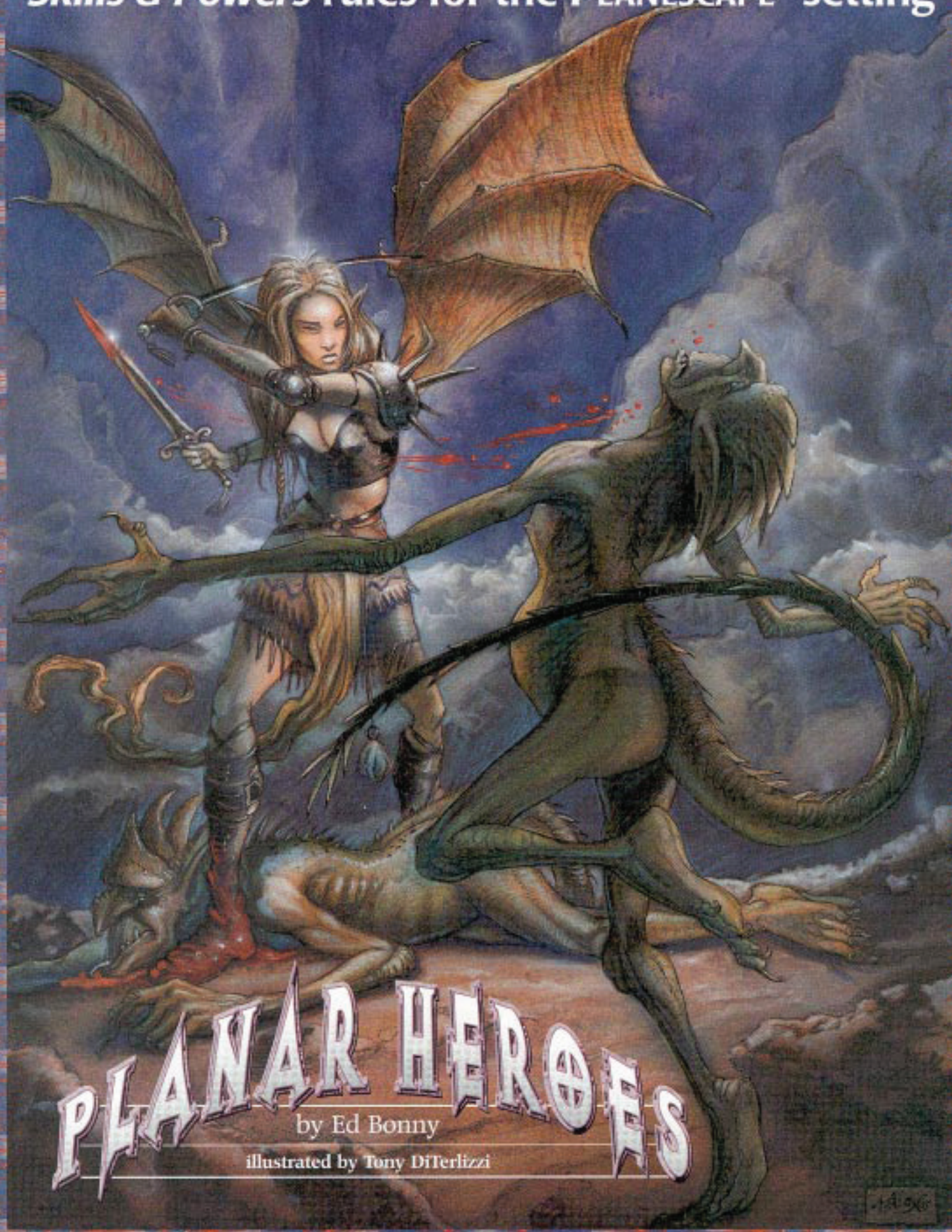


Skills & Powers rules for the PLANESCAPE® setting



# PLANAR HEROES

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**T**his article provides *Skills & Powers* options to create planar PCs for the PLANESCAPE setting. In order to make cross-referencing easier, this article follows the organizational structure of *PLAYER'S OPTION™: Skills & Powers*. The article incorporates various material presented in many *Planescape* products, so players creating characters using this article should have access to the *Player's Handbook (PHB)*, *Tome of Magic (TOM)*, *PLANESCAPE Campaign Setting (CS)*, *Planewalker's Handbook (PWH)*, *Factol's Manifesto*, *PLAYER'S OPTION: Skills & Powers (S&P)*, and the *PLANESCAPE MONSTROUS COMPENDIUM®* tomes volumes I & II (*PMC1 & PMC2*).

