at a time. Too many at once can slow the game down.

How Many Successes Do I Need?

For the most part, the size and complexity of a spell determines the amount of successes needed to accomplish it. The **Magical Feats** table offers a few examples, along with the successes needed to accomplish each act.

- ❖ In general, assume that a spell which alters *only* the planewalker himself - self-healing, all first-rank sensory effects, shapeshifting, etc - needs only one or two successes to perform.
- ❖ An action which affects another existing object or being - whether it's a telepathic link, transformation, raw damage, whatever - needs at least two successes to have any sort of impact. Any less and the magic simply washes around the target, unable to affect it.

- ❖ A spell which affects the world around the planewalker - conjuration, weather control, piercing planar boundaries, channeling Prime, creating new life forms or phenomena, etc. - may demand anywhere from one to thirty successes, depending on the nature of the spell. Creating a flame on the tip of your finger is easy; pulling the moon out of orbit is not.

Success, Effect and Interruptions

Most spells are pretty straightforward - either you succeed or you do not. Examples include changing your own shape, magical brainwashing, conjuring or creating some being or object out of thin air, or passing through a planar boundary into the Astral Plane. Such all-or-nothing spells demand a certain number of successes be rolled before the spell takes effect. Simple actions are easy; more complicated ones may take time and effort, i.e. extended rolls, to complete. The **Degrees of Success** table handles these cases.

Other spells are cast with an immediate intent in mind - to cause or heal damage, to sense some property or element, to influence somebody's mind or change some object's shape, etc. The amount of damage, benefit or influence you exert depends on how well you roll. The better you roll, the more effect the spell has. The same goes for duration; the better the roll, the longer the spell lasts. See the **Damage and Duration** table in these situations.

If an all-or-nothing situation also does damage or lasts for awhile, use the **Damage and Duration** table to find out just how much it inflicted or how long it lasts. Base the result on the number of successes you rolled.

Under ideal circumstances, a planewalker will be able to take however long he needs to work his spell. In combat or other stressful conditions, however, he may be interrupted before he can finish what he was doing. If someone stops the planewalker before he gathers the successes he needs, assume that the spell has only limited effect, like a partial success, or that it is completely lost due to interference. Damage, in this case, would be based on the successes that had been rolled *before* the disruption.

Rituals and Extended Magic Rolls

A planewalker can accomplish most feats with little difficulty (one to five successes). However, some spells are so complicated or powerful that the caster must take extra time to succeed. In story terms, he has to focus his belief through some magical ritual; in game terms, his player must make an extended roll, gathering enough successes to finish the job.

Spells which might require extended rolls include summonings, complex creations, weather-control, strong curses, scrying, and other powerful spells. The GM may decree that one roll may take game-time hours instead of turns, depending on the spell involved.

The essential rules for essential rolls are the same as in the standard Storyteller rules, with the following qualifications:

- ❖ Backlash "stacks" during an extended spell; the bigger the spell, the nastier the potential *planeshift*. Each roll after the first adds one more point of Backlash to the total. If a character botches an altered Entropy 4 spell after three turns of extended rolls, he "wins" seven points of Backlash.

- ❖ If the failure fails a roll - that is, if he gets no successes that turn - he may still continue rolling, at +1 difficulty (per failure), until the spell is completed or somehow disrupted.
- ❖ If the roll botches, the caster may spend a turn and a Willpower point to avoid the whole affair hitting the Mazes. By spending the Willpower, he keeps the spell going - barely - but loses one previously-rolled success as well as the Willpower point. From there, he must roll at +1 difficulty until he finishes.
- ❖ A second botch will utterly destroy the spell, and bring the full force of backlash upon the caster.
- ❖ If the ritual is disrupted by an outside force - like an attack or a distraction - the caster must make a Willpower roll at difficulty 8 or botch the whole spell.

Rituals are best performed in secret, with elaborate preparations to reduce the difficulty of the roll. Even then, the difficulty cannot be reduced by more than -3.

Automatic Successes

A skilled planewalker can do simple things with little trouble. If he wants to cast some spell which requires only one or two successes - lighting the end of his finger with a flame, levitating a book across the room, "turning on" a sensory effect, changing the color of his eyes, etc. - he may do so without a roll if his Arete is at least one point above the necessary difficulty. Enhanced first rank effects, for example, would require an Arete of at least five, second rank needs six, third requires seven, and so forth. Such "instant spells" would not last long - a turn or two - but may work long enough to get the job done.

Using Willpower

Since focusing the power of belief into a spell requires conviction and will, the Willpower Trait comes in handy when doing so. By spending a point of temporary Willpower, the planewalker can get one automatic success on his magic roll.

Using Belief Points

By channeling the prime force of belief, a planewalker can reduce his difficulty by up to -3 points. This works like any other modifier, but lasts as long as the character continues to use Belief Points. A planewalker can use whatever Belief Points he has accumulated to do this; using outside primal force requires an additional use of Prime 3. Once this spell is cast, it needs no additional attention for its duration.

Step Four:

If So, Or If Not, What Happens?

So you've cast your spell. Whether or not it worked, the spell will probably have *some* effect. This step tells you what those effects might be.

Range, Damage and Duration

The general effects of spells are based on the successes rolled:

- Under most circumstances, a planewalker's spells can affect anything within her normal sensory range. Subjects on the edges of that range - far away, under cover or obscured by smoke, fog or other obstructions - add +1 to the spell roll's difficulty. Correspondence magic can dramatically expand the planewalker's sensory range. A planewalker with less than three dots in that Sphere, however, must cast long-distance spells at +1 difficulty due to his inexperience with such extended perceptions. The Correspondence Sphere must be used if a spell is supposed to bypass a solid object in between the character and his target.
- *Damage* - or benefit - is figured by multiplying your successes as per the **Damage and Duration** chart. This works the same way for damage, healing, channeling primal energy, etc.
- Like damage, a spell's *duration* is based on the chart results. This usually applies for spells that could last a while, i.e., sensory magic, Mind spells, shapeshifting, transmutations, etc. Damage is usually immediate, while created, summoned or conjured items are often permanent.

Some Spheres, by their nature, add or subtract successes whenever they're used. *Forces* spells add one success when used for damage, *Mind* attacks subtract one success when used for damage, while *Entropy* itself does no damage until the fourth rank. Until then, it can only inflict indirect damage by causing objects to fall or blows to hit weak points.

Other Spheres have specialized uses. *Correspondence* spells work across great distances. Use the **Correspondence Range** chart to find out how many successes a planewalker needs to link two places, people, or items together. *Cosmology* spells must often work across planar boundaries, and the strength of this barrier varies from place to place. With *Time*, a planewalker can look across different time spans. Use the **Time Sphere** chart to figure out how far in the future - or the past - a Time spell can see.

These modifications apply whenever the Sphere is used in a simple or conjunctive spell.


Most spells fade out or need to be replenished over time. Truly permanent results are possible, but the GM may require twice the usual successes to make them so.

Combining damage with duration - that is, inflicting damage over a period of time - can be done *at the GM's option* by adding the necessary successes together. If a character wanted to continue hurting the baatezu that had threatened him, he could add the amount of damage he wanted to do (e.g., six Levels, or three successes) to the length of time preferred (over one day, or three more successes) for a total of six successes needed. This is an *optional rule* which adds flexibility at the risk of complication or rules abuse.

Any physical attack which attacks a person physically - a lightning bolt, magical arrow, etc.- can be *soaked* by the target. Acts of pure magic which attack on a purely mystical level - transformations, Life 3 attacks, primal blasts, etc. - cannot be soaked, nor can mental attacks.

Dodging and Resistance

A target who is aware of an incoming magical attack may choose to dodge it (if the attack is material) or resist it (if the attack affects him intrinsically). The first requires a Dexterity +



Dodge roll; the second, a Willpower roll. The difficulty of either avoidance is 6. Like any other form of dodge, each success the defender rolls to avoid an attack subtracts one from the aggressor's magical successes.

- ❖ Direct attacks - lightning bolts, falling boulders, blasts of energy, enchanted arrows, hails of stones and so forth - can be dodged like any other physical assault, so long as the victim knows that the attack is coming. Most direct assaults are visible; invisible ones can still be detected with a Perception roll, difficulty 8.
- ❖ Intrinsic attacks - commands, possessions, mind crushes, mutations, disintegrations, etc. - affect the mental or physical form directly. These can be countered by a Willpower roll if the defender is aware of what's going on. This often makes intrinsic spells slow and subtle.

Countermagic

Essentially, *countermagic* is a soak roll used for undoing magical spells, *magical resistance* channels primal flux to cancel out a spell on the target, and *dispelling* takes an existing spell apart. All of them require a one-turn action. The basic systems are as follows:

- ❖ *Countermagic* requires an Arete roll, difficulty 7. Each success cancels out one of the opponent's magical successes. To attempt countermagic, the planewalker must have at least one dot in the Sphere(s) involved in the attack. With an Arete roll verses difficulty 8, he can counter a spell aimed at someone else. With a little more effort, he might reflect an offensive spell back at its maker; this is difficulty 9.
- ❖ *Magic resistance* prevents a spell from affecting its target by strengthening the target with primal flux. A planewalker using magic resistance must have a minimum Prime rating of 2; he rolls his Prime rating as a Dice Pool; the difficulty is 8, and each success raises the opponent's magic difficulty by +1 for that turn. This can exceed the usual +3 limit. Each success cancelled costs a Belief point from the character's reserve. Note that some creatures have an intrinsic magic resistance that allows them to increase the difficulty of spells used against them without spending Belief points or taking a separate action; these creatures can simply *choose* whether or not their magic resistance will resist any given magic.
- ❖ *Dispelling* is an attack upon an existing spell. By rolling his Arete against difficulty 8, a planewalker may cancel out one success in the spell for every success he wins. This takes one turn per roll; a botch during dispelling means that he must begin all over again. In order to dispel a spell, the planewalker must have a minimum of one dot in each of the Spheres involved, and one dot in Prime.

Any of these actions, if successful, might cancel out or dilute a magical spell.

Failure

When the player rolls fewer successes than he needed to cast his spell, or if the character is restrained or incapacitated before he can finish it, the spell fails. Failure is simple; the spell has little or no effect. Depending on what the character wanted to do, this might be a partial success (see the **Degrees of Success** table) or no result at all.

Botching

If the player botches the roll (rolls more "ones" than he rolled successes), his character suffers Backlash from the planes and gains the following backlash points:

- ❖ If the effect was *standard* or *enhanced*, he gets one Backlash point for every dot in the highest Sphere he was using. If, for example, he was trying to create a Matter 4, Prime 2 effect, he would gain four points of Backlash.
- ❖ If the effect was *altered*, he gains one point plus one for every dot in the highest Sphere. An *altered* Matter 4, Prime 2 effect would net the planewalker five points of Backlash.
- ❖ If the effect was *diminished*, he gains two points for the botch, and an additional two points per dot in the highest Sphere used. Our unlucky planewalker is now receiving ten points of Backlash.

Even casting enhanced spells brings with it the possibility of Backlash. It is possible to push the planes' *too* far...

Backlash

The full rules for Backlash and its effects take up their own section later in this chapter. The step-by-step process of a Backlash effect can be summed up like this:

- ❖ When a character gains Backlash points, list them down on the Belief/Backlash wheel at the bottom of the character sheet. The GM may roll for a *planeshift* if a character earns more than five points in a single botch.
- ❖ When the GM checks for a planeshift, he rolls the offending character's Backlash total as a Dice Pool. This total combines both the points on the wheel and the points he has just incurred.
- ❖ The GM rolls this Pool against difficulty 6; for each success, one backlash point is expended by the planeshift. The more points this planeshift expends, the worse the effect.

A character usually becomes *planetouched* when five or less points are spent.

- *Physical damage*, inflicting one aggravated Health Level per point expended, burns its way through the planewalker. This usually occurs during planeshifts of between five and fifteen points. Really large planeshifts - ten points or more - may spread their damage outward from the planewalker, dividing their damage between everyone within five meters.

- If more than ten points go off at once, the plane may *eject* the offending character and possibly those around him into a more suitable part of the multiverse. Sometimes the planewalker finds himself in a strange plane unknown to ordinary mortals, or is never heard from again...

Belief Points

For those familiar with the magic rules from **Mage: The Ascension**, Belief Points are the equivalent of *Quintessence*. They can be used to eliminate a point of Backlash, to lower the difficulty of a Sphere effect by -1, or to fuel a magical Treasure. If a planewalker's Belief wheel is ever fully filled in (20 points of Belief!), the planewalker may remove all but one Belief point to raise his Arete by 1.

Gaining Belief Points

The following actions allow characters to gain one or more Belief points. Where a roll is indicated, the character gains one point of Belief per success. Note that if a character botches such a roll, he must spend a point of temporary Willpower or lose one dot in the appropriate Trait; it takes courage and conviction to hold onto your beliefs when they appear to fail you.

Planewalker adhered to or promoted a belief:

Roll appropriate Belief Trait, diff. 9

Planewalker adhered to or promoted a belief *at a cost*:

Roll appropriate Belief Trait, diff. 8

Planewalker adhered to or promoted a belief at a great cost:

Roll appropriate Belief Trait, diff. 7

Planewalker communed with a plane that shares his beliefs:

Meditation + Prime, diff. 9

Planewalker used a *diminished* Prime 5 effect:


Arete, diff. 10.

Backlash

Backlash points are the equivalent of Paradox. Whenever a planewalker attempts to create an effect alien to the nature of the plane currently occupied, Backlash is a threat. The more extreme the effect, the greater the risk.

Backlash is the force of a plane resisting violations of its true nature. The plane of Baator, where law and evil reign, does not easily allow a planewalker to promote disorder or charity; those who try often exhaust the power of their own beliefs, or suffer from Backlash.

Planewalkers can accumulate Backlash over a period of time, like karma; the multiverse reacts to



those who frequently assert themselves. Under normal circumstances, a planewalker's Backlash will slowly fade at a rate of one point per week. When Backlash builds up quickly the character may become *planetouched* as the plane reacts to the offending mortal. In extreme cases, when six or more points of backlash are gained all at once, or the planewalker accumulates over ten points, a *planeshift* may strike.

Planeshifts eliminate the Backlash energies, but may dramatically alter the planewalker or his surroundings. When a *planeshift* occurs, the GM rolls the character's Backlash Pool (the boxes on his character sheet, plus whatever he's just earned) against a difficulty of 6. Each success expels one point of Backlash and leads to some very nasty consequences...

Backlash Forms

The manifestations of planar Backlash often relate somehow to the spell which caused them to appear. The size of this effect reflects the points expelled at once. Let the needs of the story and the nature of the Backlash decide what form a planeshift takes.

Planetouched

(1-5 point planeshift)

A character becomes *planetouched* when a planewalker's accumulated Backlash bleeds off. It can be either voluntary or involuntary, and it's often the least painful way of dealing with the effect. These ripples manifest in odd occurrences that haunt the planewalker until the planes have adjusted to his presence once more. The nature of this planetouching always reflects the type of spell that caused the Backlash.

Such effects are not harmless; they should hamper, possibly even cripple, the character for a while. Minor effects should make a planewalker uncomfortable, while major ones seriously impede his ability to function.

The amount of Backlash released determines the severity of this effect. The suggestions below are only one possibility; these effects are unpredictable and will manifest in many different ways. With the GM's permission, a player may dictate the kind of effect his character earns. This should only be done if the players have a sense of balance.

One Point: These short-lived minor effects range from plants wilting at the touch to wisps of ethereal matter floating around your body. An odor of ash, sulphur or rotting flesh may follow the character, or perhaps you do not cast a shadow or reflection. The GM might apply +1 difficulty to your character's dice rolls for a very short time.

Two Points: Effects of this nature are a little more potent and begin to warp the character and the world around him. Scars might reopen into wounds; glass might turn into sand or your presence cause extreme reactions from fiends. If the effect interferes with the character's ability to function, the GM might increase his die roll difficulties for a scene or two.

Three Points: These effects often last for days and begin to seriously impede the character and warp the area around him. Memories might become distorted, the planewalker's sense of time might become altered, and his hearing and vision may fade in and out. At this level, being planetouched becomes more than just uncomfortable; it could place the character at a significant disadvantage. A character might even take physical damage (one or two Health Levels) from



boils or sudden wounds.

Four Points: The planewalker with this level of Backlash may find life quite hazardous for days on end. Four point effects can alter the physical make-up of his body - bones turn to wood, vision inverts or seriously distorts (the world seems upside down or darker than midnight), the planewalker might take aggravated wounds upon contact with silver or cold iron, basic body functions might cease, operate in reverse or work faster than is healthy. Significant damage (two to four Health Levels) is possible, and the planewalker might find it difficult to function.

Five Points: These major effects can drastically alter the character. They can change a character's Attributes dramatically for short periods of time (adding or subtracting three dots of Strength for a day) or alter them slightly but permanently (one dot of Strength gone forever!). The character may find himself blinded for a significant amount of time or find his body distorted in various ways (the character may grow extra limbs or grow so hot that his touch causes one Health Level damage). Life becomes very difficult indeed.

Physical Damage

(5-15 point planeshift)

Planar backlash is an attack on the character by the planes themselves. The energies released by the planeshift burn the character. Roll for physical damage only if the planewalker gains more than five points at one time, or if he's foolish enough to allow over ten points to accumulate without release.

For every success on the planeshift roll, the character receives one aggravated Health Level of damage. The character may try to soak this damage, but cannot heal it magically - he must take his bruises and live with the consequences of his actions. Really huge planeshifts can tear a planewalker apart or cause huge area-wide explosions. In the latter case, divide the damage by the amount of people within a five-meter radius of the centre.

The GM determines the nature of the planeshift, but it should relate to the magic in use. A Mind planeshift involves headaches and brain hemorrhages; Matter planeshifts might turn flesh to stone; Forces planeshifts usually involve tremendous blasts of light and heat. The highest level Sphere in use is the type of magic most likely to damage the character.

Planar Ejection

(10+ point planeshift)

Sometimes a planeshift simply ejects the planewalker (and perhaps those nearby) into a plane which is more suited to the spell which the character had attempted to cast. There are obvious dangers if a planewalker is suddenly sent to Baator or the Elemental Plane of Fire; however, even Arborea or Elysium can pose a terrible imposition to a planewalker who does not know where he is or how to get home. There is no guarantee that the planewalker will be ejected into a well-travelled area; remember, most planes are infinite in nature!

It has been known for particularly brash planewalkers to be ejected into demiplanes from which escape is particularly difficult, or into planes which are unknown to mortal sages. Return from such planes is exceedingly difficult to achieve; many are never heard from again.

STAGES OF CASTING MAGIC

What Do You Want To Do, And How Do You Want To Do It?

- ❖ What are you attempting to do and how?
- ❖ What Spheres are you using?
- ❖ How does your spell appear?
- ❖ Did your character use a Focus (Faith, Psionics, or Sorcery)?
- ❖ How long does it take?

Do You Know Enough To Do What You Want?

- ❖ Do you have the appropriate Spheres?
- ❖ Is what you're doing a Standard, Enhanced, Altered, Diminished, or Negated spell?
- ❖ Do you need any Talents, Skills, or Knowledges to help you?

Are You Successful?

- ❖ Roll your character's Arete vs. the appropriate difficulty (minimum difficulty is 3);
 - **Standard:** Difficulty = highest Sphere + 4,
 - **Enhanced:** Difficulty = highest Sphere + 3,
 - **Altered:** Difficulty = highest Sphere + 4 ,
 - **Diminished:** Difficulty = highest Sphere + 5,
 - **Negated:** The Effect cannot be attempted.
- ❖ Add or subtract any modifiers (maximum +/-3)
- ❖ Check the number of your successes
- ❖ Spend Belief points, if you want to.
- ❖ Do you need to roll more successes to accomplish your task?

If So, Or If Not, What Happens?

- ❖ How much effect did your spell have?
- ❖ Did someone dodge, soak, resist, or use countermagic against your spell? If so, subtract their successes from your own, then see if you still succeeded.
- ❖ If you succeeded, and your spell was Enhanced, add one more success to your total.

Did you fail? If so, did you botch, or did you just not succeed?

- ❖ **Standard** or **Enhanced** Botch: gain 1 point of Backlash per dot in the highest Sphere used. **Altered** Botch: gain 1 point of Backlash plus 1 per dot in the highest Sphere used. **Diminished** Botch: gain 2 points of Backlash plus 2 per dot in the highest Sphere you used.
- ❖ If you used a Focus, reduce the Backlash as follows:
 - **Faith:** reduce the Backlash by 1 point per dot in Faith.
 - **Psionics:** reduce the Backlash by 1 point per dot in Psionics, for every Willpower point spent.
 - **Sorcery:** roll Intelligence + Sorcery (difficulty 6) to reduce the Backlash by 1 point per success.

Did you get more than five points of Backlash? If so, the GM might roll for planeshift (or spring it on you later...)

MAGIC REFERENCE CHARTS

Complexity	Successes Needed	Example
Simple	1	changing the color of your own eyes, sensing someone nearby, lighting candles
Standard	2	changing your own shape, conjuring a ball of flame, influencing someone's moods
Difficult	3	transforming your shape radically, deep-reading someone's mind, conjuring an object
Impressive	4	changing someone else's shape, taking over someone's mind, blowing up a building
Mighty	5-10	turning someone into sludge, obliterating a person's mind, conjuring a powerful monster
Outlandish	10-20	turning a number of people into sludge, calling a powerful creature from another plane, making a castle disappear, mind-controlling a horde
Godlike	20+	making a town disappear, calling one particular person from another plane, moving a burg from one plane to another

DAMAGE

Successes	Damage	Duration
One	None	One turn
Two	Successes x 1	One scene
Three	Successes x 2	One day
Four	Successes x 2	One story
Five	Successes x 2	Six months
Six +	Successes x 3	Storyteller's option

DURATION

Time Sphere	Effect Timespan
One Success	Within a year
Two Successes	Five years
Three Successes	Twenty years
Four Successes	Fifty years
Five Successes	One hundred years
Six + Successes	Five hundred years or more

ACTIVITY MODIFIER

Activity	Modifier
Researches lore on subject before using magic	-1 to -3
Has an item sympathetic to the intended effect	-1 to -3
Extra time spent on magic	-1
Spending a Belief point	-1/point max 3/turn
Fast-casting	+1
Distant or hidden subject	+1
Distractions	+1 to +3
In conflict with alignment	+1 to +3
Monumental feat	+1 to +3

EFFECT DIFFICULTY

Effect	Difficulty
Enhanced highest Sphere	+3
Standard or Altered highest Sphere	+4
Diminished highest Sphere	+5
Nullified	n/a

C⊕RRESP⊕NDENCE RANGES

Successes	Range or Connection
One	Line of sight / blood relation / body sample
Two	Very familiar / best friend / prized possession
Three	Familiar / co-worker / possession
Four	Visited once / acquaintance / anything used once
Five	Have knowledge of / stranger / item touched
Six +	Anywhere on same plane / no connection





Traits

Traits are your character's foundation - her overall personality, strengths, skills, aptitudes, resources, contacts and sometimes even her possessions. Although they're ultimately little more than dots on a sheet of paper, Traits offer the complexity of a lifetime up for easy reference.

Elminster, Nystul, Raistlin ... Who cares? I have no use for any Prime berks.

- Raesph Athair, Proving that Planars can be Clueless too

These Traits describe only the most basic parameters of your planewalker. The essence of the character itself comes from roleplaying and imagination.

Alignments

Lawful

Characters who are aligned towards Law maintain that order, organization, and society are important forces of the multiverse. The relationships between people and governments exist naturally. Lawful philosophers maintain that this order is not created by mortals but is a natural law of the multiverse. Although mortals do not create orderly structures, it is their obligation to function within them, lest the fabric of everything crumble. For less philosophical types, Lawfulness manifests itself in the belief that laws should be made and followed, if only to have understandable rules for society. Strength comes through unity of action, as can be seen in guilds, empires, and powerful factions.

Chaotic


The believers in Chaos hold that there is no preordained order or careful balance of forces in the multiverse. Instead they see the universe as a collection of things and events, some related to each other and others completely independent. They tend to hold that individual actions account for the differences in things and that events in one area do not alter the fabric of the planes halfway across the multiverse. Chaotic philosophers believe in the power of the individual over his own destiny and are fond of anarchies. Chaotics can be hard to govern as a group, since they place their own needs and desires above those of society.

Good

Good characters try to be honest, charitable, and forthright. People are not perfect, however, so few are Good all the time. There are always occasional failings and weaknesses. A Good person, however, worries about his errors and normally tries to correct any damage done.

Evil

Evil is the antithesis of good and appears in many ways, some overt and others quite subtle. Only a few mortals of Evil alignment actively seek to cause harm or destruction. Others simply do not recognize that what they do is destructive or disruptive. People and things that obstruct the evil



character's plans are mere hindrances that must be overcome. If someone is harmed in the process... well, that's too bad.

Neutral

Those with a Neutral alignment to Law and Chaos, or to Good and Evil, often refrain from passing judgment on anything. They either do not classify people, things, or events as good or evil, or they hold that for every force in the multiverse, there must be an opposite force somewhere - what is important is that all of these forces remain in balance with each other. The second philosophy is sometimes referred to as true Neutrality, and those who are aligned in this way wish to ensure that no one force of the multiverse become ascendant over its opponent, lest the multiverse become unbalanced.

Personality Archetypes

To be fortunate the made planes on, a there's!

- Tuebir Nzaat, a Xaositect planewalker

Architect

The quintessential builder, your sense of purpose goes beyond your own needs. You try to create something of lasting value for those who will come after you. People need many things, and you gain satisfaction by providing whatever you can. You're the blood who makes an effort to build something of value.

Your strength is **Purpose**. You have a vision that will make the planes better after you've left them. Your deeds will hopefully live on and help those around you.

Your weakness is **Obsession** with your ambitions - you blindly focus on your plans. You must defeat this fixation and open yourself to new possibilities and achievements.

- Regain Willpower whenever you create something of importance or lasting value.

Avant-Garde

You must always be in the forefront. A new dance, fashion trend or discovery is no good unless you were among the first to know. Nothing pains you more than hearing the chant second-hand. New discoveries are your life, and you devote a great deal of time and effort to keeping up with things. If you're not lanned, you're nowhere.


Foresight is your strength. Because you seek out the new, you can appreciate radical things long before others do.

Your weakness is **Pride**, the absolute self-assurance that you are better than anyone else. Anything old is held in contempt, and you quickly grow tired of the new. You must aspire to find something to truly value.

Regain one point of Willpower whenever you make some significant discovery.

Basher

War is your pleasure and your destiny. It may range from physical scraps to Machiavellian



intrigues, but someone must lose in life and it will not be you. Power and might are all you respect. Your will must be obeyed.

You may use your prowess to terrorize the weak or to protect them, but such weakness is not something you will ever tolerate in *yourself*.

You find strength in your **Strength**. You are rarely deterred by obstacles. In fact, most setbacks only encourage you to try again, and harder this time.

Your weakness is **Anger**. To you, life is battle, not compromise. This mentality must be defeated or it will consume you.

- Regain Willpower whenever you utterly defeat someone whom stands in your way.

Bon Vivant

Life is too important to waste, so have as good a time as possible. You are a sensualist and sybarite; the words self-denial and self-discipline are a waste of breath. Still, you don't mind a little hard work as long as a good time awaits you upon completion. Most Bon Vivants have little self-control, for they so dearly love excess.

Joi de vivre is your greatest strength. No loss can set you back for long. For you, life is a great gift, and you pity (and sometimes help) those who do not appreciate it.

Your weakness is **Hedonism**. Pleasure is your only goal. A true blood, however, has higher ambitions, and you must find a fleeting means of enjoying life.

- Regain a point or two of Willpower whenever you have a truly good time and can bring others along for the ride.

Cager

Sigil's the only place to be. Anywhere else is second-rate. Once you've walked these unforgiving streets, they become a part of you. Those who hate Sigil see only the barely breathable air, the dangerous visitors, and the rule of the factions. They do not recognize that the City of Doors provides unparalleled opportunities in trade, information gathering, employment, adventure, and seeing everything that the multiverse has to offer. You know that Sigil is not only the safest burg in the planes (thanks to the Lady of Pain), but it is the only place where you can get it all, for everywhere is just one step away from Sigil

You are **Cosmopolitan**. You keep an eye on the chant, and always try to know who's who in the factions. You are very aware of the balance of power among the factions.

Your weakness is that you are **Jaded**, and often forget how big the planes really are and believe that you have seen it all. Due to Sigil's strong underworld elements, you're hardened against frequent crime and violence. You must learn to recognize the glories that can be found *outside* of the cage.

- Regain a point or two of Willpower whenever you find proof that Sigil is greater than anywhere else in the planes, or when you benefit from resources in Sigil that are not available anywhere else.



Caregiver

You always try to help those around you and struggle to make a difference in the needs and sorrows of the unfortunate. People around you depend on your stability and strength to keep them steady and centered. You are the one to whom people turn when they have a problem.

You draw strength from your **Kindness**. Despite the suffering all around you, your good heart (and your ability to share it) still makes a difference.

Your weakness is a **Lack of Confidence**. Your martyr's streak comes out of a sense of duty, a need to validate your existence. Eventually, you must put yourself above the needs of others or be worn away by them.

- Regain Willpower whenever you successfully protect or nurture someone else. This protection can be as small as a smile of support or a shoulder to lean on at an appropriate moment. You must help the other person in some way, though he need not acknowledge it openly.

Chant Broker

You find the dark of things. If you're paid real well, you'll share a bit of the true chant with anyone. Ask questions. You know that knowledge can be sold, or it can be gathered for your own use. A chant broker has to poke his nose and park his ears even where they're not welcome. You write things down and look for the clues that connect events - therein lie the real secrets.

Your strength is that you're **Observant**. You have learned that even the smallest details are clues that can lead to power, and you try not to miss anything.

Your weakness is your **Lack of Prudence**. There are some darks that mortals just aren't meant to know; barmies allow this need for information to consume them, but canny cutters use it to become knowledgeable and powerful.


-Regain a point of Willpower whenever you pass the chant along to another person to your benefit and gain.

Clueless

You don't have to be from the Prime to be clueless (at least, that's what you've been told). Though the group called the Clueless comprises almost entirely primes, it's true that a lot of planar natives don't know the dark of things either. Perhaps you lived your whole life in a little Arborean village or in a back alleyway in Torch; in any case, you don't know much about the planes, and haven't grasped how the planes exist in relation to each other. Don't use the cant, or better yet, don't use it correctly. You should try to assimilate new information into your pre-existing worldviews. A rogue modron is going to look for the order in everything, for example. The more chaotic something is, the harder that modron will look for structure.

Your strength is your **New Perspective**. Whilst other characters might be jaded and cynical about various things in the planes, you always see things as though for the first time. This can give startling insights into things that others take for granted.

Your weakness is **Naiveté**. It's impossible to know what's dangerous if a body doesn't know the dark. Furthermore, Clueless lack the respect of others as well as knowledge, and a character may desire that respect more than knowledge itself.



- Regain a point or two of Willpower whenever you triumph despite your ignorance of the planes.

Conformist

Every team needs players. That's your role. Taking charge isn't your style. Leave that to others. You always gravitate towards a born leader and throw your lot in with him. It's not in your nature to rebel. You hate inconsistency and instability; by supporting a strong leader, you help prevent chaos.

All stable groups need some kind of Conformist. **Cooperation** is your great strength. Unlike your malcontent peers, you value the common good.

Your weakness is **Low Self-Esteem**. You haven't the self-confidence to assert your will and allow yourself to be others' tool instead. Only when you discover your own agenda and pursue it can you become something greater.

- Regain Willpower whenever your group accomplishes something because of your support.

Conniver

What's the sense of working hard when you can get something for nothing? Why drudge when, just by talking, you can get what you want? You always try to find the easy way out, the fast track to success and wealth. Trickery is a game, and you're damned good at it. Connivers play many roles, so you may be a knight of the post, a cony-catcher, a street waif, an entrepreneur, an agent or just a confidence trickster.

You're pretty **Clever**, a real asset in the planes. By setting your friends to tasks and your enemies against each other, you make life easier for yourself.

Your weakness is **Envy**. You're never happy with what you have; you always want more. You must eventually overcome your desire and find happiness in what you've got and who you are.

- Regain Willpower whenever you get your way by tricking another person into doing what you want.

Critic

Nothing in the planes should be accepted without thorough scrutiny and examination. Nothing is ever perfect, and the blemishes must be pointed out in order for the good to be truly recognised. Your standards are high for everything, and you insist that they be met. Encourage the same ideals in others; low standards reduce the quality of life for everyone. They'll thank you later, once they discover the purity of your perspective. Seek out and expose the imperfections in every person or thing you encounter - you're never satisfied with anything that is less than perfect.

High Standards are often necessary in life. Nothing gets accomplished when people are slack. With your critical eye, you can be an asset to your friends - provided that they can stand you.

You're **Arrogant**. It's difficult to accept who you are, so you focus your energies upon finding greater faults in others. Someday you must realize that imperfections are the seeds of future growth.

- Regain one point of Willpower whenever you discover a significant imperfection that others



overlook.

Curmudgeon

Yes, the multiverse is sodding awful at times, and no one knows this better than you. Everyone around you is bound to hit the Mazes sooner or later. Although your wit is wickedly barbed, even you find little pleasure in it (or in anything else, for that matter). Cynicism is your middle name; it's the tool with which you judge everything in life.

Although it can be said that your **Critical Eye** is a strength, you really need to get a life.

Your weakness is a **Lack of Imagination**. You've lost the spark that makes you truly magical and deny that by putting down the achievements of others. You need to look at the multiverse with a new perspective.

- Regain Willpower whenever someone does something stupid, just as you predicted. You must predict it either out loud to the other characters or in private to the GM.

Deviant

There are always people who don't fit in, and you are one such. The status quo is not your style. You're not so much an aimless rebel as an independent thinker who does not fit into planar society (diverse and accepting as it is!). You don't give a sod about other people's morality, but you do adhere to your own strange code of conduct. Deviants are typically irreverent, and some have truly bizarre tastes and desires.

Like the stereotypical Xaositect, you **Shatter Boundaries** by taking them head-on. Yours is the vision of the future, not the prison of the past.

Your weakness is your **Perversion**. The energy you require to defy the established order might one day remake the planes in your image. A little stability, however, is not a bad thing. Some day you'll have to realize that.

- Regain Willpower whenever you successfully bite your thumb at society and its precepts without retaliation.

Director

You despise chaos and disorder and tend to take control and organize things in order to suppress anarchy. You like to be in charge, live to organize and habitually strive to make things work smoothly. You trust your own judgment implicitly and tend to think of things in black-and-white terms: "This won't work," "You're either for me or against me," "There are two ways to do this - my way and the wrong way.

Your **Organization** is often helpful. People usually need leaders to accomplish great tasks (like survival!), and you're a natural leader.

You have a **Lack of Tolerance**. You must strive to integrate the views of others to achieve compromise.

- Regain Willpower when you lead a group and accomplish some significant task.



Disinterested

Factions, planes, portals, conduits... who cares? You're just in this for the jink. Knowledge is power, but power is power too, and sometimes it's easier to win it by the obvious paths: money, magic, and skill. You choose to ignore the deepest secrets in favor of lesser but ultimately still worthwhile goals. You might specifically *avoid* learning the secrets of the multiverse for some reason. Sometimes a surly lot, the Disinterested focus on their personal goals rather than looking at things as a whole. You may be an egocentric and opportunistic spiv, although you will form friendships with others who don't waste their time babbling about the "truth".

Your strength is your **Practicality**. Your feet are well and truly on the ground, and you can get the simple things done. You don't have any idea of how to achieve loftier goals, but don't consider them important anyway.

Your weakness is your **Lack of Curiosity**. You don't care about the dark of things. Perhaps you have some cause to fear such mysteries. Who knows?

- Regain a point or two of Willpower whenever you succeed without worrying about deeper truths or hidden secrets.

Factioneer

There is but one way and one truth. You take your faction's beliefs to heart and live by them. You may simply not have formed a world-view of your own, and need the faction to tell you what to think. Perhaps you see the faction as the path to power, either politically or metaphysically. Personal ambition isn't as important as the goals of the faction. Supporting and strengthening the faction is vital to its survival, and that is your aim. You have taken the faction's beliefs to heart and live by them.

Your strength is your **Conviction**. You are prepared to live and die based on your faction affiliation. Since some members are not as dedicated as others are, you focus on the faction's needs all the harder.

Your weakness is **Partisanship**; my faction, right or wrong. You refuse to accept the possibility that you faction might be flawed or at fault in any issue, or see the merits of another faction.


- You regain Willpower when you manage to serve you faction in some significant way, or prove the merits of your faction over all others.

Fanatic

You are consumed by a cause; it is the primary force in your life, for good or ill. Every ounce of blood and passion you possess is directed toward your cause. In fact, you may feel very guilty about spending time on anything else. Nothing can stand in your way - nothing that you cannot overcome, in any case. You and those around you may suffer, but your cause is everything - the end justifies the means. Before the game begins, make sure you describe your cause and define how it may affect your behavior.

Dedication is your greatest strength. Nothing happens without sacrifice, and you will do whatever it takes to make your vision happen.

Your weakness is your **Stubbornness**. The possibilities of life have been closed to you. You



must open yourself to other choices, or your final victory will be a hollow one.

- You regain Willpower whenever you accomplish an act that furthers your cause.

Jester

The planes are a painful place, but they're not without their lighter side. People go barmy without something to laugh at. You are that someone. You're the fool, forever seeking the humor in any situation. You hate sorrow and pain and constantly try to take others' minds off the dark side of life. Your particular brand of humor might not always impress your friends, but it makes you feel better. Some Jesters manage to escape pain and are truly happy, but most never find release.

Empathy is your strength; with it, you can cheer up others and point out faults without insulting people. When you stop jesting, this empathy can be put to other more constructive uses.

Your weakness is **Hypocrisy**. Focusing the attention of others on happiness leaves a deadly potential to ignore the dreadful. You can also be a terrible annoyance.

- Regain Willpower when you raise the spirits of those around you through the device of humor, especially when you are able to escape your own pain in the process.

Judge

As a facilitator, moderator, arbitrator, conciliator and peacemaker, you always seek to make things better. You pride yourself on your rationality, judgment and deductive ability when given the facts. You struggle to promote truth, but you understand how difficult it is to ascertain. You respect justice, for through justice, truth will reign.

In your view, people are resources, albeit difficult ones. You hate dissension and arguments, and shy away from dogmatism. Sometimes Judges make good leaders, though a lack of vision can sometimes cause them to maintain the status quo instead of looking for a better way.

Fairness, Wisdom, and Logic are your strengths. Any group or society needs people with your ability to separate emotions from the truth.

You **Lack Vision**, however. The static framework you have created must be expanded to one of choice, openness and freedom. You can never develop until you break free of simple logic.


- Regain Willpower when you are able to separate the truth from a web of lies, or when you convince disputing individuals to agree with your judgments.

Loner

You are always alone, even in the midst of a crowd. You are the wanderer, hunter, and lone wolf. Though others might think of you as lonely, forsaken and remote, in truth you prefer your own company to that of others. There are many different reasons why this might be so: you don't understand people, you understand people too well, people dislike you, people like you too much, or perhaps your own thoughts mean more to you than people. Your reasons are your own.

Self-Reliance is your major strength. You get by just fine, thank you, without help from others. No one can help you to do anything; your strength comes from within.

Your weakness is your **Lack of Empathy**. All things and people have value. By interacting with



others, you can find a rewarding place in the world.

- When you manage to accomplish some significant task on your own, without the aid of others, yet which still aids the group in some way, you regain Willpower based on the significance of the achievement.

Martyr

All possess the martyr instinct, but few act upon it, and even fewer live that way. You do, though. Whatever someone else needs, you will do if it kills you. This desire for self-sacrifice might stem from low self-esteem or a profoundly developed sense of love. Either way, you can endure severe suffering because of your beliefs and ideals.

At worst, a Martyr expects sympathy and attention because of his suffering, and may even feign or exaggerate pain or deprivation. At best, a Martyr willingly suffers injury or even death rather than renounce his religion, beliefs, principles, cause or friends.

Your strength is **Devotion**; without those who would willingly give of themselves for others' sake, the planes would fall into evil.

This same **Self-Sacrifice** may destroy you. Without some sense of self-preservation, you will be consumed by others' needs - and drive them to hate you in the bargain.

- Regain Willpower when you sacrifice yourself in a real and immediate way for your beliefs or another individual.

Planar Elitist

You believe yourself to be better than most others for some reason or another. You may consider your home plane to be the standard by which all others must be measured. People who feel superior because of their race or plane are common throughout the planes. While pride is fine, true elitism is not a positive trait. Berks who are outspoken enough to constantly put "lesser" beings in their "place", either through outright insults or vague allusions, are not going to make many friends with this attitude, that's for sure.

It seems like more elitists rise from the Upper Planes than from other places. Simply put, it's easier to feel that there's no place better than Elysium than to feel that way about the 43rd layer of the Abyss. That's not to say that there aren't planar elitists; it's just that they're easier to dismiss.


Your strength is your **High Standards**. You will always strive to be the best that you possibly can, so as to fulfill your own expectations of one as superior as yourself.

Your **Prejudice** is a weakness that you may have to fight to overcome. You will find it difficult to recognize the worth of others.

- Regain Willpower whenever you find some evidence that you are superior to others due to where you come from.

Prime Blood

The best thing about being Clueless is that a body doesn't have to stay that way. Even the most



sorry berk can eventually get the hang of things. Fact is, many of the top-shelf bloods of Sigil originally hailed from the Prime, including some factols! You count yourself among them. Prime bloods may be human, elf, dwarf, or even a tiefling - more than a few fiends have left their progeny on the Prime Material Plane. However, you have put your previous clueless life behind you, and worked really hard to get where you are.

Your strength is **Adaptation**. You've learned what it takes to get by, and you won't be caught clueless again. You have a powerful drive and a reputation for competence and knowledge.

Your weakness is **Resentment**. Whilst you respect planars, you also resent them for being born into a position that you had to work so hard to achieve. You have to realize that you don't need to prove yourself to planars in order to be worthy of their respect.

- Regain Willpower whenever you prove yourself to be capable despite being born on the Prime Material Plane.

Proxy-In-Training

Sometimes the proximity of a deity does strange things to a basher's mind. It's one thing to worship a deity from a temple in the middle of the Prime, knowing that the power is out there somewhere and perhaps even listening. It's another thing to know for certain that your deity lives in a palace down the road. You want to further the cause of your deity above all else, either by doing works in the name of your power or by converting others to your religion. Also, you strive to make yourself greater in the eyes of your god.

Your strength is **Devotion**. You believe and trust in your deity deeply and truly, and this can bear you through times of difficulty.

Your weakness is **Fanaticism**. You cannot see the merits of other faiths, and will not compromise your beliefs in order to understand others.

- Regain Willpower whenever you score a victory for your god, or convert somebody to your god's worship.

Rebel

To hell with the establishment! You're a malcontent, iconoclast and free-thinker. You're so independent and free-willed that you are unwilling to join any particular cause or movement. Anything that oppresses the individual deserves to be brought down. You do not make a good follower and aren't usually a very good leader either (unless your followers are willing to go wherever you lead).


Individuality is your strong point; no one is going to force you into a static mold!

Your weakness, however, is your **Lack of Direction**. Your power has no focus and cannot be brought to fruition without a goal.

- Regain Willpower whenever your rebellion against the status quo turns out to be for the best.

Spiv

You do what you need to get by, and live by your wits. One minute you're cleaning stables, the



next you're fighting for some realm's freedom against an evil despot. While you say that you'll do anything if the pay is right, jink is rarely the prime motivator. A sod can find better ways to get rich. Instead, you wander, avoiding the ties that other people establish in their lives. Perhaps you just want to get by with the least amount of work and hassle.

Your strength is **Resourcefulness**. You have an attitude that says you've seen and done everything, and you can usually find a way to manage any problem.

Your weakness is your **Lack of Depth**. Whilst you might be a jack of all trades, you are a master of none. You need to find something that you can excel in.

Regain Willpower whenever you succeed because of your wits rather than some berk's preparation or skill (including yours!).

Survivor

No matter what happens, you always survive. You can endure, pull through, recover from, outlast and outlive nearly any circumstance. When the going gets tough, you get going. Never say die, and never give up - never. Nothing angers you as much as a person who doesn't struggle to make things better or who surrenders to the nameless forces of the universe.

Few others have your **Perseverance**. No matter what the odds may be, you come out breathing, if not winning. How many warriors can say the same?

Your weakness is your **Lack of Trust**. You must open yourself up to others in order to allow them in your life.

- Regain Willpower whenever you survive a difficult situation through your own cunning and perseverance.

Traditionalist

You are an orthodox and conservative individual. What was good enough for you when you were young is good enough for you now. You oppose change for the sake of change - what point is there in that? You may be seen by some as a miser, a reactionary or a greybeard, but you know how important it is to preserve the status quo.

Such **Consistency** is good to have. With the planes in a state of perpetual flux, someone must hold the centre. That someone is you.

Excessive **Complacency**, however, kills. A planewalker must summon the energy to enact new possibilities, rather than succumb to stasis.

- Regain Willpower whenever you are able to protect the status quo and prevent change.

Visionary

Very few are brave or strong or imaginative enough to look beyond mundane thought in search of something more. Society treats such people with both respect and contempt, for the Visionary challenges society as he guides it.

You may be a spiritualist, shaman, mystic, philosopher or genius, but whatever you are, you are always looking for something more. You see beyond the bounds of conventional imagination and

create new possibilities. Though you might have your head in the clouds and are often of an impractical bent, you are filled with new ideas and perceptions.

Inner truth is your quest, and **Imagination** is your strength. With this vision, you may guide others who desperately need such wisdom.

Your weakness is your **Pride**, pride in your ability to see and understand what others cannot. You lack humility.

- Regain Willpower whenever you are able to convince others to believe in your dreams and follow the course of action outlined by your vision of the future.

Attributes

Specialties

For each Attribute or Ability rated four or higher, a player may select a *specialty* for the character. Such specialties reflect an aspect of those Traits that someone might be especially good at, like Charming (Manipulation), Swords (Melee), or Sylvan Tongues (Linguistics).

A specialty allows the player to re-roll "10s" on actions when that specialty comes into play. The player gets to keep the success the "10" originally indicated, but can try again for another success. He may continue to roll that die until anything other than a "10" comes up. Only one specialty may be chosen per Trait.

Physical

Physical Traits indicate a character's raw strength, build, agility and sturdiness. Characters adept at physical combat or athletic activities have high Physical Traits.

Strength

This Trait ranks physical power, including the ability to move heavy items and cause damage. Generally, a character with a high Strength rating will have a larger frame than someone with a lower rating. Use Strength when attempting to make any sort of jump or leap. In melee combat, your Strength rating is also added to your Dice Pool to determine damage.

Suggested Specialties: Hulking Brute, Strong Upper Body, Wiry, Tough Grip, Massive Husky, Solid.

- **Poor:** You can bench press 40 lbs.
- **Average:** You can bench press 100 lbs.
- **Good:** You can bench press 250 lbs.
- **Exceptional:** You can bench press 400 lbs.
- **Outstanding:** You can bench press 600 lbs.





Dexterity

Dexterity measures your speed, quickness, agility, grace, and coordination. A person with good balance and reflexes will have a high rating, and his build will often reflect this - such people are often slender, graceful, and sure-footed.

Suggested Specialties: Cat-like Grace, Lightning Reflexes, Nimble Feet, Perfect balance, Light Touch, Smooth.

- **Poor:** Two left feet and ten thumbs.
- **Average:** You can walk in the dark without tripping yourself.
- **Good:** You have natural grace and coordination.
- **Exceptional:** Juggling knives is a career option.
- **Outstanding:** You can dance along the edge of a precipice while blindfolded.

Stamina

Stamina indicates your general health, tolerance for pain and the ability to engage in prolonged physical activity. It encompasses staying power and a character's will to live and survive physical hardships.

Suggested Specialties: Tenacity, Tirelessness, Durability, Tough, Unmovable, Hardy Constitution.

- **Poor:** Your constitution is frail; you get sick easily.
- **Average:** You stay in moderately good health.
- **Good:** You engage in regular exercise and rarely get ill.
- **Exceptional:** You could run a marathon.
- **Outstanding:** You can withstand almost any travail.

Social

Social Traits describe looks, charm and understanding of the human mind. They often determine the nature of your interactions with others, from first impressions to leadership skills to dealing with people in general.

Charisma

This Trait measures how well others react to you. Charisma can help you win peoples' favor, gain their trust or simply fascinate them with your presence. This charm is more innate than deliberate; overt manipulation has its own Trait. Instead, Charisma reflects a natural air of confidence, power, or social grace. A good rating makes others believe in you.

Suggested Specialties: Eloquence, Good Manners, Sophistication, Graciousness, Sensuality, Gentility, Captivating, Regal.

- **Poor:** Others avoid you.

- **Average:** You're likeable.
- **Good:** People trust and confide in you.
- **Exceptional:** Others are drawn in to you in large numbers.
- **Outstanding:** You inspire people to great deeds and loyalty.

Manipulation

Manipulation measures your aptitude for getting others to do what you want them to. When you want to trick, outmaneuver or influence someone, overtly or otherwise, use this Trait.

Manipulation works on friends and foes alike, though it may be more difficult on the latter. If you badly fail an attempt to Manipulate someone, he will probably be very angry with you. No one likes to be fooled.