The ongoing revolution in PC customization for the AD&D® game has been a major force in reshaping the way gamers create and play characters. As seen in the three *PLAYER'S OPTION* handbooks (*Skills & Powers*, *Combat & Tactics*, and *Spells & Magic*), players can choose from a variety of options, creating a unique PC. The options from these books work fine in standard campaigns like the *FORGOTTEN REALMS®* setting, but this is not the case when creating unusual PCs from specialized campaign settings like the *PLANESCAPE* setting, where bizarre races are the norm.

It is well-known that folks living on the planes are subjected to the ever-present planar energies surrounding them. The folks out here are sometimes called "planetouched," because exposure to these planar energies grants them abilities above and beyond their prime counterparts. It would be a rare blood who could live out here and not be influenced in some way.

## 1. Character points

The *S&P* rules introduced character points (CPs) as the means to acquire abilities and proficiencies for a PC. Rather than play a rigidly defined standard character as provided in the *PHB*, each player has a number of points with which to customize a PC. The CPs allotted depends on the race and class chosen. Points are expended for race and class options and for proficiencies but may also be spent in other ways, such as to acquire a new spell, re-roll a missed attack, or grant a second save. For a complete list of ways to spend CPs, see chapter 1 of *S&P*.

PLANESCAPE PCs are generated by using one of the six methods listed in the *PHB*. After a PC has been rolled, the player creates a background for the PC. Players may select one of the choices in *S&P* or devise a history uniquely tailored to planar life using the character archetypes found in the *PWH*.

Abilities cost 5, 10, 15, or 20 CPs. Some options allow a player to impose limitations on their characters for bonus CPs that can then be spent to obtain other abilities. At any stage of PC creation, only 5 points may be retained for later use.

## 2. Ability scores

After rolling ability scores, the player selects the PC's race. Ability scores are modified according to the race chosen. Racial ability modifiers for the standard AD&D races such as elves, dwarves, and gnomes may be found in the *PHB* or *S&P* and remain unchanged in the planes. Racial ability score modifications for all PLANESCAPE PC races (aasimar, bariaurs, genasi, githzerai, rogue modrons, and tieflings) are listed in the *PWH*.

As detailed in *S&P*, a PC's ability scores may be split into sub-abilities. Players exercising this option for PLANESCAPE characters may increase one sub-ability at the expense of diminishing the other. For each ability score, there may be no more than 4 points difference between the sub-abilities.

**Note:** Some options offer a bonus point to one sub-ability. Characters taking these options are allowed a 5-6 point difference in sub-ability scores.

## 3. Racial requirements

Each PC starts with a number of character points dependent on race. Points can be spent to customize a character from the skill list provided for each race, or they can be used to purchase the race's standard skill package. Planar dwarves, elves, gnomes, halflings, half-elves, half-orcs, half-ogres, and humans receive the same number

Race	CP Allotment
Aasimar	40
Bariaur (male & female)	30
Dwarf	45
Elf	45
Genasi, all	25
Githzerai	30
Gnome	45
Halfling	35
Half-Elf	25
Half-Orc	15
Half-Ogre	15
Human	10
Rogue Modron	40
Tiefling	40

of CPs as their Prime counterparts in *S&P*. Players creating a PC from one of these standard races can mix options found in *S&P* with the new planar racial options. Races unique to the planes, such as tieflings and githzerai, are completely customizable with the options presented here.

**Notes on magic resistance:** Most races living on the planes have developed some magic resistance. This resistance can be either specific, like the elven ability to resist charms, or broad, like the powerful magic resistance of githzerai and aasimar. PCs who opt for broad magic resistance fall under the same restrictions as those listed for githzerai in the *CS*. (In addition to protecting a PC from magic, MR can affect what magical items a character can use and prevent beneficial magic from aiding him.) As some magic-resistant PCs rise in level, they experience greater difficulty using newly acquired magical items or when receiving benevolent magic. The magic resistance rules in the *CS* should be used in all cases except those of single class wizards, who must no longer forego magic resistance to be wizards.