Suggested Specialties: Charming, Devious, Glib, Imposing, Ingratiating, Persuasive, Silver-Tongued.

- **Poor:** You have a hard time convincing others to do what you want.
- **Average:** Sometimes, others believe you.
- **Good:** Word games and political fencing are no problem.
- **Exceptional:** Clever and sophisticated.
- **Outstanding:** With a little effort, you can make people do almost anything you want.

Appearance

This Trait indicates how attractive you are. It measures more than just physical beauty. Any feature - animation, expressiveness, cuteness, vulnerability, etc. - that others find enticing could be considered part of your Appearance. This Trait can be vital in some situations, for like it or not, we're all influenced by the way you look. Appearance is a good way to measure first impressions.

Suggested Specialties: Alluring, Bold, Innocent, Roguish, Sensual, Wild.

- **Poor:** Others treat you with indifference or hostility.
- **Average:** You fit in well with the crowd.
- **Good:** People notice you.
- **Exceptional:** Others respect and favor you, for your looks if nothing else.
- **Outstanding:** You awe and fascinate others with your beauty.

Mental

These Traits represent instincts, wits, memory, learning and imagination. A character with high Mental Traits can usually think himself out of bad situations or absorb vast amounts of data.

Perception

How much do you notice? How aware are you of your surroundings? Are you wide-eyed and imaginative, or do you trip over cobblestones? This Trait covers all of these things, from attentiveness to comprehension. Some people, especially children, have high Perception Traits because of their perpetual wonder; others watch the shadows out of nervousness or caution. Whatever the reason, your overall sensitivity to impressions and stimuli can be judged by this Trait.

Perception goes beyond sensory impressions. A planewalker with a high rating can catch subtleties in someone's demeanor, grasp the intent behind a work of art or overhear the snapping twig that indicates an ambush. Characters on the run will need high Perceptions to survive.

Suggested Specialties: Astute, Clear-Sighted, Feral, Intuitive, Keen Senses, Uncanny Insight, Watchful.

- **Poor:** Huh? What'd he say?
- **Average:** You notice obvious occurrences.
- **Good:** You can get below the obvious and pick up moods and subtexts.
- **Exceptional:** You are constantly alert and spot subtleties easily.
- **Outstanding:** Few things get past you.

Intelligence

This Trait measures raw mental processes - memory, retention, judgement, reasoning, understanding and critical thinking. Although it reflects information-processing and clarity of thought more than common sense or savvy, a character with a low Intelligence may miss the underlying complexities of an argument or event - everything seems clear-cut and simple. Complexities, to such people, are for other folks.

A character with a high Intelligence Trait has very sophisticated thought patterns; he can analyze many levels of an argument and discern truth from lies. Overall, Intelligence represents carefully-reasoned judgement over quick intuitive decisions.

Suggested Specialties: Analytical, Creative, Discerning Thinker, Pragmatic, Sheer Brilliance, Well-Read.

- **Poor:** IQ 80
- **Average:** IQ 100
- **Good:** IQ 120
- **Exceptional:** IQ 140
- **Outstanding:** IQ 160+

Wits

The Wits Trait is a measure of how quickly you think and react to new situations. It combines shrewdness with overall sharpness and cleverness. A character with a low Wits rating may be

easily taken off-guard, tricked or surprised. Those with a high Wits rating are seldom waylaid by sudden changes. Whatever happens, they keep their heads clear and their minds focused. You also use Wits to see how fast you react in combat situations and other times of stress.

Suggested Specialties: Cunning, Jumpy, Level-Headed, One Step Ahead, Sharp, Shrewd.

- **Poor:** A cony-catcher's dream.
- **Average:** You usually keep up with what's happening around you.
- **Good:** You could be a Cipher.
- **Exceptional:** You sometimes react before other people act.
- **Outstanding:** You can handle nearly any unexpected event with clarity and purpose.

Abilities

Talents

I do whatever I need to do to make sure that I can do whatever I want to do.

- Retholien, a Githzerai warrior.

Alertness

Your sharp eyes are ever-vigilant. With Alertness, you've learned to keep an eye open in every direction, listening and watching for unexpected things lurking around every corner. Seldom does anyone or anything catch you by surprise.

- **Novice:** You can spot almost anything you're looking for.
- **Practiced:** You notice everything that happens around you.
- **Competent:** Trouble has a hard time getting past your senses.
- **Expert:** You rarely, if ever, let down your guard.
- **Master:** Eyes in the back of your head. Nothing escapes you.

Possessed By: Bodyguards, Ciphers, Detectives, Hunters, Thieves.

Specialties: Point Guard, Paranoia, Spot Ambush

Artist

You have the talent to produce works of art in various media. You are able to sketch a reasonably accurate rendition of a place, person, or event.

- **Novice:** Your work is simple, seen as charmingly naive by some and as amateurish by others.
- **Practiced:** Your work could attract small amounts of jink at the Great Bazaar.
- **Competent:** You could open a small gallery or attract a minor sponsor.
- **Expert:** Your artwork is in high demand. You could attract a wealthy sponsor.
- **Master:** Your artwork is prominently displayed in factionhouses and temples, as

well as many private collections.

Possessed By: Painters, Carpenters, Sculptors, Xaositects.

Specialties: Oils, Watercolours, Sketching, Sculpting, Carving, Decoration

Athletics

Climbing rocky cliffs, leaping chasms or playing physical games are all Athletics-based feats. This Ability describes your general Athletic skills with both team and individual sports.

Athletics concerns complex motor actions. Physical actions requiring only one type of motor action, such as lifting, do not use the Athletics rating.

- **Novice:** You have trained at the Great Gymnasium.
- **Practiced:** You could swim in the River Oceanus.
- **Competent:** You could run for hours.
- **Expert:** You are an instructor at the Great Gymnasium.
- **Master:** Your body is a finely tuned tool.

Possessed By: Bariaur, Ciphers, Gym Instructors, Masseurs.

Specialties: Body-building, Gymnastics, Mountaineering, Running, Swimming, Wrestling.

Brawl

Brawling is the ability to fight without a weapon, including basic hand-to-hand maneuvers such as punching, kicking, grappling, throwing or just ordinary scratching and biting. Brawling generally isn't fatal, but you can cause a lot of pain and suffering with your bare hands.

- **Novice:** Though inexperienced, you know how to hit someone.
- **Practiced:** You know where to hit people for maximum effect.
- **Competent:** You know how to take someone down quickly without doing permanent harm.
- **Expert:** You can incapacitate a person in seconds.
- **Master:** Your body is the ultimate weapon.

Possessed By: Bariaur, Minders, Soldiers, Thugs.

Specialties: Boxing, Dirty Fighting, Locks, Martial Arts, Natural Weapons.

Diplomacy

You have the ability to handle negotiations. Even when handling touchy subjects, you are able to get results without ruffling too many feathers. You are skilled at mediating disputes and discussing delicate subjects. You get along with others without overt manipulation and without letting your own aims fall by the wayside. This Ability involves knowledge of the formal rules of give-and-take, as well as official cultural rules of conduct and politeness for various planar races.

- **Novice:** You can iron out disputes in the Great Bazaar.
- **Practiced:** Friends ask you to deal with things for them.
- **Competent:** You could do well as a factotum or factor.
- **Expert:** The factotum asks you to meet with other factions to form alliances.
- **Master:** You could get the tanar'ri to sign a baatezu agreement.

Possessed By: Celestials, Ciphers, Diplomats, Factors, Yugoloths.

Specialties: Factional Relations, Fiends, Mediation, Negotiation, Personal Relationships, Tact.

Dodge

Whether you dive for cover, duck a punch or sidestep an arrow, you've learned the best way to avoid injury is not getting hit. Dodge simply describes your ability to get out of the way of any incoming attacks.

- **Novice:** You know the basics of avoiding danger if you have some warning.
- **Practiced:** You've been in enough fights to know when to stay down and safe.
- **Competent:** Accomplished and experienced; you know a number of ways to place yourself where most attacks won't hit you.
- **Expert:** Enemies find you exceedingly difficult to hit; you never seem to stay in one place for long.
- **Master:** Over time, you've actually learned to sidestep lightning bolts.

Possessed By: Ciphers, Martial Artists, Street Fighters

Specialties: Dive for Cover, Duck, Leap, Sidestep

Expression

Expression helps you get your point across, whether you are writing, singing, speaking, or performing. In its highest form, Expression is an art; characters with high ratings convey their feelings with eloquence and passion in their medium of choice.

- **Novice:** You have rudimentary talents.
- **Practiced:** You communicate with a notable level of tact and skill.
- **Competent:** You are a popular success in your chosen medium.
- **Expert:** Your audiences respond with deep passion to your performances.
- **Master:** You are known throughout the planes for your expressive skills.

Possessed By: Bards, Clerics, Factioneers, Performance Artists, Politicians, Writers.

Specialties: Debate, Improvisation, Music, Poetry, Politics, Prose, Singing



Intimidation

Intimidation lends you an air of quiet authority and dominance. It comes in many forms, from subtle suggestions to outright physical threats or harm. Each method depends on the time, the place, and those involved. Characters with this Talent know how to get what they want when they want it.

- **Novice:** You can intimidate children.
- **Practiced:** You've won the occasional staredown in the Great Bazaar.
- **Competent:** People avoid your direct gaze and scurry to do your bidding or answer your questions.
- **Expert:** With a soft whisper or even a simple gesture, you convince others to obey you on your terms.
- **Master:** Faced with your commanding presence, some fiends think the better of challenging you.

Possessed By: Celestials, Fated, Fiends, Hardheads, Mentors, Red Death.

Specialties: Commanding Voice, Condescending, Look Official, Overt, Veiled Threats.

Larceny

You have the abilities of a true knight of the post, and can use them to survive in the streets of Sigil (or some other burg). This Talent represents your ability to pick locks, remove objects from clothing or pouches without being discovered, or palm small items without anyone seeing. Larceny could keep you alive, or get you scragged.

- **Novice:** You could steal an apple from a busy stall.
- **Practiced:** Sorry about bumpin' into you, miss. Now where did I put my purse?
- **Competent:** Locks aren't safe around you.
- **Expert:** You could break into the Hall of Records, and they wouldn't find out.
- **Master:** You could steal a soul from a baatezu.

Possessed By: Anarchists, Charlatans, Cross-Traders, Halflings, Spivs.

Specialties: Conceal Item, Misdirection, Open Locks, Pick Pockets, Sleight-of-Hand.

Subterfuge

You're a tricky cutter. You hide your own motives and discover others' secrets to use their plans against them. The intrigues of other people fascinate you because they reveal inherent weaknesses you utilize to your own advantage. Characters skilled in Subterfuge know how to call upon their best wordplay and body language to gain information without others realizing what they've given away.

- **Novice:** You lie easily and convincingly.
- **Practiced:** You're adept at getting the upper hand in a parley.

●●● **Competent:** When there is chant to be learned, you always come out with the clear advantage.

●●●● **Expert:** You're always ten moves ahead in the conversation.

●●●●● **Master:** You're so proficient at guarding your own hand and reading other's plans, you sometimes fool yourself.

Possessed By: Anarchists, Cross-Traders, Factors, Fiends, High-ups.

Specialties: Fast Talk, Find Weaknesses, Innuendoes, Lies, Secrecy.

Skills

Animal Ken

Animals do not behave in the same manner as intelligent beings, even under similar circumstances. The ability to understand the actions of animals can be quite useful. If you are skilled in Animal Ken, not only can you predict the actions of animals, but you can also use your knowledge to calm or enrage them. Animal Ken is also used to train animals.

● **Novice:** Domestic animals will let you handle them.

●● **Practiced:** You could train a dog to perform simple tasks.

●●● **Competent:** You could train a dog to perform demanding tasks.

●●●● **Expert:** You could train unusual animals to perform various tasks.

●●●●● **Master:** You could train a wild animal.

Possessed By: Druids, Elves, Farmers, Gnomes, Rangers, Trainers.

Specialties: Animal Husbandry, Dogs, Horses, Other Specific Animal, Wild Animals.

Archery

You know how to fire a bow, and may be able to do so with great proficiency. This includes target shooting, hunting, and shooting at moving targets.

● **Novice:** Military crossbowman.

●● **Practiced:** Forest bow hunter.

●●● **Competent:** Elven ranger.

●●●● **Expert:** Will usually hit a bull's eye.

●●●●● **Master:** Drow assassin.

Possessed By: Assassins, Elves, Hunters.

Specialties: Arched Flight, Crossbows, Forests, Hunting, Moving Targets, Target.

Crafts

With this Skill, you can master artisan techniques - woodworking, leather work, glassblowing,

gemcutting, etc. You can make functional objects from various substances, with quality dependant on the successes you roll. Each type of material that you can work must be bought as a separate specialty.

- **Novice:** Apprentice.
- **Practiced:** Town blacksmith.
- **Competent:** Professional.
- **Expert:** Specialist.
- **Master:** Grand Artisan.

Possessed By: Craftsmen, Dwarves, Gnomes, Servants.

Specialties: Cooking, Carpentry, Blacksmithing, Brewing/Distillery, Glassworking, Jewellery, Leatherworking, Stonemasonry.

Leadership

People look to you to take charge in many situations. With this Skill, you know how to get them to obey your orders and remain calm under stress. Leadership involves exerting a certain authority and setting a good example to those in your charge. Combined with Charisma or Manipulation, you may have significant power over others' actions.

- **Novice:** You can head a committee successfully.
- **Practiced:** You can coordinate major projects or speak confidently in public.
- **Competent:** You could be a factor in the Harmonium.
- **Expert:** You could be the factol.
- **Master:** You could lead a revolution across a number of planes.

Possessed By: Celestials, Factols, High-ups, Military Leaders.

Specialties: Brainstorming, Gain Trust, Military Leadership, Oration, Sway Opinion, Take Command.

Meditation

Centering yourself, calming troubled emotions and relaxing your body are the purposes of Meditation. Those attempting Meditation require a focus for their thoughts, an object, a phrase or a physical action that screens out distractions and allows for total concentration. Meditation has many uses: making up for lost sleep (roll Stamina + Meditation, difficulty 8; the number of successes is equal to the hours of sleep gained); entering a state of hibernation (roll Stamina + Meditation, difficulty 9; the number of successes determines how many days the character can survive without sustenance); or gaining insight into complicated puzzles (roll Intelligence + Meditation, difficulty 9; each success lowers the difficulty of an Enigmas roll by 1). Meditation can take many forms.

- **Novice:** You can sit still and focus your thoughts for a short period of time.
- **Practiced:** Your mind can achieve a state of peace.

- **Competent:** You can centre your thoughts under adverse circumstances.
- **Expert:** You can achieve a state of being where others can't easily distract you.
- **Master:** Even in times of stress or disaster, you are able to remain calm, at ease and inwardly focused.

Possessed By: Ciphers, Bleakers, Martial Artists, Monks.

Specialties: Introspective, Mind over Body, Relaxation.

Melee

Melee is the skill of fighting with blunt or edged weapons, such as knives, clubs and swords. Proficiency with such weapons can be considered essential in some regions.

- **Novice:** You know how to pick up a weapon and use it with some basic fighting techniques.
- **Practiced:** You have some formal instruction with at least one weapon.
- **Competent:** You've been in a number of successful fights and are familiar with the different styles associated with certain melee weapons.
- **Expert:** A worthy opponent, you have earned fame as an armed blood.
- **Master:** You are deadly with a weapon in your grasp; others consider you one of the finest known combatants in your chosen style.

Possessed By: Bashers, Fiends, Hardheads, Paladins, Primes, Soldiers.

Specialties: Disarming, Improvised Weapons, Non-Lethal Melee, Particular Weapon.

Research

All seekers of knowledge must learn how to find information. This Skill allows a character to locate resources he needs for furthering his studies. Such information exists in traditional libraries or in the minds of others. Success with Research doesn't necessarily mean the character gets the exact lore that he seeks, but he will know where to obtain what he's looking for.

- **Novice:** You're comfortable with most easily-accessed sources of information.
- **Practiced:** You can search through libraries or record systems.
- **Competent:** You know the contents of many privately owned libraries.
- **Expert:** Given time, you can locate almost any piece of information you need.
- **Master:** Whether written or spoken, you know where to find the lore you seek.

Possessed By: Fated, Guvners, Librarians, Sages, Writers.

Specialties: Arcane Collections, Folklore, Official Records, Oral Traditions, Specific Subject Matter (History, Philosophy, etc.), Spell Research.



Riding

You can climb onto a riding animal and stand a good chance of getting where you want to go without falling off, being thrown, or having something else unpleasant happen to you. When attempting something difficult, or when danger threatens, the GM may require a Dexterity + Riding roll to avoid trouble. This Skill can also be combined with Mental Attributes to reflect your working knowledge of the relevant trappings and equipment.

Note that this Skill is little used in the Cage, as Sigil's large population and lack of grazing land makes steed animals impractical. On some planes, however, riding may be almost essential for getting around.

- **Novice:** You can ride a horse without falling off.
- **Practiced:** You can control your steed while galloping.
- **Competent:** You are skilled enough to fight and ride at the same time.
- **Expert:** You have complete control over almost any kind of steed.
- **Master:** You could fight from dragonback.

Possessed By: Adventurers, Hunters, Paladins.

Specialties: Bareback, Camel, Flying, Galloping, Horse, Mule, Swimming, Stunts.

Stealth

If you're good at this Skill, you can stalk, sneak or hide silently in the shadows. Other characters can use their Perception against your Stealth abilities, and certain environmental conditions may alter your difficulty roll positively or adversely.

- **Novice:** You can hide fairly well in the dark if you stay still.
- **Practiced:** You've got the hang of moving silently.
- **Competent:** You are an accomplished nighttime hunter.
- **Expert:** You can walk silently over dry leaves and through puddles.
- **Master:** Have you considered joining the Revolutionary League?

Possessed By: Assassins, Elves, Gnomes, Halflings, Hunters, Spies, Thieves.

Specialties: Concealment, Hiding in Shadows, Moving Silently, Surprise Attacks.

Survival

The wildernesses of the various planes are dangerous for those unfamiliar with their hazards. Survival allows you to seek shelter, find a safe route or follow a trail. Basic survival skills apply to a range of terrain and environments, though characters will not be familiar with every possible plane. Additionally, if you use Stealth in the wilderness, your Dice Pool may not exceed your rating in Stealth.

- **Novice:** You can survive an all-day hike across the Outlands.
- **Practiced:** You have spent considerable time in the planes and are fully at ease in

most planes.

- **Competent:** You are familiar with advanced survival techniques, such as trapping and gathering sustenance from the wilderness.
- **Expert:** You can live well in the wilderness of a variety of different planes.
- **Master:** Travelling across the Abyss or Carceri on foot isn't that bad!

Possessed By: Bariaur, Elves, Explorers, Hunters, Rangers, Soldiers.

Specialties: Foraging, Specific Planes (Abyss, Outlands, Ysgard, etc.), Tracking.

Knowledges

Academics

This Knowledge represent a broad understanding of several fields of endeavor. Such academic knowledge is not come by accidentally; you have studied for quite some time at an institute of learning (such as those found in Baator, Ecstasy, the Outlands, and Mt Celestia) or under a mentor of significant learning. There was once a university in Sigil itself, but this was seized by the fated for defaulting on back taxes (they were a week late) and the library sold. The Fated subsequently turned the university into the headquarters in Sigil, and academics were forced to go elsewhere to learn.

Upon reaching scholar level, most academics choose to specialise in one particular field. You may write a thesis upon your field of specialty, which will grant you considerable status among those who are interested in such things, as well as preserving your theories for posterity.

- **Apprentice:** You are a promising student.
- **Student:** You are respected for your continued study in academics.
- **Adept:** You have a broad base of knowledge and expertise.
- **Scholar:** You are an acclaimed specialist and teacher.
- **Sage:** You are one of the foremost in your field.

Possessed By: Elves, Guvners, Priests, Scholars.

Specialities: Alchemy, Anatomy, Literature, Mathematics, Philosophy, Politics, others.

Culture

The idea of Culture combines the concepts of societal beliefs, behaviours, rituals, institutions, history and general thought patterns in reference to a certain group of people. It encompasses both how members of the society behave and what motivates their actions. The character can call upon his Culture Knowledge to interact with or influence certain societies and can pick up on useful information when encountering an unfamiliar one, based on his experiences.

- **Apprentice:** You know some taboos and cultural mores.
- **Student:** You're familiar with most cultures that have some similarity to yours

- **Adept:** You're conversant with the sociological imperatives of several cultures.
- **Scholar:** You are an expert in working with other cultures; given time, you can easily fit into any society.
- **Sage:** You're at home with almost any culture that you encounter.

Possessed By: Cagers, Explorers, Factioneers, Planewalkers, Sages.

Specialities: History, Politics, Religion, Taboos, Specific Planes or Groups.

Enigmas

Using Enigmas enables you to piece together puzzles of all kinds, bringing together bits of information to solve mysteries and conundrums. With this Knowledge, you can remember pertinent facts and vital details and combine them into a coherent explanation of what may be going on.

- **Apprentice:** You can solve a cryptogram or a minor mystery.
- **Student:** Logic problems are no problem for you.
- **Adept:** You are an astute deductive reasoner, difficult to trick.
- **Scholar:** You can order reason out of chaos.
- **Sage:** With just a couple of clues, you might solve the darks of the multiverse.

Possessed By: Clerics, Detectives, Fiends, Guvners, Sages, Sensates.

Specialities: Dabus Speak, Riddles, Twisted Plots, Visions.

Healing

This Skill allows a character to give basic medical aid to another character. It allows for a basic grasp of first aid, herbalism, and treating poison and disease. This enables you to perform emergency first aid (Wits + Healing), treat diseases (Intelligence + Healing) or even perform complex or strenuous surgery (Dexterity or Stamina + Healing). The standard difficulty is 5, adjusted upward by the wound penalty of the target; an Injured comrade would add +1 to the difficulty, for a total of 6; a Crippled target would increase the difficulty by +5 for a total of 10!

One success is sufficient to diagnose illness and suggest treatment; two or more successes are needed to prevent deterioration of the victim; at least four successes are required to actually improve his condition. This Knowledge can be greatly augmented through the application of Life magic.

- **Apprentice:** You can keep someone alive until skilled help arrives.
- **Student:** You can give essential aid to a critically wounded person.
- **Adept:** You can treat diseases and illnesses.
- **Scholar:** You can perform surgery.
- **Sage:** You are a famous healer, a well-known saver of lives.

Possessed By: Druids, Explorers, Priests.

Specialities: Artificial Respiration, Burns, Broken Bones, Diagnosis, Disease, Poison.

History

You've studied the history of a specific plane or period, and you understand what happened, when, why, and who was involved. You also have a fair idea of the social, political, economic, and magical conditions in various past times and places.

- **Apprentice:** Amateur or folklorist.
- **Student:** Enthusiast or explorer of old ruins.
- **Adept:** Author or historian.
- **Scholar:** Professor or researcher of the old ways
- **Sage:** Master of past lives.

Possessed By: Enthusiasts, Fiends, Mentors, Scholars, Wizards.

Specialities: Faction (specify), Plane (specify), Prime Material World (specify), Race (Specify), Sigil.

Languages

Everyone speaks their native tongue and Planespeak with normal proficiency; with each level of languages, you may speak one additional language other than your own. Languages also allows you to understand the basic structure of language, which often influences thought and action within a specific culture. Proficiency with this ability also lets you identify certain accents and dialects and easily acquire vernacular and slang in a chosen language.

- **Apprentice:** You know one additional language.
- **Student:** You know two additional languages.
- **Adept:** You know three additional languages.
- **Scholar:** You know four additional languages.
- **Sage:** You know five additional languages.

Possessed By: Diplomats, Guvners, Interpreters, Merchants, Scholars, Travellers.

Specialities: Ancient Languages, Epithets, Specific Tongue, Translation.

Literacy

You can read and write a language that you are able to speak, as defined by the languages Knowledge (above). You may read and write one language for every dot possessed in this Knowledge.

- **Apprentice:** You can read and write in one language.
- **Student:** You know two additional languages.
- **Adept:** You know three additional languages.

●●●● **Scholar:** You know four additional languages.

●●●●● **Sage:** You know five additional languages.

Possessed By: Diplomats, Guvners, Interpreters, Merchants, Scholars, Travellers.

Specialities: Ancient Languages, Epithets, Specific Tongue, Speed Reading, Translation.

Metaphysics

The multiverse holds many darks. This Knowledge reflects the information you can learn and understand about the planes of the multiverse and the pathways that connect them. Metaphysics is related to the Sphere of Cosmology in the sense that one describes the structure of the planes, whilst the other manipulates that structure.

● **Apprentice:** You know the difference between an Inner and an Outer Plane.

●● **Student:** You can name and describe many of the planes.

●●● **Adept:** You can navigate reasonably well through the multiverse.

●●●● **Scholar:** You know of the various ways to travel between different planes.

●●●●● **Sage:** You know how the laws of reality are affected by each plane.