## All Races

The unique nature of the planes can affect its inhabitants. Sometimes different populations exhibit the same planetouched abilities. The following options are available to all PCs in addition to those listed for each race. Regardless of whether a player selects any of the options below, all planar PCs have the common, innate ability to perceive planar portals at will. This ability costs no CPs.

**Alignment Affinity (5):** The PC is instantly aware of any beings within 20' who possess the same alignment as himself. For example, a paladin knows when a lawful good aasimar has just stepped behind him but does not learn the alignment of the lawful neutral good deva crossing in front of him unless he employs some other means of divination.

**Magical Perception (10):** Regardless of whether the PC is a spellcaster, he understands how the unique nature of his home plane affects magic. This includes which schools of magic are affected, how it is affected, and why ("You're on Mechanus berk — wild magic is useless here and against the law."). This ability does not provide other magical insight, such as spell keys.

**Planar Recognition (5):** Upon sight, the PC instantly recognizes any beings who originate from his home plane as a fellow native. Only true natives of the PC's plane can be discerned. This ability does not grant the ability to recognize those who migrated to the PC's home plane from another plane. The PC does not gain any other information about the beings he encounters.

**Planar Resistance (5):** The PC receives a +3 bonus to all saves vs. any naturally occurring phenomena on his home plane (plane of birth).

## Aasimar

**Standard abilities:** Cold resistance, fire resistance, infravision, magic resistance, mental fortitude, surprise bonus.

**Aasimon bloodline - major I (10):** The PC is immune to all forms of gas attacks.

**Aasimon bloodline - major II (15):** The PC is immune to poison.

**Aasimon powers - minor (10):** Once a day, the PC can cast *cure light wounds*, *dispel magic*, or *protection from normal missiles*. At 7th level, the PC can cast all these abilities once a day.

**Aasimon powers - major (15):** Once a week, the PC can cast *heal*, *holy word*, or *spell turning*. At 9th level, the PC can cast all these abilities once a week.

**Armor bonus (5):** The PC gains an additional +1 AC bonus when wearing any metal armor.

**Celestial skin (15):** The PC can be hit only by magical weapons.

**Cold resistance (5/15):** The PC suffers half damage from all cold attacks for 5 CPs. For 15 points, the PC suffers half damage from cold until 9th level, when the PC becomes completely immune to the cold.

**Confer (10):** With this option, an aasimar may temporarily confer one of his racial abilities on a worthy being of good for the next 24 hours. The act takes one round and requires the aasimar to touch the recipient. The PC loses that ability until 24 hours have elapsed, at which time he regains the ability. The PC cannot cancel this conferral once it has taken place. This sacrifice is not taken lightly.

**Detect lie (5):** The PC may cast *detect lie* once a day.

**Eladrin bloodline - major (10):** PC is immune to *magic missiles*.

**Eladrin powers - minor (10):** Once a day, the PC may cast *alter self comprehend languages*, or *slow poison*. At 7th level, the PC can cast all of these abilities once a day.

**Eladrin powers - major (15):** Once a week, the aasimar may cast *minor globe of invulnerability*, *polymorph self* or *wall of force*. At 9th level, the PC can cast all these spells once a week.

**Fire resistance (5):** PC suffers half damage from all fire attacks.

**Guardinal bloodline - major (15):** PC is immune to all electrical attacks.

**Guardinal powers - minor (10):** Once a day, the PC can cast *light*, *magic missile*, or *protection from evil 15' radius*. At 7th level, the PC can cast all these abilities once a day.

**Guardinal powers - major (15):** Once a week, the PC can cast *hold monster*, *lightning bolt*, or *wall of ice*. At 9th level, the PC can cast all of these abilities once a week.

**Holy regeneration (10):** While on any of the Upper Planes of Good, the PC regenerates hit points at the rate of 1 hp/round.

**Infravision (5):** PC possesses infravision to 60'.

**Intuition bonus (10):** PC raises Wisdom/Intuition sub-ability by +1.

**Know alignment (5):** The PC may cast *know alignment* once a day.

**Lightform (10):** Once a day, the PC may assume a lightform similar in function to the wizard spell *wraithform* (except this ability accesses an extra-dimensional space, not the ethereal plane). Once activated, the PC is identical in appearance to a light aasimon (*PMC1*). At 5th level, the PC can assume a lightform twice a day.