Possessed By: Celestials, Clerics, Fiends, Planewalkers, Sages, Theologians.

Specialities: Astral Plane, Inner Planes, Ethereal Plane, Outer Planes, Planar Travel, Prime Material Plane.

Occult

The occult encompasses both mystical secrets of the Upper Planes as well as dark and sinister rumours of curses and infernal mysteries. This Knowledge represents your knowledge of the numinous secrets and mysteries of the multiverse.

● **Apprentice:** You know of a few forgotten names.

●● **Student:** You're familiar with the real intricacies of Baatorian politics.

●●● **Adept:** You might be the writer of an arcane tome.

●●●● **Scholar:** You are a respected scholar of the ancient secrets.


●●●●● **Sage:** You could keep company with one of the Dark Eight.

Possessed By: Baatezu, Barmies, Archons, Guvners, Incantifiers, Yugoloths.

Specialities: Celestials, Fiends, Guardians of Neutrality, Lower Planes, Upper Planes.

Religion

Religion is a familiar aspect of mortal endeavor, and you fully understand the significance of religion in the planes. At higher levels, this Knowledge imparts the possibility of being a prominent member of a particular religion, although possession of this Knowledge in no way requires personal belief in the tenets of any specific religion.



You know the common beliefs and faiths of your home plane and nearby planes. Ordinary information (type of religious symbol used, basic attitude of the faith) is likely to be known. Special information, such as how the clergy is organized or the significance of particular holy days, is more difficult.

- **Apprentice:** Participant.
- **Student:** Acolyte.
- **Adept:** Priest.
- **Scholar:** High Priest.
- **Sage:** Theologian.

Possessed By: Athar, Celestials, Missionaries, Priests, Theologians.

Specialities: One Particular Religion (specify), Philosophy, Powers, Rituals.



THE NINE SPHERES

The nine magical Spheres encompass a broad range of possible effects. For simplicity, these magical elements have been divided into distinct categories. While these Spheres go by a multitude of names, their basic properties remain fairly constant.

Not that this is limiting; within these Spheres, an awesome variety of effects can be performed. Many spells require only one Sphere, while others demand conjunctive effects, which add Spheres together in a single working. The powers listed within the descriptions only show the general possibilities, not the "spells", available at that level.

Transmutation and Conjunction

Creating something from nothing, or changing an object from the influence of one Sphere to another, requires conjunctive effects - usually between the physical Spheres, the conceptual Mind, and Prime, the Sphere which powers Belief. It usually works like this: thought (Mind) to belief (Prime) to material (Matter, Forces, or Life).

The metaphysics can go around forever. In game terms, this means that a spell transforming an object governed by one Sphere (for example, Life for a rose) into another (gold, or Matter) must use both Spheres at their proper rank - in this case, 2.

Creating something out of pure thought rarely requires Mind (unless the concept must be pulled out of the mind of another). The ideal crystallizes through the power of Belief as Prime, which fuels the object's creation through a physical Sphere. To summon the rose from thin air, use Prime 2/Life 2. To change it to gold, use Life 2/Matter 2.

Once you understand, it's easier than it sounds.

Correspondence

Specialties: Conjunction, Scrying, Warding, Teleportation

The Sphere of Correspondence involves an understanding of locations, spatial relativity and the interrelation between people and objects. This allows planewalkers to teleport, conjure objects out of boxes, create magical barriers and levitate or fly through the air. Correspondence is also commonly mixed with other Spheres to allow planewalkers to use magic on subjects hundreds of miles away as easily as if they were right in front of them.

Since Correspondence deals with space and relationships, its range differs from the other eight Spheres. The theory popular among Signers is that space is ultimately a construct of the mind. All points in existence are "stacked" in one "place", which the Sign of one refers to as the Correspondence Point. "Here", "there", and "somewhere else" are all labels created by the mind. The shortest distance between two points is not necessarily a straight line; space is merely a mental construct.

It is not possible to teleport someone's heart out of his body or cut a coin in half without also using the Sphere of Life and Matter. This is explained by the doctrine of contagion: "Once together, always together". In other words, the part always retains a connection to the whole, and

it is simpler to perform any working when there is a connection - physical, mental, or spiritual - between them. It's generally easier for a planewalker to teleport to the burg where he grew up than it is to go to somewhere he only saw once.

While most planewalkers need to touch their subject to use magic on it, those skilled in Correspondence may skirt barriers or distance by forming links through space or related objects. The chart (**on page 36**) shows the successes needed to forge a link between two points. The weaker the connection, the more successes the spell requires. To get around this, many planewalkers plant items they know well on persons or at locations they wish to affect from afar. This can be risky; contagion is a rope which tugs both ways, and those who discover a planted object may use it in their own spells against the mage who placed it as if they had Correspondence themselves.

● Immediate Spatial Perceptions

At this stage, the planewalker gains a keen understanding of how objects and space relate. He can intuitively sense distances between objects, find true north (or any other direction), and sense things in his immediate vicinity without using the normal five sense. This new sense allows the planewalker to sense spatial instabilities, warps, and wormholes.

●● Sense Space, Touch Space

The planewalker may now extend his senses beyond his immediate vicinity to distant or hidden locations. Any of the five senses can expand this way. However, most planewalkers feel that such magical perceptions thin the barriers between the two points in space. Luckily, the planewalker may also re-work the fabric of space, creating a barrier to hinder scrying or the opening of actual rifts. This works like countermagic, deducting successes for each success.

In conjunction with Life 2 or Matter 2, the planewalker may also grasp small items - house cat-sized or smaller - and pull them to his location, conjuring them from "nowhere".

●●● Pierce Space, Seal Gate, Co-locality Perception

The planewalker now gains the strength to make a small rent in space, so small that the planewalker himself - and whatever he holds or carries - may slip through before it seals. He may also seal such rifts or prevent them from opening, though the greater the rift, the more difficult the feat.

At this level, a planewalker learns to sense the multiple locations at once, perceiving the various scenes as several ghostly landscapes overlapping one another. Working with the other Spheres, a planewalker may also grasp items governed by the physical Spheres and slide them through space, performing levitation and telekinesis.

●●●● Rend Space, Co-locate Self

The planewalker may now create larger rents in space to transport other beings and large objects and forces. With enough successes (10+), he may even force the rent wide enough to make a permanent portal (although only to a point on the same plane).

The planewalker may now manifest physically in multiple locations at once, though he should also use Mind 1 if he wants to think effectively in all of them, and Life 2 if he wants his multiple selves to perform separate actions.

●●●●● Mutate Localities, Co-location



A master of Correspondence learns how to distort space. He can affect distances and sizes around him, stretching them and shrinking them to fit his needs. The mass of objects cannot be changed without Matter 5, but their volumes and dimensions are like potter's clay.

He may also stack multiple locations on top of each other in a bizarre landscape of multiple forms or connect a variety of items together. At this point, the planewalker's perceptions are so wildly expanded that his mundane Perception may be enhanced beyond the normal maximum.

Cosmology

Specialties: Detection, Planar Travel, Summonings, Wards.

The Sphere of Cosmology enables planewalkers to perceive, understand, and manipulate the planes of existence and the connections between them. Planes are infinite expanses that usually represent a certain alignment or element, and maintain their own physical laws, environment, and natives. Layers are portions of a plane, so to speak, which are linked to the other layers of a plane yet maintain their own unique environments. Layers may or may not be infinite, yet are always contained within the larger plane.

The lower ranks of this Sphere allow a planewalker to analyze certain features of the planes, and to detect the *souls* or *spirit*: that part of a being which travels through the planes when unfettered to a physical body. Thing is, souls are pretty strongly tied to the flesh; most berks live their entire *lives* without their souls leaving their bodies until death, when the soul flies off to the plane that most suits it's beliefs and alignment. Once there, a new body forms as the deader becomes a petitioner. It's possible that there exist creatures whose souls aren't ever tied to flesh; but if so, they're unknown to most berks.

There's a difference between souls and spirits, too. Most mortal races have souls, which continue to exist as petitioners after death (although all memories of life are lost). The soul continues to exist in this state until it's destroyed, it merges with the plane or power that it serves, or it is transformed into something else - a least baatezu, for example.

Spirits act like souls do in that they also travel to the Outer Planes upon death, but there's an important difference. Although a spirit might appear to form into a petitioner, sooner or later it will travel back to the Prime Material Plane and reincarnate as a living being. Some spirits never make it to the Outer Planes at all, travelling to the Elemental or Ethereal Planes instead, and becoming part of the myriad forms of life in those strange places. Most animals and magical creatures have spirits rather than souls, as do the Prime Material race known as elves.

At higher ranks the planewalker gains the ability to travel the planes under his own will, or even to manipulate the planes themselves. This power can reach almost godlike proportions, and it is in the Sphere of Spirit that the adage "Belief shapes the Planes" comes literally true.

Important Note: Only sensory Cosmology effects may work within the city of Sigil itself. The Lady of Pain doesn't like others messing around with the protections she has laid over the Cage, and so she prevents anyone from trying. All but sensory Cosmology effects are *negated* within

He said he was looking for the Happy Hunting Grounds. I didn't know what he was talking about ...

So I ate him.

- A s l a a d

the City of Doors.

● Planar Sight

The planewalker gains the ability to sense the holes that form in the barriers between the planes - conduits, portals, color pools, and planar rifts - and recognize them for what they are. A planewalker can attempt identify to which planes these connect, or analyze the properties of the plane he currently resides in.

Planewalkers with this level of Cosmology can peer through the metaphysical boundaries into an adjacent plane. By combining this Sphere with others, it is also possible to cast spells in nearby areas of an adjacent plane.

The planewalker can also examine a creature's soul; in doing so he may attempt to determine the home plane of an individual, and sense whether it is a mortal, petitioner, or planar being.

●● Travel Planar Layers, Manipulate Planar Boundaries, Create Planar Wards

The planewalker now gains the ability to shift between adjacent layers of a single plane - for example, between the 6th and 7th layer of Baator, or from the Border Ethereal to the Deep Ethereal. The planewalker can attempt to create small rifts in the barriers between such layers with an extended spell, allowing others to pass through.

At this level, the planewalker may also manipulate planar boundaries, weakening them to the extent that he can communicate with anyone in a nearby region of an adjacent plane. This weakening also makes it easier for other spells to actually pierce the boundaries. Each success on a magical spell roll lowers the difficulty to cross the planar boundary in that spot by -1 for one turn; three successes would lower it by -3 for three turns. Naturally, this roll must first succeed against the original rating of the planar boundary. This only works so well, however - the difficulty of crossing the planar boundary cannot be brought lower than difficulty 4.

The planewalker can also strengthen the barriers, making it harder to cross it to another plane. Each success increases the difficulty of using Cosmology spells by +1 for 1 turn. It is also possible to create a warding circle around the caster, or around an area no more than three meters in diameter; crossing a ward forces extra-planar creatures (that is, creatures not native to the plane which it currently inhabits) to make a Willpower roll to break through; the number of successes required is equal to the number of successes the planewalker rolled for his magical spell.

●●● Pierce Planar Boundaries, Summon Other-Planar Creatures

A planewalker may now may a hole in the planar boundaries, allowing himself to travel to the adjacent plane with all of his possessions. The longer the duration of this rift, the more people can use it; approximately one human-sized creature can pass through such a rift per turn.

It is also possible to summon creatures from other planes by opening such a rift; summoned creatures are usually prevented from harming the caster by the creation of a warding circle, but control of this creature can only be achieved by a further use of Mind. The nature of the creature is reliant upon the plane which is it drawn from; at this level, only creatures from adjacent planes can be called upon.

Planars with this level of Cosmology may now combine their Spheres to cast spells which reach across multiple planes; every plane between the caster and his target increases the difficulty by

+1.

●●●● Rend Planar Boundaries, Seal Breach, Planar Gate

The planewalker may now rip the fabric of planar boundaries asunder and allow a large number of people, a building, or a small area of land to travel to an adjacent plane without difficulty. This is considered a diminished spell on almost all planes; most prudent planewalkers will attempt to seal the breach after they have passed through. The planewalker can also repair breaches which others have made, and attempt to draw land back to its original plane.

A planewalker can create a gate that allows him to travel to any plane in the multiverse, regardless of whether or not it is adjacent to his current plane. Note that unless the planewalker is very familiar with the intended location, he will probably end up in a random location in the plane - not always a good thing.

A planewalker can now summon creatures from almost any plane of the multiverse; the further removed from the caster's plane he attempts to draw the creature from is, the more successes will be required.

●●●●● Manipulate Plane, Planar Slippage, Birth demiplane

A planewalker with this level of Cosmology gains tremendous power over the planes themselves; he can manipulate their very nature, and attempt to bend the laws of the lane to his will. Of course, this is nearly *always* a diminished spell, and the Backlash of a plane treated so callously will be fearsome. However, a planewalker may alter the planar ley lines, alter the physical nature of a plane, or even attempt to define how spells are affected by the plane's nature. This grants powers similar to those of a god in its realm, although with far shorter range or duration.

The planewalker may cause great regions of land to change in alignment to the degree where it will slip into a plane more suited to its new alignment. The difficulty of such a spell is 9 if there is only one degree of difference in alignments, or 10 if the alignments are completely different. Spells to cause planar slippage require extended spells, with rolls made once per hour; the amount of land which slips into the desired plane is based on the number of successes accrued.


A planewalker who wishes to do so may birth a pocket world, or demiplane, in the Deep Ethereal. Although such demiplanes begin small, they may increase in size over time by further spells. Demiplanes are very similar to lesser versions of the Prime Material Plane, although to some extent, the physical and magical laws of the demiplane are under the control of the planewalker.

Entropy

Specialties: Chaos, Fate, Fortune, Law.

The theories used to explain the Sphere of Entropy range from disjointed ramblings to treatises of such intricate reasoning as to be equally incomprehensible. The Doomguard believe that Entropy is ecstasy; that the multiverse will eventually fade away in heat death. The Believers of the Source, on the other hand, regard Entropy as a force of fate that guides all beings toward their destiny.

The path of Destiny appears to be one of decay. Life forms die, rocks erode, organizations



collapse, empires crumble and everything dissolves into chaos. As it's easier to go with the flow than against it, proponents of Entropy - like the Doomguard - have often found it better to use the flow of probability to destroy instead of create.

The practical applications of this Sphere are manifold. Planewalkers learn to quantify probability energy, which many call Destiny, Fate, or Fortune. Through observation, a planewalker may discover "accidents waiting to happen" and take advantage of them, while at higher levels, the planewalker learns to manipulate the actual threads of probability.

Planewalkers who study Entropy tend to specialize either in sowing chaos and confusion or in reaffirming order and reason, though some follow an enigmatic middle ground. This is usually reflected in the character's alignment. Curses and blessings are the specialty of these planewalkers, and they can bring strange forces to bear on objects, individuals and even ideas and concepts, as well as those who associate with these things. These planewalkers understand how everything breaks down, and thus, how they work in the first place.

Direct Entropy spells do no damage until the fourth level, after which they have the usual effect. Applications of Entropy - crumbling walls, disintegrated buildings, etc. - are more effective, and inflict the usual damage.

- Sense Fate & Fortune

Planewalkers who have learned the first rank of Entropy learn to examine each thing and discern its strengths and weaknesses, examining what it is and what it does. The planewalker begins to sense the flow of destiny, and can discern what is significant and what is not, and what is true and what is untrue.

Given this knowledge, the planewalker can sense if a lock has some defect, choose the luckier of two cards or select the original between two identical items. Fate, however, is a fickle thing and fortune even more so. These insights are not perfect, just advanced.


Unreliable as it may be, the ability to judge certainties and likelihoods is quite useful. Pressure points, lies and opportunities become obvious to one who knows their patterns. This may not have any dramatic effects, but once you understand an enemy's strengths and weaknesses, it doesn't take a blood to determine a combat strategy or a yugoloth to figure out a subterfuge.

- Control Probability

Now that the threads of fate have been identified, the dominoes may be pushed. Planewalkers learn control over probability by studying where it concentrates. Phenomena as diverse as card shuffling, dice rolling, riots and lightning storms teach the planewalker to identify order in chaos, chaos in order and the paths of probability.

This gives the planewalker amazing, yet subtle control over hundreds of small events. He can control whom a beggar will approach, who will receive the wine with the poison in it, who wins a coin flip, etc. He may determine the outcome of any minor event that would normally be random. Once he discerns which apparently random events are in fact predetermined, he can then manipulate other eventualities to his own ends.

There is a limit to this control; the greater the probability he tries to affect, the more difficult the act becomes. Determining a coin-toss is simple magic. Determining the toss of the same coin 100 times in succession becomes correspondingly more difficult. Hexing a pack of cards to deal



seven particular cards is in the realm of possibility, but ordering a deck such that each card comes out as if it had never been shuffled is a miracle probably not worth the bother.

●●● Affect Predictable Patterns

Inanimate objects and tangible forces, as expressions of Law, are most subject to the forces of Entropy. Machines are especially susceptible to these phenomena. Clocks wind down, levers break, and all things eventually fray and decay.

At this level, a planewalker can hasten or prevent this deterioration. As Entropy is a slow and gradual process, the only systems which can be affected instantly are those which have many intricate or moving parts.

Living beings may not be affected by spells of this level, with the exception of those infused with the very essence of Law or of Chaos. Such beings include modrons, moignos, and gear spirits from Mechanus; or slaad, chaos beasts, and chaos imps from Limbo.

As with the second rank, the planewalker is still limited by the realm of possibility. The more unlikely a feat, the more difficult and time-consuming it becomes and the less bother its worth. Order can only be fixed and Entropy kept at bay for so long before things follow their natural course.

Some planewalkers view this process as cursing or blessing an object, or laying Destiny upon it. Such forces can be controlled; at this rank, the planewalker may imbue a physical object with probability energy by adding Life 2 or Matter 2 to the spell, affecting the course of its destiny and of those who come in contact with it. A blessed locket may take a blow intended for its wearer, though he may later die a glorious death in battle. Time 2 allows more of a say in such events, but even then, they may not be certain.

●●●● Affect Life

The spells of Entropy, order and probability are far more complex when dealing with living organisms, due to living beings' complex and self-correcting nature. A creature that overtaxes itself will heal given time and care, and may even grow stronger. A worn gear, however, simply falls apart.

At this level, students of Entropy study how life forms begin, mature, wither, and die. They also observe the hundreds of factors that affect the course of life, from the effects of heredity to the stresses of adaptation and growth. The planewalker learns how to influence the random factors of life, giving him immense power either to destroy or affect its development.

With magic, a planewalker can weave a potent spell over a living being, blessing or cursing him and his line. Other Spheres may be woven into such a charm, creating hereditary magical gifts or flamboyant curses. These spells affect probability, not life energy itself.

●●●●● Affect Thought

Masters of Entropy expand their control over reality by studying the ways in which ideas change over time. The spells of the natural order of things on objects are fairly clear and indisputable, but the fact that chaos affects intelligent thought seems farfetched. Yet everything which is organized is subject to the laws which govern order and chaos, be it the structure of a building or an organized body of knowledge.

Masters of Entropy who specialize in Chaos can shatter a person's world view (or at least

confuse him) simply by making a few uncanny remarks, while those specializing in Law can present logical arguments which can advance a person's mind to some different set of ideas. Planewalkers who specialize in Fate or Fortune can lead subjects to inescapable conclusions or spark random, creative thoughts, which the target may absorb as he sees fit.

Those planewalkers who have mastered Entropy merely emphasize the things in a person's mind that will strike him a particular way and let his thoughts follow the natural progression to other possibilities. Thus, whilst the master of Entropy exercises less direct control than if he had used Mind, he can simply direct the probability of a certain line of thought occurring.

Forces

Feel the sting of lightning, focused by the power of Justice!

- Bax Terober, A Mercykiller sorcerer

Specialties: Electricity, Light, Movement, Sound, Weather.

Mortals have long sought to control the energies of nature. Forces is one of the physical Spheres,

which along with the elemental Sphere of Matter and the necromantic Sphere of Life, form the foundation of the Inner Planes. Within the Sphere of Forces, all types of energy are considered equal. Terminologies differ, but planewalkers who seek to cause serious damage to their foes often study this Sphere. Nothing beats Forces for sheer destructive power; a spell utilizing Forces adds one additional success to damage rolls. This does not apply to other uses, which apply the successes rolled straight up. Certain energies are limited by Sphere levels; simple manifestations can be used at lower levels, while massive phenomena are limited to the higher ranks. Most larger spells also require plenty of successes.

● Perceive Forces

The planewalker discerns the movements of energy. By identifying their patterns, he can perceive all types of energy flows, seeing with infravision or hearing sounds too subtle for normal mortals to detect. The planewalker may see anything from infrared light to planar energies to gravity waves. Even in the absence of such positive forces, some planewalkers have learned how to perceive colors in the darkness, sense stillness and hear volumes from silence.

●● Control Minor Forces

All the positive forces are essentially the same - sound, heat, light, etc. as are the negative forces - silence, darkness, cold and so on. While a planewalker at this level of understanding cannot fundamentally change either positive or negative energies, he can exercise some degree of control over their ebb and flow.

Sound and silence may be sent in different directions, allowing a character to disguise his voice, eavesdrop at a far distance or cloak himself in a field of silence, sending the sound of his footsteps far into the ground. Light and darkness may be bent and refracted, focused and diffused, allowing the character to change apparent colors, displace his image, wrap himself in shadows, or create a mirage. Heat and cold may be shuffled about, warming one thing while chilling another, while other forces may be controlled in a similar matter, including gravity, electricity, magnetism and the subtle forms of planar energies.

Note that while Fire is an element controlled by the Sphere of Matter, it may also be generated by this Sphere of Forces by focusing heat upon a combustible substance. Actually transmuting



something into Fire, however, is not under the domain of the Sphere of Forces.

The amount of energy that can be controlled at this level is limited. A planewalker controlling electricity with this knowledge could create a lightning bolt powerful enough to cause injury to a human, but not control the fury of a storm. One controlling light and darkness could black out a building, but not a block of buildings, and a mage controlling kinetic energy might deflect an arrow or change the vector of a sword blow, but could only slow, not stop, a charging rhino. The larger the force to be controlled, and the degree of that control, the more successes the spell demands. A candle wick can be heated into flame with only one success, but a bonfire requires five or more, and to focus heat precisely requires even more successes. To control greater forces requires Forces 4.

●●● Transmute Minor Forces

The planewalker can now change one force into another, flip positive into negative, or create or destroy forces as he likes, summoning them out of thin air and dissolving them into the same. With this level of Forces alone, a planewalker may change one force into another. Kinetic movement may be changed into sound, light into electricity, or cold into darkness.

With a conjunctional spell with the Spheres of Matter or Life, a planewalker may transmute things of those Spheres into a Force of the strength governed by this level.

Alternatively, the planewalker may reweave ambient primal energy (with Prime 2) into one of the baser forces or transform base energy into pure primal force. Alchemy teaches that energy and matter are, at essence, the same thing. With this magic, a planewalker may transmute the elements - even changing physical forms into force or summoning such forces from "nowhere".

The amount of Forces that can be created by use of this level is limited as with Forces 2, but with enough successes, a planewalker with this power can now freeze enemies with kinetic force or incinerate them where they stand, fly through the air, and levitate beasts. With Life 4, a planewalker may even transform himself into a being of living light, a shadow or a chill in the air.

●●●● Control Major Forces

This power works like Forces 2 above, but the maximum for that level is the minimum for this one. With enough successes, the degree of power a planewalker may wield with Forces 4 is frightening. He may focus the heat of the sun into a heat ray or cloak large areas with prismatic illusions, redirect missiles mid-flight, send shock waves the other way, banish a thousand shadows into a single corner and melt glaciers while lakes are frozen solid. Some of these spells may be altered or diminished, however, so there are restrictions. He could, of course, also use this level of understanding to guard himself and others from the fury of these forces - to fireproof forests, protect ships from storms and so on.

●●●●● Transmute Major Forces

This level operates like Forces 3 above, but with enough successes the degree of power that a planewalker may access is almost limitless. Large spells require many successes, as well as logic - it's easier to brew a storm in the tempestuous plane of Ysgard than in peaceful Elysium, for example - but a planewalker who has mastered Forces may conjure hurricanes, firestorms, tidal waves, and earthquakes.



Life

Specialties: Creation, Disease, Healing, Improvement, Shapeshifting, Undead.

The energies which are manipulated by this Sphere are drawn from the so-called Energy Planes - the Positive and Negative Material Planes. Whilst it is possible for planewalkers to channel Positive and Negative energy using the Sphere of Forces, such crude spells can only be used destructively; the intricacy of healing living beings or animating undead requires the Sphere of Life.

Planewalkers skilled in Life are highly valued companions; not only are they among the strongest of warriors, they also work as healers, something useful in the planes. Their powers may heal both normal and aggravated wounds, and can cause the same. Damage from the Sphere of Life is fairly standard, but characters who know this Sphere need not simply kill opponents. A master of Life may paralyze opponents with muscle spasms, age them or turn them into mice. Students of Life may also improve their bodies (or others'), sometimes transforming them into new creatures altogether.

Transformation or mutation works the same way as it does with any other Sphere; to change one thing into another (or create it from "nowhere"), the planewalker must use another Sphere to do it. Living forms, then, can be created from Forces, Matter, or the pure concepts of Mind.

Generally speaking, the Sphere of Life governs items still containing some degree of Positive or Negative energy - for example, fresh fruit, silkworm cocoons, wolf cubs or specters. If it's organic, but completely non-living - such as dried fruit, hair, lumber, or old, unanimated bone - yet still unworked, then Matter may claim it.

- Sense Life, Sense Unlife

The planewalker begins his study by identifying patterns of Positive and negative energy. By detecting those energies, he can learn a lot about a creature - its age, its sex and every aspect of its health, for example, or the relative strength of an undead creature. With this awareness, the planewalker can also detect different living and undead creatures nearby.

- Alter Simple Creatures, Heal Self

Life manipulation begins with the simplest living creatures. A planewalker can alter the structure of basic life forms now, provided that they are no more complex than insects and other invertebrates, or any form of plant life.

The planewalker can only influence these simple creatures at this level; he can heal simple creatures or kill them, cause crabs to sprout extra legs, trees to bear fruit or bees to release the pheromones which signal a swarm. Whatever he does, the creatures themselves remain what they always were - he can mutate them, but cannot transform them. A cherry tree is still a cherry tree (even if it now bears poisonous fruit) and a luna moth is still a luna moth (even if it now has a four-foot wingspan).

Negative energy fields can be focused or manipulated at this level; although there is some difficulty in this in some Upper Planes. Whilst the planewalker cannot yet create any form of undead, he may temporarily strengthen those that already exist, or attract the attention of undead creatures; they will usually hasten to the location of the Negative energy that they sense. Combined with Cosmology 3, this allows the planewalker to summon undead from other planes



of existence.

The planewalker also begins to understand the most complex life forms, beginning with the one most familiar to him, his own. At this stage, he may only heal (or harm) himself through applying Positive or Negative energy; he cannot make alterations to his body.

●●● Alter Self, Heal Life, Control Undead, Transform Simple Creatures, Create Simple Creatures

At this rank, the planewalker can alter his own body, making subtle improvements and variations as he did with simple creatures at Life 2. He cannot substantially change what he is (i.e., his race), but can change his gender or appearance or physically modify his body to grow claws, fur, gills, etc.

By manipulating the flow of negative energy in undead creatures, the character may communicate with the undead and attempt to coerce them into following his commands. He may also "disguise" his own lifeforce with Negative energy, thus appearing to be one of the undead himself.

Simple creatures are now his to command; he may turn them inside-out, change one into another or even create them from "nothing" through conjunctional spells involving Forces, Matter, or Prime. The planewalker can change wildfire into wildflowers, glass grapes into living fruit or conceptual ideals into a living being.

Unfortunately, any life form he creates has no mind beyond what it held before. However, for simple life forms, especially plants, this fault is virtually irrelevant. Even creatures such as crabs or insects can be imbued with some instinctive reflexes that serve for intelligence in the absence of a true mind.

The planewalker begins to understand other more complex organisms now, and may heal (or harm) other people as he did himself at the previous rank.

●●●● Alter Complex Creatures, Transform Self, Raise Base Undead

A planewalker who reaches this rank can change the structure of any complex living being, including those of sentient creatures. As with Life 2, the creatures subjected to these spells still retain their original form, but radical variations of that basic form are still possible.

A character skilled in Life can alter his form to resemble another living being of approximately the same size and mass. He may become a deer, but not a mouse. Special abilities - water breathing, flight, etc. - do not carry over at this level without additional Life spells, and moving around in the new form will take getting used to.

Some planewalkers compensate for this shortcoming by working natural instincts into the basic form. The character risks losing his mind entirely this way, however. Some have found themselves trapped in the forms of panthers or songsharks, and have only freed themselves when they encounter something which reminded them of what they truly were.

At this rank, the planewalker's command over Negative energy allows him to raise the corpses of the dead as the base forms of undead; skeletons, zombies, shadows, ghouls and ghosts. These creatures can be commanded by Life 3, above. More complex forms of undead are still beyond the planewalker's power to create, however.

●●●●● Transform Complex Creatures, Create Complex Creatures, Perfect

PLANEWALKER CONVERSION



Metamorphosis

A planewalker who has mastered Life can transform others as he transformed himself at the previous rank. At this level, he can attain any form he desires and alter others the same way.

This carries its own problems. A higher being transformed into a lower one tends to trade intelligence for survival instincts, while a lower one changed into a higher one has similar problems. These problems are best solved through the use of a conjunctive Life 5 / Mind 3 spell. The perfect metamorphosis that the planewalker may achieve with his own body has no such problems. A planewalker who shapeshifts at this level carries his mind and Spheres with him. Whatever he becomes, that form is as natural as the one he was born into.

At this level, the planewalker also gains a most unique power, which some might hold as divine: He can create any new life form, even as complex as a human body, using conjunctive magic to translate it from energy, matter or pure primal flow with the appropriate rank of Forces, Matter, or Prime. Unfortunately, the life form created has no mind or soul beyond the base material or the Resonance it carries. A painting might be haunted by the ghost of its subject, and the planewalker who caused her to step out into life might find a perfectly capable woman (with her own agenda) greeting him, while a short sword changed into a dog might become a particularly stupid, yet bloodthirsty animal.

Consequently, many planewalkers prefer to create a new being out of primal flow, certain that it possesses no mind or soul beyond what the character gives it. This might seem pointless, but planewalkers have found various uses for soulless shells. These make ideal resting places for spirits (which may be summoned by Cosmology 3). The dead may even be returned to life in this way.

Those who have mastered both the Life and Matter Spheres can untether their psyches and create new bodies for their own astral forms to fill.

Matter

Specialties: Complex Substances, Conjunction, Elements (any), Shaping, Transmutation.


Matter is the Sphere of the Elements; together with the Sphere of Forces and Life, this Sphere forms the base of the Inner Planes. Matter governs the elements of Air, Earth, Fire, and Water, as well as the Paraelemental and Quasielemental substances. This Sphere concerns itself with non-living matter, although the line between this Sphere and the Sphere of Life is thin where the Quasielemental substances are concerned. Furthermore, masters of Matter often use the element of Fire to a similar effect as a master of Forces using heat.

Planewalkers who use Matter first learn to analyze their subject, then to transmute one basic substance into another. After this, a planewalker learns to rework the shapes of items, craft items of great complexity and finally, at Mastery of the Sphere, create items of wonder and substances of legend, including mithril, adamantite, and elven steel.

- Elemental perceptions

You've got a lot of nerve, berk.

- Thomese Ervo, to a planewalker who just attempted to disintegrate him, and failed



The planewalker may recognize the various types of matter, including the underlying structures that give objects their shapes and physical properties. With these perceptions, he can detect things hidden from normal senses. In addition to sensing the composition and properties of matter, the planewalker can discern structures hidden within structures; material no longer forms a barrier to his senses.

●● Basic Transmutation

The planewalker may transmute one substance into another, without changing its shape, or temperature. The more radical the transformation, the more successes the spell requires. It's easier to change water into wine (one success) than into acid (three), and more complicated to turn stones into bread (three successes) than flour into rice (one).

With an understanding of Prime and the other physical Spheres, a planewalker may use conjunctional spells to transform items governed by Forces, Life or Prime into basic forms of Matter, including changing living beings into stone or spinning moonlight into thread. With Prime 2, he may harness primal flow to create (or uncreate) any *simple, basic* thing composed of *one homogenous substance*. A quartz boulder shaped vaguely like a woman is possible, but a gold inlaid statue is not. The more rare and/or complex a given substance, the more difficult it is to create from primal flow. It's easier to create glass than diamonds and simpler to make flour than bread. Elaborate creations must wait until Rank 4.

Making things hotter or colder than they were originally requires a conjunctional spell with Forces, though Matter alone can change ice into ice cream or boiling water into hot soup. Transmuting a solid into liquids, liquids into gases, or gas into fire requires either Matter 3, or perhaps the use of Forces 3/Prime 2 to boil, freeze, or combust the affected substance.

●●● Alter Forms

At the third rank of Matter, the planewalker can finally overpower the rigid forms of the physical world. By selectively altering different aspects of an object's properties, he can change its shape however he desires - compressing it to increase its density and decrease its volume while retaining the same weight, inflating it so as to decrease its density and increase the volume, or temporarily changing the state, so that solids become liquids or liquids become fire. Permanent changes in state require Rank 5.

A planewalker who understands this rank may sculpt matter into any shape he pleases, limited only by the physical properties of the elements he uses. Broken items may also be repaired seamlessly, if he has the mundane knowledge to do so.

●●●● Complex Transmutation

At this rank, the planewalker may now perform radical changes to physical materials and craft complex and intricate items involving several common substances or one or two rare ones. Any sort of regular matter may be changed into any other, though with Rank 2, the more radical the transformation, the more difficult the feat.

With conjunctional spells, items governed by Life, Forces, or Prime itself may be transmuted into Matter, allowing planewalkers to turn pumpkins into gilded coaches, lightning bolts into swords, or the primal flow into a suit of armor. Complex organic creations are also possible, including silk ballgowns, roast meats and woven rugs.

●●●●● Alter Properties

At this pinnacle of understanding, planewalkers may create new substances which do not normally exist by taking existing materials and altering their physical properties, such as boiling or melting points, density, conductivity, transparency, etc. This is one means of creating special metals such as mithril, Baatorian green steel, or adamantite. A character may even make one object immaterial to some other substance, creating arrows which can pass through armor whilst still striking flesh.

Mind

Specialties: Charm, Conceptualization, Illusion, Self-Empowerment, Telepathy.

Planewalkers have long delved into their own minds in search of power. The scope of knowledge derived from countless eons of enlightened investigation has led to the development of the Sphere of Mind, which covers the manifold powers attributed to the intellect itself. It does not include the physiological processes of the organic brain. Mind spells transcend base physicality for the conceptual essence of intelligent thought.

Masters of Mind have opened their mental faculties far beyond the scope imagined by the unenlightened. Perception, communication, even domination are their province. Their control extends from the glimmers of sentience exhibited by animals to the higher faculties of the mind.

Mind spells pack little physical punch - they do one success less on the damage chart - but have endless subtle applications.

● Sense Thoughts & Emotions, Empower Self

The planewalker begins to sense the thoughts and emotions in the air around him. He cannot yet sense these thoughts, but can sense their strength and intensity. This is not a true look at the soul (that requires Cosmology 1) but at the shell of emotional radiance that surrounds it.


The planewalker may also read the psychic impressions left on objects. At this stage, he cannot read any actual thoughts or images, but can sense positive or negative impressions from an object or place.

The character also learns to influence her dreams and shield himself from the inevitable mental barrage of others' thoughts and emotions. With a spell, he can hide his aura and shield himself from thoughts from casual observation - though determined and perceptive planewalkers and other beings may still be able to read them.

●● Read Surface Thoughts, Mental Impulse

The planewalker learns not only how to recognize thoughts, but how to read them. He can read memories "attached" to objects by others' minds (basic psychometry) and scan surface thoughts from unshielded minds. The greater the emotional content, the louder the "volume" and the easier it is to read such impressions. He can leave that same psychic impression on objects or places intentionally.

The planewalker can also send such thoughts and emotions out ("looking daggers" or "blowing kisses") until they find their target. Complex thoughts cannot be sent this way, but single words, images or emotional impulses can easily be placed within an unshielded being's subconscious



mind. Such suggestions are much more insidious, and can often be more effective, than direct communication.

Two planewalkers of this same rank can also form a primitive mental link by dropping their shields and reading each other's conscious minds.

The planewalker may also create more elaborate shields in his mind and disguise the color of his aura, or erect a complex mental disguise to fool other mentalists into underestimating or ignoring him. He can also control his dreams to some extent, though many aspects still lie beyond his influence.

●●● Mental Link, Walk Among Dreams

The planewalker can now establish a clear link between his own consciousness and the minds of others. He can use this link for telepathic communications - or invasions.

The ability to project thoughts and images into another's mind allows a planewalker to project false perceptions. At this rank, the planewalker has full command of perceptual illusions. Some planewalkers learn means of projecting psychic disturbances into a subject's mind. These psychic assaults take many forms, but their end goal is to destroy the mind.

The character may now contact the minds of other dreamers in his sleep and begin to explore the Dreamlands. While waking, he may also use his abilities to enter the dreaming consciousness of others, though such trips are risky. Some beings have particularly potent dream lives, and a planewalker who enters one may be at the dreamer's mercy. Also, there are some dreams which are so twisted that to enter them is to risk insanity (Particularly those of fiends!). A number of spiritual entities are thought to dwell within the Dreamlands, and may be very dangerous.

●●●● Control Conscious Mind, Untether Mind

At this rank, the planewalker can actually take over another person's mind and occupy their body for his own ends. Their thoughts, should he will it, are not their own, but his. Once this invasion has begun, he may control his victim directly, cure or cause insanity, change their memories or set up posthypnotic suggestions. The planewalker can overlay his subject's aura with another of a completely different color or pattern. The victim may slowly recover as the subconscious mind reasserts the true memories, but the subject's Demeanor is usually irrevocably altered.

The planewalker may temporarily untether his mind from his body and travel in mental form for very short periods of time. By using a Mind 4/Cosmology 3 conjunctural spell, he may travel mentally to other planes (such as the Astral Plane). For each success the planewalker rolls, he may leave his meditating body for one turn. Afterwards, he returns to his physical self.

●●●●● Control Subconscious, Untether, Forge Psyche

A planewalker who has mastered Mind rules not only his own mind, but other minds as well, both mortal and immortal. Through this power, he may invade not only the conscious mind, but the subconscious as well, completely rewriting the underlying personality until the thoughts which compose the psyche bear no resemblance to anything that existed before, utterly changing the person's Nature.

The planewalker may also divorce a psyche from the body, switch minds between subjects and merge, copy or transfer the entire sum of a person's memories and knowledge from one body to another. His powers allow him to increase a subject's intelligence and wits to genius levels (5

dots) and may begin to increase his own beyond that (although not without risk!)

Complete mental travel is possible now, and the planewalker may leave his body for hours or even days at a time. He must eventually return, however; true mental existence transcends anything that a mortal can experience and survive.

The greatest power of a master of Mind, however, is the ability to create true conscious thought. A planewalker may create another thinking, rational mind where none existed before, expanding its intelligence and designing its personality however he likes. Swords and other inanimate objects - as well as the empty shells created by Life 5 - may be given true sentience without granting them a soul. When such creatures are destroyed, however, their psyches tend to die with them as well. In order for a newly forged mind to have a soul, one must be summoned from another plane using Cosmology 3.

Prime

Specialties: Channeling, Draining Primal Patterns, Filling Primal Patterns, Perceptions

Prime is the study of the power of Belief, also known as *primal energy*; it is thought to be the underlying nature of the fabric of the multiverse. Regardless of the naming or accounting, Prime is the raw stuff of a planewalker's magic. It exists everywhere, and all things are composed of it, though some sources are easier to work with than others. The most accessible form of primal energy is the force of Belief that every planewalker possesses, but it is also possible to find primal energy by communing with the planes themselves. The gods themselves are thought to wield huge amounts of primal energy.

Prime is the transient bridge between the physical Spheres and the Sphere of Mind. Planewalkers skilled in Prime can grasp the conceptual existence of Mind and transform it into the physical (Forces, Matter, and Life), or help them achieve transcendence and become the stuff of Mind. Belief is the tool of planewalkers; through the energy of belief, Prime, *anything* can be achieved.

● Primal Sense

A planewalker gains perceptions of basic primal energy - objects in which it has been stored, the regions where it wells up, and the planar ley lines that connect such regions. He may also notice creatures and objects charged with magical energy, though he needs Mind to perceive their particular auras and Cosmology to detect their souls (assuming they have them).

By sensing the strongest currents of primal energies, a planewalker may align himself so that meditation with the plane allows him to absorb them. Of course, this may only be done on a plane that supports the beliefs of the planewalker; this is why the different factions maintain a plane of primary influence, and why they are so powerful there. Planewalkers without Prime magic cannot gain Belief Points except by acting to promote their beliefs.

●● Weave Primal Flux, Focus Belief

The planewalker attains control over the shifting primal flux. He can divert small streams to flow differently through the planes or reweave them to create primal forms, items composed solely of primal flux and visible to those with magical senses.

Items can be made to exist in a more "real" sense by creating a primal form that reinforces the essential nature of that item; weapons enchanted in this way are able to strike at planar beings

whose primal essence renders them immune to normal weapons, and cause aggravated damage.

When the planewalker conceives of an object, it takes on some degree of solidity. By channeling primal flux through his concept, the planewalker can transform it into a physical form. Creating things out of "thin air" with the physical Spheres, then, obviously demands Prime 2.

●●● Channel Belief

Throughout the planes, primal energy flows. It normally strengthens those who are committed to their beliefs, making them stronger and more powerful; planewalkers use this power of Belief to work enchantments, cast spells, or create new Treasures and even demiplanes. However, it is also possible to commune with the planes themselves, gaining a measure of primal power in this way. At this rank, a planewalker understands how to draw this primal flux out of the objects in which they are stored. The planewalker becomes a conduit of primal flux, storing it in his own being or channeling it into other items, like another person or a Treasure.

Sadly, primal flux can only flow from one established form into another. Only the powers are able to tap into the vast reservoir of primal flux described under Prime 2, or even draw extra primal flux from this reservoir when creating new objects or fueling them with primal flux. That is to say, when a planewalker creates an object, he may only siphon enough primal flux to make the object - no surplus primal flux remains in anything the character creates in this way.

●●●● Expel Base Energy

While at lower ranks of Prime planewalkers are largely limited to detecting and manipulating primal flux, now they can learn to channel the *primal base* from which all things are thought to be formed. They can pull prime out of the forms of matter and energy, affecting an object's substance in reality. Each shard of inanimate matter and each spark of energy has primal base stored within. Planewalkers can expel the prime from these forms, recycling it into the cosmic reservoir of primal flux. Without prime in its structure, that matter or energy ceases to exist.

Planewalkers who know enough about Matter or Forces can use conjunctional spells to alter the amount of prime stored in the various parts of these forms, thereby "dissolving" different aspects or properties of the energy or matter. A planewalker could make solids become insubstantial, cause a magnet to have only one pole, or cause objects to lose their mass yet remain solid. While the Spheres of Forces and Matter alone can do the same thing, expelling a target's primal base is a direct and "easy" way to alter it.

●●●●● Alter Primal Flow

At this rank, a planewalker can alter established flows of primal base - those running through living beings.

Living beings interact with prime in a unique manner. Their primal energy is not stored in their physical forms, but runs continuously through them. By damming this flow, the planewalker can extinguish the spark of life within the creature.

Planewalkers can also *increase* the flow of prime through a form. This means nothing to inanimate matter or energy, but can dramatically increase the amount of primal flux that a living being stores within itself by draining from a plane. Note that this is always considered a diminished spell; no plane reacts well to having its primal energy flows drawn upon by mortal planewalkers!

The powers are said to have an ability to draw upon primal energy that exceeds even these limits.

Time

Specialties: Delayed Spells, Perceptions, Temporal Control, Time Travel.

The Sphere of Time has long mystified and frustrated philosophers. Time is perhaps the hardest Sphere to comprehend; members of the Transcendent Order often excel at this Sphere, which is why others often call them Ciphers.

Time is often most useful when combined with other Spheres; by combining advanced Time magic into other spells, a planewalker can prolong or trigger certain spells. Time perceptions also enable a planewalker to search the past or future for some hidden secret. When scrying forward or backward in time this way, the number of successes scored on the magical spell roll determines how far into the past or future the planewalker can perceive. Durations for other Time spells are determined normally (**page 35 has a chart for Time-based spells**).

● Time Sense

The planewalker begins to develop a rudimentary awareness of Time's true nature, and gains the precise internal clock essential to performing more complex Time spells. He also detects certain time-based phenomena that periodically shift through the time stream. He can intuitively sense the approach of such disturbances and "feel" where in dimensional space the phenomena will appear.

Most such effects are small ripples which either speed or slow time relative to some other region. A few are referred to as "skips", small rifts which lead forward in time, but some may actually be "loops", rifts into the past. It's generally considered unwise to simply step through either one, and by the time the planewalker has taken the time to peer forward to see when the rift leads, time has passed and the rift has sealed.

At this level, planewalkers may also detect temporal phenomena weaker than actual rifts. The spots where a gate has been opened onto the Temporal Continuum display a distinct irregularity to the sense of those skilled in Time, while places which have been used to scry the future - or *will* be used for scrying the past - display a twist in the ribbon of time.

●● Past Sight, Future Sight

The planewalker can now shift his perceptions forward or backward in time. Postcognition tends to require more successes to perform, but its results are certain (or at least considered so by most). Precognition is less difficult to enact, but the futures foreseen - especially far futures - tend to be inaccurate. Most planewalkers believe that the future is constantly changing, and that anytime that a planewalker looks forward, he simply sees the most *probable* future. Through the act of foreseeing the future, the future may be changed.

Planewalkers commonly use this magic with conjunctive spells. Entropy 1 allows a character with future sight to view multiple probabilities or possible futures. He may add Entropy 2 as a conjunctive spell to choose one. The most probable futures are the easiest to pick, and the least likely are the most difficult.

Most planewalkers also mix Correspondence 2 with this rank of Time, because by itself, this rank only allows a planewalker to look forwards or backwards into the past of his current

location. With Correspondence 2, he may scry out any time and any place in the same plane. Cosmology 3 is required to look into the time streams of other planes.

Some planewalkers reverse this magic and thicken the walls of time around some particular instant, making an action that much more difficult to discern from the future (or foresee from the past) and theoretically prevent time travelers from interfering as well. Each success a planewalker gets on this sort of spell subtracts from a future (or past) success of some other individual to spy on the planewalker's present doings. Some planewalkers cloak themselves in a wall of thickened time, preventing others from locating their future whereabouts.

Planewalkers who frequently extend their perceptions through time tend to experience spontaneous flashes of pre-or-postcognition. These flashes range from feelings of *deja vu* to vivid, dreamlike trances foretelling danger.

●●● Time Contraction, Time Dilation

The planewalker can now exert his will over the passage of time, causing it to accelerate or slow as he desires. Sages often describe these spells as "contracting" or "dilating" time, referring to the length of each moment in time. Thus, contracting time around a waterfall makes it appear to flow more slowly to an outside observer; nearer the waterfall, each moment does not last as long and less water flows. Conversely, by dilating each moment around the waterfall, more water flows during each segment of time. Working this spell conjunctionally with Correspondence 3, a planewalker can allow a moving object to go at any speed without gaining additional momentum.

Likewise, by dilating Time dramatically enough, a planewalker can effectively travel forward in Time. A planewalker who shuts himself in a hidden room in a castle, for example, then works a spell so that only one day passes inside the room while 100 days pass outside, has effectively travelled forward in time. There are risks (war, fire, destruction of the castle) during the intervening years, but most planewalkers will have already divined the future of the sanctity of the hiding place, so that should not be much of a problem. This is, however, a one-way street, and no-one can prove the wisdom of following it...

●●●● Time Determinism

The planewalker is now able to cause absolute shifts in time, rather than simply adjusting the rate at which time passes. He can take a field of time and freeze it; a falling arrow may be stopped mid-flight or a man placed in a state of suspended animation.

This is powerful when used in conjunction with other spells, as the planewalker can choose the moment in time which "triggers" the magical time bomb. Some long-dead planewalkers have left the planes a legacy of spells that occur even after the planewalker's death. Such spells are the type of time-based phenomenon that characters with Time 1 can intuitively detect.

When mixed with Entropy, such spells gain a contingency effect. For example, a suspended animation spell could have a Sleeping Beauty cause, ending it at the kiss of a prince instead of a set instant in time. Other magic can be worked into the spell as well, as long as they and their triggers are set in advance. The more unlikely the trigger is, however, the more difficult it is to incorporate.

By setting certain things in place - "This wall will turn into light when someone leans on it (Matter 3 / Forces 3 / Prime 2 / Time 4) - entire artificial systems of magic can be created with

"clap on / clap off" functions. To keep such stored spells from being stolen by enemies, many planewalkers have used Matter and/or Life to tie these to heirlooms and/or bloodlines, leaving their descendants with a legacy of magical abilities. Eventually, of course, the magic is used up or heirlooms are lost, so nothing lasts forever. Such "contingent" spells can be detected with the first rank of Time or Entropy, though it takes Time 2 to truly fathom the spell's nature.

●●●●● Time Travel, Time Immunity

At this rank, the planewalker can do more than determine the timing of events; he can shift objects through time. The planewalker actually plucks something out of the flow of time and sends it through the temporal Continuum to another point along the time stream. The new position could be seconds or centuries away from the object's original place in time.