**Magic resistance (10):** PC has 10% magic resistance.

**Mental fortitude (5):** +2 to saving throws against *charm*, *fear*, *emotion*, and *domination* type spells.

**Muscle bonus (10):** PC raises Strength/Muscle sub-ability by +1.

**Power of life (20):** As a direct descendent of the forces of life and goodness, the aasimar is immune to death magic and level draining spells and attacks such as those from undead. The PC is not immune, however, to aging effects such as an attack from a ghost or a *haste spell*.

**Rilmani bloodline: minor (10):** PC suffers half damage from acid attacks.

**Rilmani powers - minor (10):** Once a day, the PC can cast *blur*, *fly* or *mirror image*. At 7th level, the PC can cast all these spells once a day.

**Rilmani powers - major (15):** Once a week, the PC can cast *advanced illusion*, *improved invisibility* or *solid fog*. At 9th level, the PC can cast all of these abilities once a week.

**Surprise bonus (5):** The PC's unnatural hearing and other-planar alertness grant a +1 to all surprise checks.

**Stamina bonus (10):** The PC raises Strength/Stamina sub-ability by +1.

**Sword bonus (5):** The PC gains +1 to hit with any sword.

**Telepathy (5):** At will, the PC can communicate telepathically with any aasimon, eladrin, guardinal, rilmani, or other intelligent being of the same alignment within a 20' radius.

**Willpower bonus (10):** PC raises Wisdom/Willpower sub-ability by +1.

## Racial weakness options

Some aasimar may inherit weaknesses from their Upper Planar parents. Aasimar PCs may select any or all of the following racial weaknesses to receive bonus CPs to purchase additional racial traits.

**Iron weakness (5):** PC suffers double damage from any iron weapons.

**Lower planar disorientation (5):** The good nature of PC comes into severe conflict with the overwhelming evil of the lower planes. On any lower plane, the aasimar becomes extremely uncomfortable and nauseous suffering a -4 to THACO and AC as well as a -4 to all surprise checks.

**Susceptibility to fiendish magic (5):** The PC is more susceptible to the foul, unwholesome magics cast by fiends. PC receives a -1 to all saves vs. magic used by fiends and also suffers an extra point of damage per die rolled from offensive spells employed by fiends.

**Unholy water vulnerability (5):** The PC suffers 2d4 hp damage from a direct hit of unholy water. A splash of unholy water inflicts 1d4 hp damage.

## Bariaur

**Standard male abilities:** Charge, head butt, infravision.

**Standard female abilities:** Infravision, spell resistance, surprise bonus.

**Back kick (5):** The PC can kick an opponent to his rear with his hind legs for 3d6 damage and no penalty to THACO.

**Charge (10):** Male PCs may cause triple damage with a head butt by charging an opponent. The PC needs at least 30' running distance to perform this attack successfully.

**Club bonus (5):** Any club the PC wields in both hands has the speed factor and damage of a 2-handed sword.

**Fitness bonus (10):** Male PC gains a +1 to the Constitution/Fitness sub-ability.

**Head butt (5):** Male PC may attack with his horns for 1d8 hp damage plus Strength bonus. Should the PC also select Hoof Attack, then he receives 3 attacks per round.

**Health bonus (10):** Male PC raises Constitution/Health sub-ability by +1.

**Hoof attack (10):** PC can attack with both hooves in one combat round causing 1d6 points of damage per hoof.

**Improved movement rate (5):** This PC is one of the fastest of the race possessing a movement rate of 21.

**Infravision (10):** PC possesses infravision to 60'.

**Intuition bonus (10):** Female PC gains a +1 to the Wisdom/Intuition sub-ability.

**Knowledge bonus (10):** The female PC gains +1 to the Intelligence/Knowledge sub-ability.

**Lawbreaker (5):** The wildly chaotic nature of bariours makes them naturally resistant to the influences of law. The PC receives a +1 bonus to all save vs. spells against magic from the priestly sphere of law or magic cast by lawful creatures.