Sages say that such spells are "anchored", or firmly linked to their point of origin. A ripple exists in the time stream at the point of their disappearance until their reappearance. This forms a continuous thread that the caster can pull at any time he sees fit. This will bring the object back to the present.

This spell can also be used to travel through the Temporal Continuum into the future or past; the caster moves through this strange dimension, until he finds a point in the time stream where he chooses to disembark. Others may accompany the planewalker, but cannot be sent individually. This is not without its risks; such spells are often altered or diminished, and any character with enough knowledge of Time can recognize the spell and gauge the time when it will come due; those with Time 5 may even be able to reach into the time stream and pull out another traveler.

The planewalker may also immunize himself from time. Figuratively speaking, the character simply steps laterally out of the current temporal flow. He can maintain his immunity only so long, but during his "time" outside of Time, he perceives the world as a statuesque collection of still images that he may manipulate as he pleases. As a conjunctive spell with Life or Matter, he may take other creatures and objects "out of time" as well, and may even abandon them in the frozen moment. It seems such a state cannot last forever, and subjectively the creatures appear only an instant later, but some appear dead of old age, having passed hundreds of years in a timeless hell.

Foci

Faith


Your devotion to the Powers doesn't mean they're obliged to feel that way toward you.

- Toriam Osis

This focus represents a deep and abiding trust in a deity, force, or philosophy. This is similar to, but not the same as, a planewalker's Beliefs; a planewalker can believe in a deity without

having Faith in it, especially if that deity chooses to arrive in person! Some Athar profess Faith in the Great Unknown, a force which they claim to be the true power behind all gods, and a few planewalkers follow their faction's philosophies with a Faith as powerful as that of any priest.

Just as belief shapes the multiverse, Faith supports and strengthens gods and godlike energies. Understandably, such forces empower those who have Faith in them, thus enabling faithful planewalkers to promote their divine agendas throughout the planes.



In game terms, your rating in the Faith Trait reduces the severity of any Backlash that may occur due to using magic. Whenever Backlash is accumulated, the number of points may be reduced by 1 per dot in faith, to a minimum of 1.

To use this Focus in an effect, the character must take a round to call upon the power that he serves, usually in a highly ritualistic manner. A physical symbol of the power is also often used. Should the character neglect the agendas of your power or acts in an inappropriate way, a Faith roll may be required (difficulty at the GM's discretion). Failure indicates the loss of a dot in Faith, whilst a botch indicates the loss of two.

Psionics

This Focus represents a synergy of body and mind into one unified being of unlimited potential. Whilst some races, such as the githzerai, possess a greater aptitude for Psionics than others, it is usually developed through rigorous discipline, such as that of the Transcendent Order. Characters with Chaotic alignments may not use this Focus.

A planewalker may use Psionics to call upon an inner reserve of power (known as the Will), which is harnessed to affect the surroundings according to his desire (through a discipline known as the Way). This discipline may greatly augment the power of a planewalker's beliefs; those of strong will may even eliminate planar Backlash entirely.

In game terms, your character's rating in Psionics indicates the amount that Backlash may be reduced by spending one Willpower point. This expenditure of Willpower must be paid immediately upon receiving the Backlash points.

It is possible to spend more Willpower, and thus reduce Backlash even further, but at a risk. You must roll Willpower against a difficulty of 9; each success allows the character to spend one Willpower point as above. A failure has no additional effect; however, if you botch you immediately lose one point of *permanent* Willpower.

To use this Focus in an effect, you must take a round to summon and direct the necessary internal energies. This will be apparent to any psionically active entities in the vicinity; others will notice little more than an air of concentration or possibly a sheen of perspiration on your character's forehead.


Sorcery

This Focus represents an arcane relationship between the mind and soul of a planewalker and the magical energies which permeate the planes. By applying certain laws and principles, it is possible for the knowledgeable and gifted to achieve things that others only dream of.

You just wave your hands, and like that ...

- Ahrge Esselav, Explaining the intricacies of sorcery

The use of Sorcery is highly ritualistic and requires intelligence and strength of will to succeed. Possession of various material objects which are somehow significant to the effect which you wish to create can often aid in sorcerous rituals, and complicated incantations or delicate gestures are present in almost every ritual. This leads some to believe that the ritual itself is powering a magical effect, including more than a few sorcerers! This is not the case.



The truth of the matter is that Sorcery allows a planewalker to reach out and harness bizarre planar energies to augment the power of his own beliefs. However, as these energies are almost impossible for mortal minds to understand, an involved means of melding the energies with a planewalker's power of Belief is required. Other entities sometimes show the powers of Sorcery without the rituals normally required, due to an innate understanding of these energies.

In game terms, whenever you use Sorcery as a Focus for a magical effect, you may reduce the amount of any Backlash accrued by rolling Intelligence + Sorcery and cancelling out one point of Backlash per success (to a minimum of 1). The standard difficulty is 6, although this may be reduced by putting more effort into the ritual, or increased by adverse conditions of some kind. A botch causes the planewalker to lose a point of temporary Willpower, due to out-of-control magical energies assaulting the mind.

To use this Focus in an effect, at least one round must be spent in a complex ritual. Increased preparation time may lower the difficulty of the Intelligence + Sorcery roll, at the GM's discretion.

Belief

Belief is power on the planes. It's not a free wish, but it's an undeniable fact that the laws of the multiverse respect beliefs and those who sincerely hold them. Things just work better for a cutter with strong convictions.

All planewalkers believe in *something*, although their beliefs may be weak or poorly defined. You should detail two to five convictions that your character holds dear, and assign ten points among them to reflect how important they are to you. A one-point Belief is not strongly held, and thus has little impact on the multiverse. A five-point Belief is one that you would die for, and the planes may move before its power.

Your beliefs should be fairly specific. A belief in "justice" is too broad. "Justice through fair and equitable means" or "justice through the swiftest and harshest means available" are better examples. Some sample beliefs include:

- ❖ All individuals possess the right to believe whatever they want;
- ❖ Those in power are always right;
- ❖ The strong should always help the weak;
- ❖ Only the present moment is important;
- ❖ Knowledge is free, and should never be withheld;
- ❖ Taking risks is foolish and wrong;
- ❖ The gods are evil, and their followers should not be tolerated;
- ❖ Sentient beings should live in harmony together;
- ❖ Any action is justified if for the greater good.

Obviously, not all beliefs are compatible, and some are easier to adhere to than others. However, the harder a cutter works to promote a belief, the more he benefits, so everything evens out.

BACKGR⊕UNDS

Backgrounds are special advantages that chart your character's influence in the planes. These Traits cover things a planewalker has acquired, rather than those he learned or was born with.

I might be a Berk, but I'm not a sodding berk.

- Mist, a Bleaknik

When you choose your Backgrounds, consider how or where your character came across this advantage. How did he meet his Mentor, and how is she to him? Who are his Allies, besides dots on a sheet? Where did he get his Treasure, and does he understand it yet? Likewise, the GM should feel free to make up things about the Background that even the player doesn't know. Perhaps the Library really belongs to an arcanaloth, or the stronghold carries a curse.

Backgrounds may be rolled in conjunction with other Traits. A good Manipulation + Mentor roll could buy you some respect with other planewalkers, while Perception + Influence could help you find someone through political channels.

After creation, you cannot increase your Background ratings with experience points. They can only be improved through events in the story. GMs may give a dot or two in some new Background in lieu of experience points if the character comes into money, friends, or influence somehow.

Allies

In their travels, planewalkers often encounter a variety of interesting beings. While many are hostile, some befriend and aid the planewalker. These Allies may be mortals, celestials, or even fiends.

Allies should be characters in their own right, not simple cannon fodder. Though they may be loyal unto even death, such friends will not throw their lives away for nothing, especially if the planewalker does nothing to support that loyalty. Friendship is a two-way street, and even Allies have their own agendas.

Each dot in this Background gives the planewalker one Ally or increases the power of one that already exists; thus five dots in the Allies Background could indicate five allies of moderate power or one extremely powerful entity. Nearly anything can be a planewalker's ally.

- One Ally of moderate power.
- Two Allies, or one more powerful Ally.
- Three Allies, or fewer Allies of correspondingly greater power.
- Four Allies, or fewer Allies of correspondingly greater power.
- Five Allies, or fewer Allies of correspondingly greater power.

Companion

You possess a companion creature of some kind, with whom you share a special bond. This could be a trained animal of unusual nature, a paladin's holy steed, a planar familiar such as an imp, or even a powerful entity which has "adopted" you. Players should consult their GM as to

the type of companion they may have. You should also be aware that higher-level companions will have minds and personalities of their own, which may clash with your own goals.

Each dot in this Background indicates a correspondingly more powerful companion. These are rated in terms of points; the GM will give you some indication of how many points a particular type of companion may be worth.

- A minor companion, worth 10 points.
- A useful companion, worth 15 points.
- A significant companion, worth 20 points.
- A powerful companion, worth 30 points.
- An incredibly powerful companion, worth 50 points.

Contacts

You know people from many different walks of life, to whom you can turn for information and assistance.

Your major contacts are cutters who you can rely on to provide you with the chant (in their areas of expertise). You should describe your major contacts as complete characters, either as the campaign progresses or beforehand.

You also have a number of minor contacts spread throughout the area. When you wish to get in touch with a minor contact, make a roll using your Contacts rating (difficulty 7). Each success means that you have gotten in touch with a minor chant-broker of some sort; of course, you will need to bribe him or charm him into giving you needed information.

- One major contact.
- Two major contacts.
- Three major contacts.
- Four major contacts.
- Five major contacts.

Influence

Influence represents your ability to produce results when attempting to sway the politics or society of a community. It is the ability to compel an individual to take action on your behalf, perhaps because of some hold you have over him. This could mean that you are a prominent faction member, hold the strings of various individuals, or have political power within a community.

- Moderately influential; a factor in the politics of one faction or burg (other than Sigil).
- Well-connected; a factor in the politics of two factions, a couple of burgs, or a small area of the City of Doors.
- Position of influence; a factor in the politics of three factions, a realm, or a ward

of the City of Doors.

- Broad personal power; a factor in the affairs of one or more planar layers or the entirety of Sigil.
- Vastly influential; a factor in the politics of an entire plane.

Library

Some planewalkers have libraries of tomes filled with darks from throughout the multiverse. Such books could have been gifts from a character's Mentor or obtained through more dubious methods. Libraries are useful for research; picking up new Knowledges is easy when you have vast resources. Real occult lore, however, is even more important. Although one cannot learn to shape the multiverse through simple study, the principles behind the Spheres can be learned.

Libraries are usually specific to one particular Focus - Faith, Psionics, or Sorcery. A character cannot benefit from a Library unless he has at least rudimentary skill in the appropriate Focus (i.e., at least one dot). It is not possible to pick up the principles of applying the Will and the Way to Spheres from an ancient tome of philosophy and theology.

Like Mentors, Libraries are useful when spending experience points. By rolling his Library rating (difficulty 7) while learning a new Knowledge or Sphere, he can save experience he normally would have spent. Each success counts as one point saved, though at least one point must always be spent. The planewalker must spend at least one week (often longer) in research and can only roll once every time he spends the experience.

Planewalkers often keep their Libraries at a stronghold and share them freely with others in their party. Thus, this Background may be pooled so long as the means allow and the characters stay together.


- A collection of scrolls and research notes.
- A few notable works and lots of superficial stuff.
- A handful of rare and ancient books.
- An impressive collection of darks and occult lore.
- A hoard of lost secrets and mundane knowledge.

Mentor

This Background listing reflects how useful a character's Mentor is - be they a teacher, relative, or guide. A dull or distant Mentor is better than none, but barely; the wiser, more learned or more influential the Mentor, the higher his rating.

Mentors are important both for what they can teach and how they intercede in the characters' lives. Many planewalkers were first taught their skills by another who is older and wiser than they; other planewalkers have made a powerful friend who looks out for them and gives them advice. Whatever their early relationship may have been, however, the Mentor now instructs the character in the ways of magic and the potential dangers of the factions' kriegstanz.

Like Libraries, a Mentor can aid a planewalker who wants to increase her Abilities, Spheres, or Foci. By convincing his Mentor to teach him what he wants to know, the character can roll his



rating and save experience (see "**Library**"). In some cases, the Mentor may be necessary for learning the skill at all - learning the principles of a Focus without instruction can take years or even decades!

Like Allies, a Mentor should not be a collection of dots on a sheet. Though he should not overshadow the player character, a Mentor must be a potent and colorful person in his own right. This Background is not a free ride; Mentors, especially powerful ones, should not give something for nothing. Mentors have motivations like any other person, and will often demand favors or services for their teachings. This could be as simple as keeping his books in order or as dangerous as retrieving strange items from another plane. In general, though, the planewalker receives much more from his Mentor than is required of him.

- Unimportant or distant Mentor.
- Helpful but eccentric Mentor.
- Good and notable Mentor.
- Wise and respected Mentor.
- Powerful or influential Mentor.

Portals

You control access to one or more portals that connect two planes. These may be situated within a stronghold within Sigil, but not all strongholds possess portals, nor are all portals found within the City of Doors. There are three different types of portals: temporary, shifting, and permanent. If a portal accesses a well-known and travelled location, then it is likely to be permanent; that is, you may use it whenever you like. However, portals to hard-to-reach locations are usually shifting; they are only useable part of the time (this is why such regions are hard-to-reach in the first place!). The GM has final say over how frequently a particular portal may be used.

Temporary portals blink into existence for a while, and then disappear, never to return; they are not covered by this Background. Planewalkers cannot create portals.

Note that controlling access to a portal does not automatically grant the ability to open it; the correct key must still be used.

- One portal.
- Two portals.
- Three portals.
- Four portals.
- Five portals.

Stronghold

You have inherited or established a defensible stronghold which has attracted a number of followers to dwell within it and protect it. These followers tend to be loyal to you, although some may betray you if they are ill-treated or too much is demanded of them.

A stronghold's rating represents its defensibility and size. Note that location plays an important

role in this - a tower in Sigil will not be as large as an island in the Astral Plane, but is far more easily accessible.

Often members of the same party dwell within one large stronghold. Thus, this Background may be pooled as long as all of the characters agree and stay together.

- An insignificant stronghold. You have five followers.
- A minor stronghold. You have ten followers.
- A medium-sized stronghold. You have twenty followers.
- A large stronghold. You have thirty followers.
- A huge stronghold. You have fifty followers.

Treasure

All right, first of all, can any of you talk?

- Golspre, a treasure-hunter in a Yugoloth armory full of magical swords

A treasure is an item imbued with magic that the wielder can use. This Background allows a beginning character to start play with a Treasure in his possession. It's a tricky Background, and

GMs may limit it if they see fit.

Treasures are items that have built-in magical effects. Some have several small powers, while others have one big one. No matter how many powers such an item possesses, it cannot have more effects than the dots in its rating. A level three Treasure, then, could have three effects, maximum. The effect is also limited to a Sphere level equal to the dots in the Treasure; the same Treasure could not have an effect beyond the third rank in a Sphere. Conjunctural effects are considered to take up one dot per Sphere involved; the sample item could only have one power if that effect used three different Spheres.

Because of their power, Treasures are purchased differently than other Backgrounds. Each dot costs *two* Background points instead of one. A level five Treasure, then, would cost ten points. Our third-level Treasure costs six points.

Every Treasure has an "Arete" of its own, allowing the character to roll one die per point of Arete when using the item. Most Treasures have one point of Arete per level. You may increase the Arete of a Treasure by spending one additional Background point per additional point of Arete.

Each use of a Treasure's power expends one charge from an inner reserve. This magical energy fuels the Treasure's powers, and when it's gone the item is useless. Before this happens, the owner may recharge it with a Prime 3 effect. A similar spell may drain a Treasure, converting one charge into a Belief point per success rolled (difficulty 10). The initial number of charges in a Treasure are equal to the item's Arete x 5.

- A weak item (Cost 2; Arete 1, 5 charges).
- A useful Treasure (Cost 4; Arete 2, 10 charges).
- A significant item (Cost 6; Arete 3, 15 charges).
- A potent Treasure (Cost 8; Arete 4, 20 charges).

- A powerful magical item (Cost 10; Arete 5, 25 charges).

Wealth

This Background reflects the amount of material wealth which your character possesses. Whenever you need to acquire some item or property, you may attempt to purchase it by rolling your Manipulation + Wealth rating against a difficulty set by the GM; this may vary from 6 (for basic equipment and food) to 10 (for valuable jewelry and property). The number of successes required will also vary according to the value of the item and whether or not other people are interested in buying it.

*Watch your jink as well as your enemies,
and you'll do fine.*

- Tarsheva Longreach

The rating of a planewalker's Wealth is an indication of his resources at the start of the campaign. These range from absolute poverty (0) to filthy rich (5). A character's initial Wealth is assumed to be a reflection of his social status. During play a planewalker may increase or decrease his wealth without affecting social status.

- Peasant: you can afford to live in a Hive Ward flophouse. Your jink's made of copper greens.
- Guildsman: you can afford to live in the Lower or Guildhall Wards. You usually spend silver stingers.
- Gentry: you own your own property, and don't need to work much. You buy and sell with good gold Ladies.
- Nobility: you're independently wealthy, and own a mansion in The Lady's Ward. You usually deal in platinum Merts.
- Royalty: you can afford nearly anything that you want. Who uses jink, anyway?



MERITS AND FLAWS

Merits provide characters with some benefit, while *Flaws* act to their detriment. There are eight categories of Merits and Flaws: **Racial** Traits describe the heritage and abilities of non-human characters; **Psychological** Traits deal with the ideals, motivations, or pathologies of characters; **Mental** Traits deal with the strengths, weaknesses, and special capabilities of the mind; **Awareness** Traits involve perception (or the lack thereof); **Aptitudes** establish special capabilities and abilities for your character; **Supernatural** Traits are those of a magical nature; **Society** Traits deal with the influence, power, and station of your character in society; and **Physical** Traits deal with your health and physical makeup.

The secret to surviving the planes is simple - stay home.

- Depresar, a Githyanki

Racial

Nowhere else does a body encounter as many varied and strange folk as he does travelling the planes. Bariaur, tieflings, genasi, fiends, baku, clueless Primes, celestials - it's an endless list. The planes teem with life.

No race can be easily categorized in a few paragraphs. Each has its heroes, villains, braggarts, fools, wise sages, and passionate givers. With that in mind, the Merits and Flaws below present a few possibilities for player character races. Unless your character takes one of these Racial Traits, you are assumed to be human.

Aasimar (2 pt Merit)


Aasimar are the scions, or descendants of scions, of celestials from the Upper Planes. They generally appear as gloriously beautiful humans with golden hair, beautiful skin, and piercing eyes. At least a few aasimar have features such as green planetar skin, regal-looking tails, birdlike or leonine lower bodies, or even vestigial wings. Most aasimar are true to their sires and the blood that courses through their veins, being true of heart, courageous, and honest. Of course, a few turn stag...

Due to your catlike senses, you cannot botch Alertness rolls. Though in many ways you are somewhat frail, your celestial heritage protects you from the damage of heat and cold-based attacks, and you gain two additional Soak Dice to resist them. However, you have a maximum Stamina rating of three; this Trait may not be increased beyond three with experience points.

Bariaur (3 pt Merit)

As a bariaur - an herbivorous denizen of the Upper Planes - you often remind primes of centaurs, your goat-body topped by a human torso and arms. Your face displays somewhat more animal-like features, such as large ears and perhaps even horns. The very thought of losing your freedom or the joy of living sometimes

*Better to wrestle with a giant
Than to lock horns with a bariaur
- Ysgardian Proverb*



chills you to the bones (but it is best not to dwell upon that).

Most bariaur are found on the plains of Ysgard, with smaller populations on the planes of the Beastlands, Elysium, and Arborea.

Bariaur can be extremely fussy about their appearance, dyeing and shaving their pelts into intricate patterns. You are considered frivolous by some, and the difficulties of extended rolls in non-dangerous situations are increased by two. However, you are a fierce fighter when your family or friends are threatened, and never botch Brawl or Melee rolls in such situations.

You have keen eyes which allow you to see into the infrared spectrum (as the **Merit: Infravision** below), and are of a huge size, granting an additional bruised Health Level. If male, you can head butt with your horns (Dexterity + Brawl, difficulty 6; Str+2 damage). If female, you lack horns but are more quick-thinking and never botch Wits rolls.

Dwarf (5 pt Merit)

Dwarves are short, stocky fellows, easily identified by their size and shape. They average 120 cm to 140 cm tall. Most dwarves are native to the Prime Material Plane, and should take the **Merit: Prime**, below; planar dwarves usually come from the Outlands or Arcadia, where the dwarven gods keep their realms.

You may be considered dour and taciturn by others, given to hard work and caring little for humor. However, you are likely to be strong and brave, with a love for strong drink and precious metals.

Because of your sturdy build, you gain an additional point of Stamina, even if this raises your Trait above 5. You also gain an additional success to all Crafts rolls, which represents your love of metalwork and brewing.

You are well below average height, and have trouble seeing over high objects and moving quickly. You suffer a two dice penalty to all pursuit rolls, and you and the GM should make sure that your height is taken into account in all situations. In some circumstances, this will give you a concealment bonus.

Elf (6 pt Merit)

As a member of the Prime Material race known for their fey nature, you are often considered frivolous and aloof by others; this is not true, although your personality may be impossible to fathom. You concern yourself with natural beauty, dancing, and singing. Your lifespan is over 1,200 years, although long before this time elves feel compelled to travel to the elven realm of Arvandor in Arborea.

As you are quick and strong, you gain an additional point of Dexterity, even if this raises your Trait above 5. You cannot botch Stealth rolls in your natural environment (which for most elves will be forests). Almost all elven player characters are natives of the Prime Material Plane; you must either take the **Merit: Prime** below, or provide the GM with an excellent reason for why you are not dwelling in the paradise of Arvandor.

Genasi (3 pt Merit)

Genasi are extremely rare plane-touched beings, the descendants of a human and an elemental creature. You are usually regarded as a strange and alien being; your elemental nature is extremely evident in your appearance and personality. Most genasi come from one of the four elemental planes: Air, Earth, Fire, or Water. Genasi from the Paraelemental or Quasielemental Planes are unknown, but possible. You must decide your native plane during character creation.

As an elemental half-breed you inspire prejudice and distrust due to your strangeness and air of superiority; the difficulty of all Social rolls is increased by two. This includes other genasi, for you are deeply resentful and intolerant of *all* others of your kind - not just opposing elements.

Of course, in matters concerning the elements you are naturally skilled. When spending experience points to increase the **Matter** Sphere, you pay three-quarters of the normal cost. Furthermore, you gain an automatic success to resist the effects of your native element, and may survive the ill-effects of your home plane indefinitely. Unfortunately, the difficulties of rolls to resist or use magic on your opposing element are increased by two.

Githzerai (3 pt Merit)

You look very much like a human except that you are thinner and taller with sharp features, long faces, and eyes of gray or yellow. You tend to be somber and trust few outside your kind. Githzerai are a severe lot who don't dress in bright colors, don't wear jewelry, and don't smile (at least not in public).

Githzerai, Githyanki, who cares?

They're all the same.

- The Late Yufan Lis

You are naturally predisposed toward **Psionics** and the Sphere of **Cosmology**, and pay only three quarters the normal experience cost for them. This githzerai aptitude was developed over millennia of warfare against their former slave-masters, the illithids, and their racial relatives and blood-enemies, the githyanki. Even now, you have an unreasoning and uncontrollable hatred of illithids and githyanki, and constantly seek to harm them.


You also have an overpowering fear of slavery. You must make a Willpower roll to remain rational when faced with the prospect of enslavement. A failure causes you to enter a catatonic state; if less than three successes are scored, you will do nothing but seek freedom.

Gnome (5 pt Merit)

Kin to dwarves, gnomes are noticeably smaller than their distant cousins. Most gnomes have dark tan or brown skin and white hair. A typical gnome lives for 350 years.

You are lively and sly, with a great love of living things and finely wrought items, particularly gems and jewelry. Gnomes tend to dwell on the Prime Material Plane (see the **Merit: Prime**, below) or in the plane of Bytopia, in areas of rolling rocky hills or thick woodlands.

Your vision extends into the infrared end of the spectrum, allowing you to see the heat signatures of living beings and your surroundings when in the dark. This allows you to move and fight without penalty in very poor lighting conditions, and may have other benefits as well (GM's discretion), although it is generally not possible to read, recognize fine details, or discern a person's identity with infravision. You cannot see heat signatures in strong light - normal light



overwhelms the heat-sensitivity of your eyes.

You are well below average height, and have trouble seeing over high objects and moving quickly. You suffer a two dice penalty to all pursuit rolls, and you and the GM should make sure that your height is taken into account in all situations. In some circumstances, this will give you a concealment bonus.

Gnomes are particularly skilled with **Mind** magic, and spend only three quarters of the normal experience when buying new levels of this Sphere.

You cannot take the **Flaw: Blindness** or **Color Blindness** if you are a gnome.

Half-Elf (2 pt Merit)

Half-elves are the most common mixed-race beings. As a half-elf, you possess an elven ancestor of some kind, perhaps a parent or grandparent. You are very much elven in appearance, with the good features of both human and elven races. In general, you are likely to have the curiosity, inventiveness, and ambition of your human ancestors and the refined senses, love of nature, and artistic tastes of your elven ancestors.

You may be either Prime Material or planar in origin; planar half-elves are the progeny of a Prime Material elf and a planar human. Your heritage has taught you to be accepting of different peoples; you cannot botch Charisma or Manipulation based rolls.

Halfling (4 pt Merit)

Halflings are short, sometimes plump people, very much like short humans; their typical lifespan is 150 years. Most halflings are from the prime Material Plane (see the **Merit: Prime** below), although there are communities of halflings in the Outlands and Limbo. Halflings usually dwell in pastoral environments.

As you are not from a particularly large or aggressive race, you are extremely good at making yourselves inconspicuous. Although you do not actually become invisible, you gain an additional two dice to all Stealth-related rolls. By spending a point of Willpower you can induce others to look everywhere but where you are, thus remaining out of sight.

You are observant and conversational in friendly company, and may be considered open and outgoing by others. Thus, you may not botch Social rolls among humans, elves, dwarves, and gnomes.

Prime (3 pt Merit)

You were born on the Prime Material Plane, and have since made your way to the planes. You may be a clueless or you may be a blood, but your Prime heritage will always be with you; it's a part of your very nature. As a result, you are immune to the warding or summoning effects of the **Cosmology** Sphere.

Hey, is this Waterdeep?

- Rking of Faerun

Note that this is one of the few racial Merits that can be taken in combination with another racial Merit or Flaw. Bariaur, genasi, and rogue modrons may not take this Merit.

Rogue Modron (2 pt Flaw)

Modrons are the clockwork caretakers of the gears of Mechanus, focused on law, stability, and regulation. But sometimes things go wrong - a modron receives conflicting orders from two or more superiors, or is confronted with undeniable proof that order is not *always* supreme, and its mind snaps. The modron goes rogue, and in doing so gains self-awareness. Although these rogues are still *extremely* ordered beings, they are cast out of their clockwork hierarchy and must find a way to survive the chaos of the multiverse.

You stand exactly two meters tall, with cube like bodies one meter long on each side. Rogue modrons have two thin one-meter-long legs, two one-meter-long arms, and a pair of small, generally non-operational wings on their backs. The front side of your body bears a vaguely anthropomorphic face. You are a creature of biological clockwork, and must eat and rest, although you are ageless.

You must be Lawful in alignment, and will possess a psychological compulsion of some sort (this can be temporarily avoided by spending a point of Willpower). When battling supernatural compulsion that would force unlawful actions or thoughts, you usually resist such chaotic influences (+2 to opponent's difficulties).

Rogue modrons can readjust their vision, decreasing the difficulties of all dice rolls related to vision by 2, and adding a success to the dice roll for sensory magics. However, your large box-like body is neither attractive nor agile, increasing the difficulties of all Appearance rolls by 2, as well as some Dexterity actions.

Tiefling (4 pt Flaw)

Obviously human and "something else" crossbreeds, the "something else" in the bloodline of a tiefling is usually assumed to be lower planar - either a fiend or a nasty Backlash effect. That stigma follows you all of your life. You take care of yourself, for you learn early that no-one else will take care of you.

Tieflings vary enormously in appearance, from the bizarrely beautiful to the horrendously ugly, as befits your heritage. However, there is something about you that others find compelling, lowering the difficulty of Charisma rolls by two. As you were born planetouched, the multiverse reacts strangely to you. Once per game session, the GM will choose one of your Spheres, pick a bizarre effect at random, and roll to see if something unusual happens for no apparent reason. Failing or botching this roll attracts Backlash as normal.

Tieflings often possess somewhat weaker bodies than humans, which may be attributed to deformities or the planar energies coursing through your body. As a result, you may not have a Strength rating higher than 3.

Does your over-exuberance in attacking these

slavers have anything to do with the fact that

it rained yesterday?

- Unit 87, a rogue modron who still doesn't

understand human motivation

Don't ever make a bet with a Tiefling

- Planar Proverb



Psychological

These Merits and Flaws deal with the psychological makeup of your character, and may describe ideals, motivations, or pathologies. Some psychological Flaws can be temporarily ignored by spending a Willpower point, and are so noted. If you possess such a Flaw and do not role play it when the GM thinks that you should, then he may tell you that you have spent a point of Willpower for the effort. Flaws cannot be conveniently ignored.

Code of Honor (1 pt Merit)

You have a personal code of ethics to which you strictly adhere. You can automatically resist most temptations that would bring you in conflict with your code. When battling supernatural persuasion that would make you violate your code, either you gain three extra dice to resist or your opponent's difficulties are increased by two (GM's choice). You must construct your own personal code of honor in as much detail as you can, outlining the general codes of conduct by which you abide.

Higher Purpose (1 pt Merit)

All planewalkers have convictions and beliefs, but you have a special commitment to a chosen path. Your chosen goal drives and directs you in everything. You do not concern yourself with petty matters and casual concerns, because your higher purpose is everything. Though you may sometimes be driven by this purpose and find yourself forced to behave in ways contrary to the needs of personal survival, it can also grant you great personal strength. You gain two extra dice on any roll that has something to do with this higher purpose. You need to decide what this higher purpose is. Make sure that you talk it over with your GM first. If you have the **Flaw: Driving Goal**, listed below, you cannot take this Merit.

Curiosity (2 pt Flaw)

You are a naturally curious person and find mysteries of any sort irresistible. In most circumstances, you find that your curiosity easily overrides your common sense. To resist temptation, make a Wits roll versus difficulty 5 for simple things like "I wonder what's in that cabinet?" Increase the difficulty up to 9 for things like "I'll just have a quick look into the cultists' shrine - no one will be there. What could possibly go wrong?"

Addiction (1-3 pt Flaw)

You are addicted to any one of a variety of things. A one point Flaw would be a mild addiction to an easily attained substance. A two point Flaw would either be a severe addiction to any easily obtained substance or a common illicit substance. A three point Addiction involves potentially deadly or very hard-to-find drugs. The need for these drugs varies for once a day for some to two or three times a day for others, depending on the strength of the substance and the addiction.

If, for whatever reason, you are denied access to the substance, you lose a number of dice equal to the level of the addiction (one, two, or three) until you once again indulge. If you are deprived of your addiction for an extended length of time, you will be forced to make a Willpower check (difficulty of 4 for the first day, +1 for each additional day). If you fail, you will forgo everything



and forcibly go seeking the substance.

Compulsion (1 pt Flaw)

You have a psychological compulsion of some sort, which can cause you a number of different problems. Your compulsion may be for cleanliness, perfection, bragging, stealing, gambling, exaggeration or just talking. A compulsion can be temporarily avoided at the cost of a Willpower point, but it is in effect at all other times.

Dark Secret (1 pt Flaw)

You have some sort of secret that, if uncovered, would be of immense embarrassment or humiliation to you and would make you a pariah among your peers. While this secret weighs on your mind at all times, it will only surface in occasional stories. Otherwise, it will begin to lose its impact.

Intolerance (1 pt Flaw)

You have an unreasoning dislike of a certain thing. This may be an animal, a race, a color, a situation or just about anything else. The difficulties of all dice rolls involving the subject are increased by two. Note that some dislikes may be too trivial to be reflected here. The GM is the final arbitrator on what you can pick to dislike.

Nightmares (1 pt Flaw)

You experience horrendous nightmares every time you sleep, and memories of them haunt you during your waking hours. Sometimes the nightmares are so bad they cause you to lose one die on all of your actions for the next day (GM's discretion). Some of the nightmares may be so intense that you mistake them for reality. A crafty GM will be quick to take advantage of this.

Phobia (Mild) (1 pt Flaw)

You have an overpowering fear of something. You instinctively and illogically retreat from and avoid the object of your fear. Common objects of phobia include certain animals, insects, crowds, open spaces, confined spaces, fiends, and heights. You must make a Willpower roll whenever you encounter the object of your fear. The difficulty of this roll is determined by the GM. If you fail the roll, you must retreat from the subject.

Overconfident (1 pt Flaw)

You have an exaggerated and unshakeable opinion of your own worth and capabilities - you never hesitate to trust your abilities, even in situations where you risk defeat. Because your abilities may not be enough, such overconfidence can be very dangerous. When you do fail, you quickly find someone or something else to blame. If you are convincing enough, you can infect others with your overconfidence.



Shy (1 pt Flaw)

You are distinctly ill at ease when dealing with people and try to avoid social situations whenever possible. The difficulties of all rolls concerned with social dealings are increased by one; the difficulties of any rolls made while you are the centre of attention are increased by two. Don't expect to make a public speech.

Sadism/Masochism (2 pt Flaw)

You are excited either by causing pain or receiving it. In many situations, you will seek to be hurt or hurt someone for your pleasure. For a masochist (someone who enjoys pain), the difficulty of your soak roll for actual physical damage is increased by one because you secretly want to feel the pain. A sadist (someone who likes to hurt others) must make a Willpower roll against a difficulty of 5 to stop combat (modified depending on how much you are into the attack and how much you enjoy hurting the other person). If you fail, you are so caught up in the event that you are unaware of anything else happening around you.

Obsession (2 pt Flaw)

There is something that you like, love or are fascinated by to the point where you often disregard common sense to cater to this drive. You react positively to anything related to your obsession, even if it's not in your best interests to do so.

Vengeance (2 pt Flaw)


You have a score to settle - a party was put into the dead-book, a friend was corrupted, a mentor ruined... whatever. You are obsessed with wreaking vengeance upon the guilty party. Revenge is your first priority in all situations. The need for vengeance can only be overcome by spending Willpower points, and even then it only temporarily subsides. Someday you may have your revenge, but the GM won't make it easy or simple for you.

Flashbacks (3 pt Flaw)

You are prone to flashbacks if you are in either high-pressure situations or circumstances that are similar to the event that caused the flashback itself. The flashback does not have to be combat-oriented. Either positive or negative stimulation could result in a flashback episode. Emotional anxiety and stress are the usual catalysts for the flashbacks to begin. Flashing back to a good and happy vision can be just as dangerous or distracting as suddenly flashing back to being surrounded by tanar'ri. The flashbacks can be caused by almost any trauma - torture, extended combat or repeated mental probing. During the flashback, you are not aware of what is really around you. Even people speaking to you will be viewed as people or objects from the vision. You can mistake men for women, people for animals, and even inanimate objects for people. To you, reality has shifted and you're back there again.

Driving Goal (3 pt Flaw)

You have a personal goal, which sometimes compels you in startling ways. The goal is always limitless in depth, and you can never truly achieve it. It could be to eradicate the baatezu or



achieve total enlightenment. Because you must work toward your goal throughout the campaign (though you can avoid it for short periods by spending Willpower), it will get you in trouble and may jeopardize other actions. Choose your driving goal carefully, as it will direct and focus everything your character does.

Hatred (3 pt Flaw)

You have an unreasoning hatred of a certain thing. This hate is total and largely uncontrollable. You may hate a species of animal, a race, a color, a situation or just about anything else, and you constantly pursue opportunities to harm the hated object or to gain power over it.

Lifesaver (3 pt Flaw)

You believe that life is a sacred gift and will not take a person's life except under the most extreme of circumstances. You may not ever willingly endanger the lives of innocents or in any way participate in a killing. Undead creatures are usually not considered alive; indeed, as they almost always endanger living beings by their existence, you may destroy them without qualm. Senseless death in all forms repulses you, and you feel that those who perform murder should be punished and stopped.

Dustmen may not take this Flaw.

Phobia (Severe) (3 pt Flaw)

You have an overpowering fear of something. You must make a Willpower roll in order to remain calm when faced by the object of your fear. The difficulty depends on the circumstances. If you fail the roll, you must retreat in terror from the object of your fear. If you succeed by less than three successes, you will not approach it. The GM has final say over which phobias are allowed in a campaign.

Mental

These Merits and Flaws deal with the mind: its strengths, weaknesses and special capabilities. The mind of a planewalker is a powerful weapon; quirks should be considered carefully.

Common Sense (1 pt Merit)

You have a significant amount of practical, everyday wisdom. Whenever you are about to do something contrary to common sense, the GM should alert you to how your potential action might violate practicality.

Concentration (1 pt Merit)

You have the ability to focus your mind and shut out any distractions or annoyances, above and beyond normal discipline. Any penalty to a difficulty or Dice Pool arising from a distraction or other inauspicious circumstance is limited to two points or dice, though no extra benefits are gained if only one penalty dice is imposed.

Eidetic Memory (2 pt Merit)

You can remember things seen and heard with perfect detail. By gaining at least one success on an Intelligence + Alertness roll, you can recall any sight or sound accurately even if you heard it or glanced at it only once (although the difficulty of such a feat would be high). Five successes enable you to recall an event perfectly; the GM relates to you exactly what was seen or heard.

Iron Will (3 pt Merit)

When you are determined and your mind is set, nothing can divert you from your goals. Your mind cannot be affected by the charm powers of some creatures. Planewalkers using the Sphere of Mind against you gain an additional +3 to their difficulties if you are aware of them and resisting. However, the additional mental defense costs you one Willpower per turn. Even if you are unaware of them, planewalkers seeking to magically influence you add +1 to their difficulties.

Self-Confidant (5 pt Merit)

When you spend a point of Willpower to gain an automatic success, your self-confidence may allow you to gain the benefit of that expenditure without actually losing the Willpower point. When you declare that you are using a point of Willpower and roll for successes, you do not lose the point of Willpower unless you fail. This will also prevent you from botching, but only if you declare that you are spending the Willpower point before you roll. This Merit may only be used when you need confidence in your abilities in order to succeed. You can only use it when the difficulty of the roll is six or higher. You may spend Willpower at other times; however, if the difficulty is five or less, the **Merit: Self-Confidant** will not help you.

Amnesia (2 pt Flaw)

You are unable to remember anything about your past, yourself or your family. Your life is a blank slate. However, your past may someday come back to haunt you. You can, if you wish, take up to five points of other Flaws without specifying what they are. The GM can supply the details. Over the course of the campaign, you and your character will slowly discover them.

Barmy (2 pt Flaw)

You are often confused, and the multiverse seems to be a very distorted and twisted place. Sometimes you are simply unable to make sense of things. You need to role play this behavior all the time to a small degree, but your confusion becomes especially strong whenever stimuli surround you (such as when a number of different people talk all at once, or you enter a plane with unusual sensory effects). You may spend Willpower to override the effects of your barminess, but only temporarily.

Absent-Minded (3 pt Flaw)

This Flaw may not be taken with the **Merit: Concentration**. Though you do not forget such things as Knowledges or Skills, you do forget such things as names, addresses, and the last time that you ate. In order to remember anything more than your own name and the location of your

stronghold, you need to make a Wits roll or, as a last resort, spend a Willpower point.

Awareness

These Merits and Flaws involve perception (or the lack thereof). Life magic may be used to repair some of these Flaws; characters doing so must buy off the Flaw with experience points (equal to the value of the Flaw + 1).

Acute Senses (1 pt Merit)

You have exceptionally sharp hearing, smell, vision, or taste. The difficulties of all dice rolls that relate to the sense in question (e.g., Perception + Alertness to hear a faint noise, taste poison in food, or see an oncoming attacker) are decreased by two. Combined with sensory effects, this Merit allows the character to add an additional success to the roll.

Portal Sense (1 pt Merit)

You can sense the presence of planar portals with a Perception + Alertness roll, difficulty 6. By concentrating on a particular portal, you can attempt to discern the plane to which the portal leads, although the difficulty of such a roll is 8.

Environmental Awareness (2 pt Merit)

You are extremely sensitive to a particular aspect of your environment. You may be able to sense hidden and concealed doors; the depth and direction underground; the age and quality of a construction; or the presence of poison and other toxins. If you come into proximity with one of these, the GM can roll your Perception + Alertness (difficulty 8) to see if you notice it; if you are actively searching, this difficulty drops to 6.

Infravision (3 pt Merit)

Your vision extends into the infrared end of the spectrum, allowing you to see the heat signatures of living beings and your surroundings when in the dark. This allows you to move and fight without penalty in very poor lighting conditions, and may have other benefits as well (GM's discretion), although it is generally not possible to read, recognize fine details, or discern a person's identity with infravision. You cannot see heat signatures in strong light - normal light overwhelms the heat-sensitivity of your eyes.

You cannot take the **Flaw: Blindness** or **Color Blindness** if you take this Merit.

Color Blindness (1 pt Flaw)

You can only see in black and white. Color means nothing to you, although you are sensitive to color density, which you perceive as shades of gray. Life 3 cannot fix this problem, as you truly can't conceive the true nature of color!



Hard of Hearing (1 pt Flaw)

Your hearing is defective. The difficulties of all dice rolls related to hearing are increased by two. You may not take the **Merit: Acute Hearing** if you take this Flaw.

Bad Sight (2 pt Flaw)

Your sight is defective. The difficulties of all dice rolls related to hearing are increased by two. This Flaw is neither near-sightedness nor farsightedness - it is a minor form of blindness. The impairment is not correctable by spectacles. You may not take the **Merit: Acute Vision** or **Infravision** if you take this Flaw.

Deaf (4 pt Flaw)

You cannot hear sound, and automatically fail rolls that require hearing.

Blind (6 pt Flaw)

You automatically fail all dice rolls involving vision. You cannot see - the world of color and light is lost to you. You may not take the **Merit: Acute Vision** or **Infravision** if you take this Flaw.

Aptitudes

These Merits and Flaws establish special capabilities and abilities for your character, or modify the effects and powers of your character's other Traits.

Animal Magnetism (1 pt Merit)

You are especially attractive to others. You receive a -2 to your difficulty on Seduction or Subterfuge rolls. However, this will aggravate others of your gender.

Ambidextrous (1 pt Merit)

You have a high degree of off-hand dexterity and can perform tasks with the "wrong" hand at no penalty. The normal penalty of using both hands at once to perform different tasks (e.g., fighting with a sword in each hand) is at a +1 difficulty for the "right" hand and a +3 difficulty for the other hand.

Poison Resistance (1 pt Merit)

You have, for some reason or another, become unusually resistant to poisons. It could be that you are somehow naturally resistant or that you have spent years building up your resistance against all known types of poisons. Any time that you need to make a soak roll against the effects of a poison or toxin, reduce your difficulty by 3.





Natural Linguist (2 pt Merit)

You have a flair for languages. This Merit does not allow you to learn more languages than the number permitted by your Languages score, but you may add three dice to any Dice Pool involving languages (both written and spoken). This Merit is common among both graybeards and knights of the post.

Daredevil (3 pt Merit)

You are good at taking risks, and are even better at surviving them. All difficulties are one less whenever you try something particularly dangerous, and you can ignore one botch result when you roll "ones" on such actions (you can cancel a single "one" that is rolled, as if you have an extra success).

Fast Learner (3 pt Merit)

You learn very quickly, and pick up new things faster than most do. You gain one extra experience point at the conclusion of each story (not each game session).

Perfect Balance (3 pt Merit)

Your sense of balance has achieved great heights by constant training or inherited traits. It is very unlikely that you will ever fall during your life. You may trip, but you will always catch yourself before you fully lose your footing or handhold.

This Merit functions for such actions as tightrope walking, crossing ice and climbing mountain sides. All difficulties involving such feats are reduced by 3. It would take a lot to push or shove a character off his feet if he has this Merit.

Jack-Of-All-Trades (5 pt Merit)


You have a large pool of miscellaneous skills and knowledge obtained through your extensive travels, the things you've done, or just all-round know-how. You automatically have one dot in all Skill and Knowledge Dice Pools. This is an illusory level, used only to simulate a wide range of abilities. If the character trains or spends experience points in the Skill or Knowledge, he must pay the cost for the first level a "second time" before raising the Skill or Knowledge to two dots.

Supernatural

These Merits and Flaws are different kinds of supernatural benefits or detriments. Though rare, they are far more common among planewalkers than the Clueless. However, you should not select such Traits unless they firmly fit your character concept, and you can explain why your character possesses them.

Past Life (1-5 pt Merit)

The planewalker can remember one or more of his previous incarnations. This can be as simple as constant *deja vu* in places known to his past lives, or as complex as conscious, waking



memories of being another person. In practical terms, this means that the planewalker, and therefore the player, knows slightly more about whatever situations the dead memories contain. The planewalker might know his way around the past life's homerealm, or back away from his murderer without knowing why. This is a good Merit for beginning players; the GM can tell them that something they are about to do is stupid, dangerous, or both, because even if the character wouldn't logically know that, one of his past lives might. However, this Merit cannot be used to "remember" Abilities.

The GM can, and likely should, take the opportunity to flesh out one or more of these past lives with the player. Unless the memory is very detailed, the character, and probably the player, isn't likely to know everything about that past. In fact, this half-and-half recollection is a rich source of story ideas, particularly if any of the past lives has an unsolved mystery associated with it...

- ❖ **One point** - *Deja vu* memories of one life.
- ❖ **Two points** - Dreamy, vague memories of one life, with *deja vu* from several lives.
- ❖ **Three points** - Vague memories of several lives and one or two well-remembered impressions from one life.
- ❖ **Four points** - Several well-remembered impressions from many lives.
- ❖ **Five points** - A clear but broke thread of memories into the deep past...

True Love (1 pt Merit)


You have discovered, and possibly lost (at least temporarily) a true love. Nonetheless, this love provides joy in a torrid existence usually devoid of such enlightened emotions. Whenever you are suffering, in danger, or dejected, the thought of your true love is enough to give you the strength to persevere. In game terms, this love allows you to succeed automatically on any Willpower roll, but only when you are actively striving to protect or come closer to your true love. Also, the power of your love may be enough to protect you from other supernatural forces (GM's discretion). However, your true love may also be a hindrance and require aid (or even rescue) from time to time. Be forewarned: this is a most exacting Merit to play over the course of a chronicle.

Animal Control (2 pt Merit)

You have the power to summon and control normal animals which are within the vicinity. You can make an animal perform one specific task. The task must be something that the animal can normally do. Dogs might bite, cranium rats follow someone around as long as they can remain hidden, and cats might jump on someone's back or wind around his legs to trip him. However, birds will not take messages back and forth, and quills won't perform strange dances. Common sense should dictate what is reasonable.

Danger Sense (2 pt Merit)

You have a sixth sense that warns you of danger. When you are in danger, the GM should make a secret roll of your Wits + Alertness; the difficulty depends on the remoteness of the danger. If the roll succeeds, the GM informs you that you have a sense of foreboding. Multiple successes



may refine the feeling and give an indication of direction, distance, or nature. This Merit is more reliable and specific than rank one sensory effects; the two can be combined to create an even more potent warning system.

Druid (3 pt Merit)

You are a defender of the natural world, as well as a champion for the Balance. When you are using Life, Matter, or Forces spells to produce some nature-related effect, you may add +1 success to your final roll; this only applies if you actually score at least one success.

With a Perception + Occult roll, you may attempt to discern an individual's alignment through conversation with him; the standard difficulty is 7, but this may increase if he is trying to conceal his true self in some way. You must be Neutral in alignment. This Merit cannot be taken with the **Merit: Paladin**.

Luck (3 pt Merit)

You were born lucky: Mt Celestia guides your steps, or perhaps the Abyss looks after its own. Either way, you can repeat three failed non-magical rolls per story. Only one repeat attempt may be made on any single roll.

Paladin (3 pt Merit)

Planewalker paladins are not the headstrong "kill every evil thing they see" type. Berks with that attitude don't last long. You serve your deity as a holy warrior, devoted to the cause of spreading justice, order, and light throughout the planes. You carry out the duties set before you by your power, its proxy, or some high-up priest.

When in combat or another conflict situation with the servants of Evil and Chaos, you may reduce the difficulties of any or all rolls made by a total of -1 per dot in Faith, each round. For example, if you had 3 dots in faith, you could reduce the difficulty of a Dexterity + Melee roll by -1 and a Willpower roll (to resist some evil magic) by -2.

Also, since you're much closer to your deity, you're treated with above-average respect and awe - or extraordinary suspicion and fear.

You must be Lawful Good in alignment to take this Merit.

Darkness (4 pt Merit)

You can manipulate the shadows around you, and pull them together into a globe of pitch darkness. This power can affect an area 15 meters in radius. Most people will be unable to see through this dense shadow. Minor use of this power can also add to your Stealth rolls, as well as Intimidation (GM's discretion). To use your power over darkness, you must roll Wits + Stealth (difficulty 6). The effect lasts for one turn per success. You may spend a Willpower point to allow the effect to last for an entire scene.