**Magic resistance (10):** The PC possesses 10% magic resistance.

**Muscle bonus (10):** The male PC gains +1 to the Strength/Muscle sub-ability.

**Poison save bonus (5):** Because of his hearty constitution, the male PC receives a +2 to all poison saves.

**Reason bonus (10):** The female PC gains +1 to the Intelligence/Reason sub-ability.

**Spell resistance (10):** The female PC gains +3 to all saving throws vs. spells.

**Spear bonus (5):** The PC gains +1 to attacks with any spear.

**Stamina bonus (10):** The male PC gains +1 to the Strength/Stamina sub-ability.

**Surprise bonus (5):** The female PC gains +2 on all surprise checks.

**Tough hide (10):** The PC's thick skin and fur give him a tough hide granting a natural AC of 8.

**Trample (10):** On a successful attack with both hooves, the bariour has knocked down his opponent and automatically tramples him also. A trampled victim suffers an additional 2d6 hp damage, has a -2 penalty to his AC, and must spend the remainder of the round getting back up on his feet. This attack affects only humanoids of M size or smaller. The PC must first select Hoof Attack to choose this option.

**Willpower bonus (10):** The female PC gains a +1 to the Wisdom/Willpower sub-ability.

## Genasi

All genasi may select from this list of shared half-elemental traits in addition to traits peculiar to their specific element.

**Ignore element (5):** Genasi can ignore his element (magical and non-magical) for a number of rounds equal to his experience level once a day.

**Elemental empowerment (5):** Elemental spells or abilities employed by the PC are treated as if he were one experience level higher. Option may be taken multiple times for increased effect.

**Elemental form (10):** Once a day, the PC can polymorph into an elemental of the PC's element.

**Elemental regeneration (10):** When the PC rests immersed in his element as

it occurs naturally, he regenerates at a rate of 1 hp/turn.

**Elemental resistance (5/15):** The PC gains a 30% resistance vs. all attacks against his element. For 15 points, the PC is completely immune to his element. This option cannot be taken with magic resistance option.

**Etherealness (10):** Once a day, the PC can enter the ethereal plane from any of the inner planes or prime material plane or if already within the Border Ethereal, the PC can enter an inner plane or prime material plane world.

**Infravision (5):** The PC possesses 60' infravision.

**Magic resistance (10):** The PC possesses a 10% resistance to all magic.

**Para-elemental resistance (5):** The PC receives a +2 to all saving throws from any para-elemental attacks associated with the PC's element (e.g., fire genasi receive this bonus against ash and magma attacks).

**Quasi-elemental resistance (5):** The PC receives a +2 to all saving throws from any quasi-elemental attacks associated with the PC's element (e.g., water genasi receive this bonus against steam and salt attacks).

**Saving throw bonus (5):** The PC receives a +1 bonus to all saving throws vs. spells and magic of his own element for every five experience levels.

## Genasi, air

**Standard abilities:** Non-respiration, levitate, saving throw bonus.

**Aim bonus (10):** The PC gains +1 to the Dexterity/Aim sub-ability.

**Air boat (10):** At 9th level, the PC can call down an *air boat* once a week.

**Balance bonus (10):** The PC gains +1 to the Dexterity/ Balance sub-ability.

**Elemental powers, minor (10):** Once a day, the PC can cast *fly*, *stinking cloud*, or *wind wall*. At 7th level, the PC can use all of these abilities once a day.

**Elemental powers, major (15):** Once a week, the PC can cast *air walk*, *solid fog*, or *suffocate*. At 9th level, the PC can use all of these abilities once a week.

**Feather fall (5):** The PC can cast *feather fall* once a day for every three experience levels possessed.

**Non-respiration (10):** The PC need no longer breathe.

**Knowledge bonus (10):** PC gains +1 to the Intelligence/Knowledge sub-ability.

**Levitate (5):** Genasi can *levitate* once a day as a 5th level wizard.

**Reason bonus (10):** The PC gains +1 to the Intelligence/Reason sub-ability.

## Genasi, earth

**Standard abilities:** Stony skin, saving throw bonus.

**Elemental powers, minor (10):** Once a day, the PC can cast *fist of stone*, *maximilian's stony grasp*, or *meld into stone*. At 7th level, the PC can use all of these abilities once a day.

**Elemental powers, major (15):** Once a week, the genasi can cast *move earth*, *stone shape*, or *wall of stone*. At 9th level, the PC can use all of these abilities once a week.

**Fitness bonus (10):** The PC gains +1 to the Constitution/ Fitness sub-ability.

**Health bonus (10):** The PC gains +1 to the Constitution/Health sub-ability.

**Muscle bonus (10):** The PC gains +1 to the Strength/Muscle sub-ability.

**Pass without trace (5):** The PC can *pass without trace* once per day as a 5th level priest.

**Passwall (10):** Once a day at 5th level, the PC can cast a *passwall* except that this ability affects only stone or earth.

**Reverse gravity (10):** At 9th level, the PC can *reverse gravity* once a week.

**Stamina bonus (10):** The PC gains +1 to the Strength/ Stamina sub-ability.

**Stony skin (10):** The PC has a naturally rock hard AC of 8.

## Genasi, fire

**Standard abilities:** Affect fire, fire immunity, infravision, saving throw bonus.

**Affect fire (5):** The PC can *affect normal fires* once per day as a 5th level wizard.

**Elemental powers, minor (10):** Once a day, the PC can cast *flame arrow*, *flame walk*, or *heat metal*. At 7th level, the PC can use all of these abilities once a day.

**Elemental powers, major (15):** Once a week, the PC can cast *fire shield*, *maleketh's flame fist*, or *wall of fire*. At 9th level, the PC can use all of these abilities once a week.

**Fire immunity (5):** The PC is immune to normal, non-magical fire.

**Knowledge bonus (10):** The PC gains +1 to the Intelligence/Knowledge sub-ability.

**Produce flame (5):** The PC can *produce flame* once a day for every three experience levels.

**Reason bonus (10):** The PC gains +1 to the Intelligence/ Reason sub-ability.

**Surprise fireball (10):** At 7th level, the PC can cast a *delayed blast fireball* once a week.

## Genasi, water

**Standard abilities:** Create water, saving throw bonus, water breathing.

**Acid storm (10):** At 7th level, the PC can create an *acid storm* once a week.

**Bestow water breathing (10):** Once a day for every three experience levels, the PC can bestow *water breathing* (or its reverse) on any creature other than himself.

**Create water (5/10):** Genasi can *create water* once a day as a 5th-level priest. For 10 points, the PC can cast *improved create water* (reverse of transmute water to dust) as a 5th-level priest.

**Elemental powers, minor (10):** The PC possesses the innate ability to cast *lower/raise water*, *insatiable thirst*, or *watery double* once a day. At 7th level, the PC can use all of these abilities once a day.

**Elemental powers, major (15):** Once a week, the PC can cast *abi-dalzim's horrid wilting*, *part water*, or *wall of ice*. At 9th level, the PC can use all of these abilities once a week.

**Fitness bonus (10):** The PC gains +1 to the Constitution/ Fitness sub-ability.

**Health bonus (10):** PC gains +1 to the Constitution/ Health sub-ability.

**Water breathing (10):** The PC breathes water.

#### Genasi vulnerabilities

All genasi may inherit certain weaknesses from their elemental parentage. Genasi PCs may select any or all of the following racial weaknesses for bonus CPs to purchase additional racial traits:

**Elemental damage (+5/+10):** The PC suffers additional damage from elemental attacks not of his own element. For 5 points, the PC suffers +1 to damage per die rolled. For 10 points, the PC suffers +2 damage per die.

**Elemental hatred (+5):** The PC despises his opposition element and always seeks to destroy without question or hesitation anyone strongly associated with the opposition element (such as natives of that elemental plane, specialist wizards and specialty priests of the opposing element, etc.).

**Elemental vulnerability (+5):** The PC suffers a -1 penalty to all saves from elemental attacks not of his own element.

#### Githzerai

**Standard abilities:** Infravision, magic resistance.

**Aim bonus (10):** The PC gains +1 to the Dexterity/Aim sub-ability.

**Balance bonus (10):** The PC gains +1 to the Dexterity/Balance sub-ability.

**ESP (10):** The PC can cast *ESP* once a day. At 9th level, the PC can cast *ESP* twice a day.

**Infravision (10):** The PC possesses infravision to 60'.

**Knowledge bonus (10):** The PC gains +1 to the Intelligence/Knowledge sub-ability.

**Lesser magic resistance (10):** The PC possesses magic resistance equal to 2%/level. This option cannot be taken with the magic resistance option.

**Lower resistance (10):** Once a day, the PC can attempt to lower his magic resistance by effecting *lower resistance* on himself only.

**Limbo powers (5):** As a native of Limbo, the PC gains a movement rate of 96 while in Limbo and also suffers no ill effects from the roiling, primal matter of that chaotic plane.