Only gnomes and tieflings can take this Merit.



Fiendish/Celestial Skin (4 pt Merit)

You have inherited an uncanny resistance to normal weapons from one of your ancestors; you do not suffer any damage from physical attacks unless they cause aggravated damage. Thus, a normal blade or the tusks of a fhorge inflict no Health Levels of damage upon you; a magical arrow enchanted with Prime 2 or the claws of a pit fiend, however, cause aggravated damage to you as normal.

Only aasimar and tieflings may take this Merit.

Magical Resistance (4 pt Merit)

Due to some kind of magical heritage, you have two dice of inherent magic resistance against a specified type of magical effect. Examples include spells which impair the rational mind (such as sleep and charm spell), fire spells, illusions, or anything else which the GM allows. This is cumulative with normal magical resistance (as outlined in the Casting Magic section).

Twin Souls (4 pt Merit)

Your soul has fragmented and has a "twin" equal in power to your own and similar in Alignment, nature, and Demeanor. This soul may be possessed by your physical twin, a look-alike, or a complete stranger - possibly a member of another race. When in physical contact with your soulmate, you may share Belief Points and use magic as one, taking the highest ratings in Arete and Spheres while gaining additional Belief Points equal to the strength of either individual. The parts are greater than the whole. This joint pool must be replenished in the usual ways. Backlash points gained from joint spells are not split, however, and each twin gains the same amount of Backlash.

With only one level of Correspondence, you will always know where your soulmate is, provided that he is on the same plane; with one dot in Cosmology, you'll be able to sense how many planar boundaries separate the two of you; with one dot in Life, you'll know his state of health; with one rank in Mind, you may share his thoughts. If one soulmate dies, the other must make a Willpower roll, difficulty 8, to avoid following you due to psychic shock.

Soulmates are not just walking Merits and must be presented and run as characters, preferably by different players in a group. Also note that you do not have to get along with your soulmate... Twin souls are distinct and separate individuals, not just tag-team powerhouses, and GMs should feel free to take over half of a pair being played as one mind with two bodies.

Flame Form (5 pt Merit)

You can cause yourself to burst into flame, becoming a walking bonfire. The flames do no damage to you, but will ignite any flammable item they touch, and may set fire to any building you are in. You must spend one Willpower point and roll Stamina = Occult (difficulty 7) to create the flames; they last for one turn per success. The flames are considered to be magical flame, and cause three Health Levels of damage; difficulty 9 to soak. Only aasimar, flame genasi, and tieflings may take this Merit.





Spark of Life (5 pt Merit)

The vitality of Life flows within you with preternatural strength. This life force is so strong, in fact, that all non-aggravated wounds heal as if they were one wound level less; if you are Injured, you will heal in three days what others heal in a week. If you are Hurt, you heal in only one day. Bruises disappear in an hour.

If in perfect health yourself, you may share your vitality with others through the power of your touch. Anyone you assist recovers at your accelerated rate, but if the person is badly mauled or crippled, he will require months of constant bedside nursing. If the possessor of this gift is proficient in the Sphere of Life, he may heal aggravated wounds as if they were non-aggravated. All difficulties with Life magic for the purpose of healing, creation, growth, or positive change (repairing deformities, for example) are at -2 when the touch is used. The planewalker's supernatural vitality aids the effect. This may be due to a bizarre link with the Positive Material Plane, or the blood of a magical being in your veins.

Doomguard and Dustmen cannot take this Merit.

Sphere Natural (5 pt Merit)

You are able to utilize one of the Spheres of magic with a greater degree of ease than other mages. Select a Sphere; when spending experience points to gain levels in that Sphere, you pay three-quarters of the normal cost. This Sphere must be declared during character generation, and is not cumulative with a similar benefit from a racial Merit. Of course, this Merit may only be chosen once.

Gaseous Form (6 pt Merit)


You are able to reduce your body into a gaseous state, taking only one turn to make the transformation (this costs one Willpower point). You may then glide through the air at normal walking speed. While in gaseous form, you cannot be harmed by kinetic attacks (swords, fists, etc.), but fire, electricity, and magic will still affect you, as will most mental attacks (except those involving eye contact; GM's discretion). The gaseous form holds together well even in a strong wind. You must spend one Willpower point to become solid again. Only aasimar, air genasi, and tieflings may take this Merit.

Guardian Celestial (6 pt Merit)

Someone or something watches over you and protects you from harm. You have no idea who or what it is, but you have an idea that someone is looking out for you. In times of great need, you may be supernaturally protected. However, one can never depend upon a guardian celestial. The GM must decide why you are being watched and what is watching you (not necessarily a celestial, despite the name).

Strangeness (1 pt Flaw)

The multiverse is slightly stranger for you. Once per game session, the GM will choose one of your Spheres, pick an effect at random and roll for a bizarre occurrence. If the roll succeeds, something unusual involving the Sphere will happen for no apparent reason. If the roll fails, the



strangeness passes. If the roll botches, Backlash strikes the planewalker, making his life even more unusual...

This Flaw can alter the tone of a campaign; therefore, allowing a character to take it should require the approval of not only the GM, but the other players in the group.

Throwback (1-5 pt Flaw)

One or more of your past lives still affects you... badly. Their fears come back to haunt you in your dreams, and you have flashbacks of their worst memories (such as their deaths, or even worse, a personality that encroaches on your own). For bad dreams and flashbacks, take one or two points depending on the severity of the condition and how much it will affect your studies or performance in dangerous situations. For a "voice in your head", take three points (whether you know that he exists or not). For the package deal and a truly miserable existence, take 5 points, but expect the GM to take every opportunity to use these against you. This Flaw can be worked off during the course of play, but only with difficulty.

Cursed (1-5 pt Flaw)

You have been curse by someone or something with potent magical powers. This curse is specific and detailed. It cannot be dispelled without extreme effort, and it can be life-threatening. Some examples follow:

- ❖ If you pass on a secret that was told to you, your betrayal will eventually harm you in some way (1 pt).
- ❖ You stutter uncontrollably whenever you attempt to describe what you have seen or heard (2 pts).
- ❖ Tools often break or malfunction when you attempt to use them (3 pts).
- ❖ You are doomed to make enemies of those to whom you become most attached (4 pts).
- ❖ Every one of your accomplishments or achievements will eventually, inevitably, become soiled and fail in some way (5 pts).

Magical Prohibition or Imperative (2-7 pt Flaw)

There is something that you must or must not do, and your life, your luck, you magic and perhaps your very soul depends upon it. It may have been something that has always been upon you, a *geas* prophesied by priests at your birth, a sacred oath or vow that you swore, or a promise or bargain that you made with someone powerful enough to hold you to it. If you disobey, the consequences are dire, if not deadly.

Characters may have several magical prohibitions or imperatives, and these may come into conflict. GMs should examine each prohibition or imperative and assign a point value to it, as well as to the punishment for violating it. Easily avoided circumstances are worth 1 point, while more common, or difficult, things are worth 2 points, and particularly drastic or dangerous circumstances are worth 3 (or more) points. Consequences are worth points as well. Automatically botching the next major spell you do is worth 1 point, having bad luck for the rest of your life is worth 2, losing all of your friends and worldly possessions is worth 3, and dying is



worth 4.

Characters who accidentally violate their *geasa* may attempt to atone for their crime, fixing whatever they did wrong. However, if a planewalker violates an oath willingly and with full knowledge, then he must pay the music...

The Bard's Tongue (1 pt Flaw)

You speak the truth, uncannily so. Things you say tend to come true. This is not a facility for blessing or cursing, or an effect that can be ruled by any conscious control; once per story, an uncomfortable truth regarding the current situation will appear in your head and come out of your lips. To avoid speaking prophecy, the owner of this "gift" must expend a Willpower point and take a wound level from the strain of resisting (especially if he bites a hole in his tongue).

Petitioner (2 pt Flaw)

You are not a mortal; you have died, and your soul reformed on one of the Outer Planes which matches your alignment. You do not remember your mortal life, but retain your personality, mannerisms, speech, and beliefs even after death.

I'm dead? Then why don't I remember dying?

- Al-Jaffar, formerly of Huzuz

On the up side, you are effectively ageless until you manage to ascend and merge with your deity or home plane, or you are transformed into another type of creature.

Petitioners who are slain whilst off their home plane fade away, and are lost forever; those who are slain on their home plane are absorbed by that plane. In either case, if you are killed, your essence is gone forever; you cannot be brought back or contacted after death in any way. Planewalkers who use the Cosmology Sphere against you have their difficulties reduced by -1.

Rogue modrons and elves may not take this Flaw.

Primal Marks (2 pt Flaw)

You have been marked as the tool of some powerful entity, and you look just like people would expect him to, including any particular deformities (though you do get extra points for those). You look the part so much that anyone can guess your nature at a glance, and there is some danger in that, especially if your entity has some powerful enemies (and most do). It is likely that the entity will require you to work for its agenda, whether you realize it or not.

Fiendish Weakness (3 pt Flaw)

As the descendant of some kind of Lower Planar creature, you suffer from some unusual weaknesses. Weapons which are forged from either cold iron (for a tanar'ric bloodline) or silver (for a baatific bloodline) will inflict aggravated damage when you are struck by them; furthermore, when struck by a vial of holy water you suffer three dice of aggravated damage. Only tieflings may take this Flaw.





Sphere Inept (5 pt Flaw)

You are unable to utilize the magic of one of the Spheres. This is not due to the fact that you have not yet been trained in the particular Sphere, but because your soul is somehow "crippled" in this regard. No matter how much time you spend trying to correct this problem; you are unable to remedy it. You will be forever disconnected from the Sphere selected. Discovering the cause of this "injury" might become a character's long-term goal. The Sphere of Ineptitude must be declared during character creation.

Psychic Vampire (5 pt Flaw)

The spark of Life is dying within you and must be continually fed from outside forces. There is a link between your soul and the Negative Material Plane. You are a psychic vampire. Plants and insect life wither or die in your presence as you feed on their energies, and any person you touch for more than an hour will suffer one non-aggravated Health level as you siphon away his life. Those already injured (including those whose Bruised Health Level has been sucked away) will not heal while in your presence. You can still be in the same building without harming someone, but sharing a bed is not possible unless you want the other person to slowly die. If you do not feed the emptiness within yourself at least once a day, you will begin to die. The rate at which you take wounds follows the progression for natural healing in reverse: you take a Health Level after one day, a second in three days, a third in a week, a fourth in a month, and, finally, one wound every three months.

Planewalkers with this Flaw who possess the Sphere of Life have a -2 on all difficulties with effects designed to damage, stunt, destroy or corrupt a living thing when the vampiric touch is used. For each Health Level done in this manner, however, a Health Level caused to the character as the result of life-energy starvation may be healed, or, if the mage has not gone without, the dying flame may be sated for an additional hour per Level done. While a psychic vampire is bloated with Life energies, he will not automatically cause death and injury to those around him.

Characters with this Flaw may not take the **Merit: Spark of Life**, detailed above.

Dark Fate (5 pt Flaw)

You are doomed to experience a most horrible demise or worse, suffer eternal agony. No matter what you do, someday you will have to pay the music. In the end, all of your efforts, your struggles and your dreams will come to nothing. Your fate is certain, and there is nothing you can do about it. Even more ghastly, you have partial knowledge of this, for you occasionally have visions of your fate - and they are most disturbing. The malaise these visions inspire in you can be overcome through the use of Willpower, and the malaise will return after each vision. At some point in the campaign, you will indeed face your fate, but when and how is completely up to the GM. Though you can't do anything about your fate, you can still attempt to reach some goal before it occurs, or at least try to make sure that your friends are not destroyed as well. This is a difficult Flaw to role play; though it may seem as if it takes away all free will, we have found that, ironically, it grants freedom.





Society

These Merits and Flaws deal with the influence, power, and station of a character in the City of Doors. Some of them correspond very closely to certain Background Traits (such as Influence and resources), while others simply expand and elaborate upon them. The Backgrounds give you more creative freedom, while the Merits provide you with exact details of what you possess.

Note that whilst most of these Merits and Flaws are specific to Sigil, they can be adapted to any location easily if required.

Black Market Ties (1-5 pt merit)

You have special ties to the underground fencing network, ties that help you acquire hard-to-find materials. This Merit adds +1 die to your Larceny roll when trying, for example, to obtain illegal poisons. Difficulties for such rolls are left up to the GM (typically 7 or higher). The point cost reflects how "connected" you may be. The GM may allow you to use your Black Market connections during the game to provide you with needed or useful equipment. Such connections will not simply hand you whatever you want - such things don't come cheap! It is up to the GM to determine the quantity, quality, and availability of the equipment. He may feel free to disallow it entirely if such connections would unbalance the game.

- ❖ **One point** - Small items: minor poisons, faction badges, most portal keys, ordinary weapons.
- ❖ **Two points** - Average items: official records, unusual weapons, minor toxins.
- ❖ **Three points** - Unusual items: maps, forged documentation, strange chemicals.
- ❖ **Four points** - Extraordinary items: strange creatures, passwords, special weapons, lethal toxins.
- ❖ **Five points** - "You want *what?*": magical weapons, baatezu battle plans, dragon eggs.

Members of the Revolutionary League and Free League can purchase this Merit for one point less in cost, to a minimum of one point.


Boon (1-3 pt Merit)

A powerful character owes you a favor because of something either you or your mentor once did for him. The extent of the boon owed to you depends on how many points you spend. One point would indicate a relatively minor boon, while three points would indicate that the character probably owes you his life.

Factotum (2 pt Merit)

You have a good reputation among those in your faction. Add three dice to any Dice Pool involving social dealings with others of your faction. A character with this Merit may not take the **Flaw: Notoriety**.





Judicial Ties (3 pt Merit)

You have both influence over and contacts in the City Courts of Sigil. You know most of the judges as well as other legal aides, and can affect the progress of various cases and trials with limited difficulty. Though it is difficult to intervene in a case, you can influence it in one direction or another. These ties can also make it easy to acquire search warrants.

Members of the Fraternity of Order can purchase this Merit at a cost of two points.

Tavern (2 pt Merit)

You own a moderate-sized tavern or inn, the nature of which depends on its location in the city - a quiet establishment in The Lady's Ward to a rough-and-tumble bubhouse in the Lower Ward or even a flophouse-and-dive in the Hive. This tavern brings in enough money to support you (add +1 dice to all Wealth rolls), but more important than the money is the station of owning such an establishment. You may be considered an upstanding citizen, a well-lanned chantbroker, or a cutter to go to when in need of a kip to hide for a while. Furthermore, you will always have somewhere to stay while in Sigil. The name of the tavern, its design and typical patrons are up to you.

Temple Ties (3 pt Merit)

You have influence and contacts in the church of a particular god, pantheon, or other faith, and have the means to create protest rallies, organize public celebrations, help the needy or raise money. The more you use your ties, of course, the greater the risk of being discovered.

Mercantile Ties (4 pt Merit)

You have both influence over and contacts in the local mercantile community. You understand the dynamics of money in Sigil and have links with all of the larger merchants and consortiums. In times of need, you can cause all sorts of financial trouble, and can raise considerable amounts of money (in the form of loans) in a very short period of time.

Members of the Free League and the Fated pay only three points when purchasing this Merit.


Enforcement Ties (4 pt Merit)

You have both influence over and contacts in the City Barracks and Prison. You can have an individual hunted down if you wish. However, the more often you use your ties with the law enforcement of Sigil, the weaker they become, and the more attention you attract toward yourself. Your influence is not solid (that can only be achieved through game play), and it can let you down at times.

Members of the Fraternity of Order, Harmonium, and Mercykillers pay only three points when purchasing this Merit.

Political Ties (4 pt Merit)

You have both influence over and contacts in the Hall of Speakers. In times of need, you can unleash many different means of bureaucratic harassment against your enemies. The more you



use your political ties, the weaker they become: total control can only be achieved through game play.

Signers only pay 3 points when purchasing this Merit.

Underworld Ties (4 pt merit)

You have both influence over and contacts in organized crime and street gangs. This provides you with limited access to large numbers of "soldiers", as well as extensive links to the underworld of crime. The more often you use your ties with the criminal element, the weaker they grow.

Anarchists and Xaositects only pay 3 points when purchasing this Merit.

Enemy (1-5 pt Flaw)

You have an enemy, or perhaps a group of enemies. Someone wants to harm you. The value of this Flaw determines how powerful these enemies are. The most powerful enemies (factols or Abyssal Lords) would be worth five points, while someone nearer to your own power would be worth only one point. You must decide who your enemy is and how you earned such enmity in the first place with the assistance of the GM.

Ward (3 pt Flaw)

You are devoted to the protection of someone weaker than yourself. You may describe your ward, though the GM will actually create him. This character may be a friend or relative. Wards have a talent for getting caught up in the action of stories, and they're frequent targets of a character's enemies.

Notoriety (3 pt Flaw)

You have a bad reputation among your peers; perhaps you disobeyed faction high-ups once too often, or associate with fiends regularly. There is a two dice penalty to all dice rolls for social dealings with those who know of your notoriety. A character with this Flaw may not take the **Merit: Factotum**.

Physical


These Merits and Flaws deal with your health and physical makeup. Life 3 can recreate these Merits or fix these Flaws to a degree, but the limitations of that Sphere apply.

Double-Jointed (1 pt Merit)

You are unusually supple. Reduce the difficulty of any Dexterity roll involving body flexibility by two. Squeezing through a tiny space is one example of a use for this Merit.

Natural Armor (1-5 pt Merit)

You have a naturally tough skin, and may add one to your soak dice for every point spent



(maximum 5). Only earth and fire genasi, rogue modrons, and tieflings may take this Merit.

Claws (2-10 pt Merit)

You have sharp blade-like claws on your hands or barbs on your body. You may add one to five extra dice to your Brawl damage (one die per two points spent on this power). You must state that you are attacking with them before rolling your attack dice.

Only genasi and tieflings may take this Merit.

Water Breathing (2 pt Merit)

Your ancestry includes a creature that dwells in the sea; you can extract oxygen from water and even allow those that you are touching to breathe underwater by kissing them. However, if you are kept for over 48 hours from a water source in which you can immerse yourself, you will begin to die. Each full day that you are kept from water thereafter, you lose one dot from a Physical Attribute. If any Attribute reaches zero, you are paralyzed and unable to move. Should another 24 hours elapse after that time, you will die.

For 5 points, you may breathe water without being dependent upon it.

Huge Size (4 pt Merit)

You are abnormally large in size, possibly over two meters tall and 150 kilograms in weight. You therefore have one additional Health Level, and are able to suffer more harm before you are incapacitated. Treat this as an extra Health Level, with no wound penalties to rolls.

Wings (4 pt Merit / 1 pt Flaw)

You possess a pair of large wings; these may be feathered, leathery, scaled, or even flaming in nature. These wings allow you to fly for a short periods at jogging speed (12 meters per turn); characters who take this Merit may fly for one turn per point off Strength, and make a Stamina + Athletics roll (difficulty 7) for each turn after that to stay aloft.

If taken as a Flaw, these wings are vestigial in nature, and you are unable to fly; however, the difficulty of any magical spell to allow you to fly is reduced by -1. Rogue modrons may not take the **Flaw: Wings**; bariaur and earth or water genasi may not take this Trait at all.

Non-Respiration (5 pt Merit)

You do not need to breathe. This makes it considerably easier to resist the effects of poisonous gases (+3 soak dice), and prevents you from suffering from asphyxiation. Only aasimar, air genasi and tieflings may take this Merit.

Short (1 pt Flaw)

You are well below average height, and have trouble seeing over high objects and moving quickly. You suffer a two dice penalty to all pursuit rolls, and you and the GM should make sure that your height is taken into account in all situations. In some circumstances, this will give you a



concealment bonus.

Disfigured (2 pt Flaw)

A hideous disfigurement makes you ugly and easy to notice or remember. You therefore have a zero Appearance.

Child (2 pt Flaw)

You may be precocious, but you are still a child. You have the **Flaw: Short** (see above), and find it difficult to be taken seriously by others (two dice penalty to all relevant rolls). Modrons do not possess a normal life-cycle, and thus may not take this Flaw.

Deformity (3 pt Flaw)

You have some kind of deformity - a misshapen limb, a hunchback or whatever - that affects your interactions with others and may inconvenience you physically. The difficulties of all rolls related to physical appearance are raised by two. Your deformity will also raise the difficulty of some Dexterity rolls by two, depending on the type of deformity you possess.

Lame (3 pt Flaw)

Your legs are injured or otherwise prevented from working effectively. You suffer a two dice penalty to all dice rolls related to movement. A character may not take this Flaw along with the **Merit: Double-Jointed**.

One Arm (3 pt Flaw)

You only have one arm - choose which one, or determine randomly at character creation. This could be a battle scar, birth defect or other form of injury. It is assumed that you are accustomed to using your remaining hand, so you suffer no off-hand penalty. However, you do suffer as two dice penalty to any Dice Pool where two hands would normally be needed to perform a task. A character may not take this Flaw along with the **Merit: Ambidextrous**.

Mute (4 pt Flaw)

Your vocal apparatus does not function, and you cannot speak at all. You can communicate through other means - typically writing, Mind magic or sign language.

Paraplegic (6 pt Flaw)

You can hardly move without assistance, such as a pair of crutches or a sedan chair. Even then it can be painful and cumbersome to do so. The Gm and you should take care to role play this Flaw correctly, no matter how difficult it makes things. A character may not take this Flaw along with the **Merit: Double-Jointed**; bariaur characters may not take this Flaw at all.



ASSORTED TABLES

BRAWLING TABLE

Maneuver	Difficulty	Damage
Disarm	8	0
Grapple	7	STR+spec.
Kick	7	STR+1
Parry	6	0
Punch	6	STR

ARMOR

Type	Protection	Penalty
Leather	1	0
Chain Mail	2	0
Scale Mail	3	1
Plate Mail	4	1
Full Plate	5	2

WEAPONS CHART

Weapon	Difficulty	Damage	Hands	Conceal	Strength	Range
Bastard Sword	6	STR+5	2/1	N	3	-
Battle-Axe	6	STR+6	2	C	3	-
Broadsword	6	STR+4	1	C	2	-
Club	4	STR+1	1	C	1	-
Crossbow	5	3	2	C	2	90
Crossbow, Hvy	5	5	2	N	2	110
Dagger	5	STR+1	1	P	1	*
Great Sword	6	STR+6	2	N	4	-
Hand Axe	6	STR+5	1	J	2	-
Hatchet	*	STR+1	1	J	2	*
Javelin	*	STR+2	2	N	2	*
Lance	8	STR+3	2	N	2	-
Long Bow	6	4	2	N	3	120
Long Bow, Hvy	6	6	2	N	4	150
Mace	4	STR+4	1	C	2	-
Morning Star	7	STR+5	1	C	2	-
Poleaxe	6	STR+6	2	N	3	-
Quarterstaff	5	STR+2	2	N	2	-
Rapier	6	STR+3	1	C	2	-
Rock	*	STR	1	P	2	*
Short Bow	6	2	2	C	2	60
Short Sword	6	STR+2	1	C	1	-
Spear	6	STR+3	2	N	2	-
Spear, Thrown	7	STR+2	2	N	3	10

* The difficulty of thrown weapons is determined by dividing the range in meters by the Strength of the character. All rolls to hit are made with Dexterity + Athletics; the maximum range is the character's Strength x 10 in meters.

FIRE DIFFICULTY

Difficulty	Heat of Fire
3	Candleflame
5	Torchflame
7	Magical Flame
9	Dragonbreath
10	Elemental Heat

FALLING DAMAGE

Distance (meters)	Injury
2	One Health Level
3	Two Health Levels
6	Three Health Levels
10	Four Health Levels
13	Five Health Levels
16	Six Health Levels

DROWNING AND SUFFOCATION

Stamina	Holding Breath
1	30 seconds
2	One minute
3	Two minutes
4	Four minutes
5	Eight minutes
6	15 minutes
7	20 minutes
8	30 minutes

FIRE INJURY

Wounds	Percentage Burned
One	Part of body burned
Two	Half of body burned
Three	All of body burned

NORMAL HEALING TIMES

Injury	Time
Bruised	One Day
Hurt (-1)	Three Days
Injured (-1)	One Week
Wounded (-2)	One Month
Mauled (-2)	Three Months
Crippled (-5)	Three Months
Incapacitated	Three Months

FEATS OF STRENGTH

Dice	Feats	Lift
1	Smash a bottle	40 lbs
2	Break a chair	100 lbs
3	Break down a wooden door	250 lbs
4	Break a wooden bar	400 lbs
5	Break down a metal door	650 lbs
6	Throw a person	800 lbs
7	Knock down a horse	900 lbs
8	Break a three-inch lead bar	1000 lbs
9	Punch through a brick wall	1200 lbs
10	Rip open a steel chest	1500 lbs
11	Punch through 1" sheet metal	2000 lbs
12	Break a metal post	3000 lbs



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PLANEWALKER CONVERSION