**Magic resistance (15):** PC receives magic resistance equal to 5%/level.

**Mental assault (10):** The PC can cast *feblemind* once a week for every five experience levels.

**Mental shielding (10):** Once a week, the githzerai PC can cast *mind blank*.

**Mind guard (5):** The PC gains +1 to all saves vs. mind affecting spells and psionics.

**Plane shift (10):** Once a day, the PC can *plane shift* (himself alone) to any other plane he has previously visited. This ability takes one full round to activate. If the PC is interrupted during activation of this power, the power fails.

**Racial enmity (5):** The PC's extreme hatred of githyanki grants him a +2 to hit on all attacks against githyanki.

**Rrakkma hunter (5):** The PC gains +2 to hit against the despised gith slave masters of ages past — the mind flayers.

**Reason bonus (10):** The PC gains +1 to the Intelligence/Reason sub-ability.

**Renegade (5):** The PC has secretly decided to advance in level beyond the artificial limits set by the githzerai wizard-king (i.e., the PC has no level limits in any chosen classes). Once a renegade githzerai's decision becomes known, he rarely survives for long, as any such blasphemous githzerai are quickly hunted down by the wizard-king's forces.

**Silver sword (5):** At 5th level, the PC, if in good standing with his people, is rewarded with a special two-handed *silver sword* +3. If used on the Astral Plane, the silver sword has a 5% chance of cutting an opponent's silver cord upon scoring a hit. These weapons have a significant religious value to the githzerai, who would never willingly let them fall into the hands of outsiders.

**Sword bonus (5):** The PC gains +1 to hit with any sword of githzerai make.

**Xenophobe (5):** Fearful and hateful of

nearly all sentient creatures not of his own race, the PC is always on the alert for outside treachery and attack. The PC receives a +3 to all surprise checks. Note that while a xenophobic githzerai may be able to suppress displays of his xenophobic nature most of the time, such strong emotions are ever-present under the surface, just waiting for a chance to be expressed.

**Zerth bonus (5):** The PC is a zerth, part of a religious sect who worship the memory of the legendary githzerai hero, Zerthimon. PC gains a 5% bonus to all XP when actively worshipping as a zerth and also receives a +4 reaction modifier when dealing with any githzerai (all githzerai value such worship in other githzerai). DMs may decide on the form such hero worship takes such as joining rrakkma bands, spreading the word of Zerthimon or hunting githyanki on a regular basis.

#### Rogue modron

**Standard abilities:** Armor, detect doors, resist unlawful influences, saving throw bonus, superior sight.

**Armor (10/15):** The PC possesses a tough, semi-metallic skin allowing a natural AC of 8. For 15 points, the rogue modron has enhanced armor granting an AC of 6.

**Detect doors (5):** The PC has a 2-in-6 chance of discovering secret doors and a 3 in 6 chance of detecting concealed doors.

**Detect lie (5):** The PC can detect lie once a day.

**Fitness bonus (10):** The PC gains +1 to the Constitution/Fitness sub-ability.

**Four arms (10):** The PC possesses an extra pair of mechanical arms which can be used to wield another weapon and carry a shield (much like a thri-kreen PC).

**Health bonus (10):** Constitution/Health sub-ability raised by +1.

**Infravision (5):** The PC possesses 120' infravision.

**Knowledge bonus (10):** The PC gains +1 to the Intelligence/Knowledge sub-ability.

**Magic resistance (10):** The PC receives magic resistance equal to 2% per experience level.

**Modron powers, minor (10):** Once a day, the PC can cast *clairaudience*, *clairvoyance*, or *command*. At 7th level, PC can use all of these abilities once a day.

**Modron powers, major (15):** Once a week, the PC can use its innate ability to cast *dimension door*, *teleport without error*,

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or *wall of force*. At 9th level, PC can use all of these abilities once a week.

**Reason bonus (10):** The PC gains +1 to the Intelligence/Reason sub-ability.

**Resist chaos (5):** The PC receives a +1 to all saves vs. wild magic, spells cast by chaotic individuals, and spells from the priest sphere of chaos.

**Resist unlawful influences (10):** The PC has a 30% resistance to illusions, energy drains, *charm*, *sleep*, *fear*, *domination*, and other mind-affecting spells.

**Saving throw bonus (5):** The PC possesses the modronic resistance to fire, cold, and acid gaining a +1 to all saving throws vs. any such attacks.

**Sense modrons (5):** Ever alert to the fact that it may be captured by a modron patrol and returned for judgment on Mechanus, the PC can detect at will all modrons within 60 yards. Detection requires the modron's full concentration for each round to be maintained.

**Superior sight (5):** The PC's vision is double the normal range of sight.

**Telepathy (5):** At will, the PC can converse telepathically with any creature of lawful alignment.

**Winged modron (10):** The PC possesses a pair of wings allowing flight (MV 15, MC D).



## Tiefling

**Standard abilities:** Cold resistance, darkness, electricity save bonus, fire save bonus, infravision, poison save bonus.

**Ambidextrous (5):** The PC is ambidextrous and can fight equally well with two weapons with no attack penalty as rangers. Tiefling must use weapons he is proficient in.

**Appearance bonus (10):** The PC gains +1 to the Appearance/Charisma sub-ability.

**Baatorian bloodline (15):** Somewhere in the past, one of the PC's human ancestors became romantically involved with a resident of Baator — most likely an erinyes. This diabolical blood tie has given the tiefling a complete immunity to fire.

**Baatorian powers — minor (10):** Once a day, the PC can cast *command*, *fireball*, or *know alignment*. At 7th level, tiefling can enact all these abilities once a day.

**Baatorian powers — major (15):** Once a week, the PC can cast *fear*, *improved invisibility*, or *wall of fire*. At 9th level, tiefling can enact all these abilities once a week.

**Bladeling flesh (10):** The PC is granted a metallic natural AC 5 inherited from

his bladeling ancestry. An unfortunate side-effect from this option is that the tiefling suffers double damage from any heat metal spells and rust dragon breath attacks.

**Choice weapon (5):** The PC gains +1 to hit when using any one of the following weapons: long sword, stiletto, throwing dagger, long spear, ranseur, hand crossbow, scimitar, or punch dagger.

**Cold resistance (10):** The PC suffers half damage from cold attacks.

**Darkform (10):** Once a day, the tiefling may assume a darkform similar in function to the wizard spell *wraithform*. Once activated, the tiefling appears as a shadowy humanoid shape filled with dark, roiling clouds. At 5th level, the PC can activate this power twice a day.

**Darkness (5):** Once a day, the PC can cast *darkness* 15' radius.

**Electricity save bonus (5):** The PC gains +2 bonus to all saves vs. electrical attacks.

**Fiendish hide (15):** The PC can be hit only by weapons enchanted to +1 or better.

**Fiendish wings (10):** The PC sports a large pair of leathery, fiendish-looking wings from his back that allows flight (MV 15, MC C).

**Fire save bonus (5):** +2 bonus to all saves vs. fire.

**Gas resistance (10):** The PC suffers half damage from gas attacks.

**Hellraiser (10):** The PC is invigorated when on any of the lower planes, providing a temporary boost to his prime attribute (1d4 points added to prime attribute ability score). A PC with more than one prime attribute, such as a multi-classed PC, has only one attribute determined randomly raised in this way. This boost cannot be made permanent and ends once the PC leaves the lower planes.

**Hordling bloodline (10):** The PC's hordling ancestry has granted the PC an unpredictable magic resistance. Every 24 hours, the PC rolls a 1d6 to determine his magic resistance for the day (1=1%; 2=50%; 3=10%; 4=15%; 5=30%; 6=60%).

**Howl from pandemonium (10):** Once a day at 5th level, tiefling can emit a mind-jarring howl that affects all beings within 30' of the PC as if targeted by a *chaos* spell.

**Infravision (5):** The PC possesses infravision to 60'.

**Knowledge bonus (10):** The PC gains +1 to the Intelligence/Knowledge sub-ability.

**Lower planar regeneration (10):** While on any of the lower planes, the PC regenerates 1 hp/round.

**Poison save bonus (5):** The PC gains +2 to all saves vs. poison.

**Reason bonus (10):** The PC raises Intelligence/Reason sub-ability by +1.

**Styx resistance (10):** The PC, like many denizens of the lower planes, is immune to the memory-sapping waters of the River Styx.

**Tanar'ric bloodline (15):** The PC is immune to all forms of electricity.

**Tanar'ric powers - minor (10):** Once a day, the tiefling can employ *heat metal*, *scare*, or *suggestion*. At 7th level, tiefling can enact all these abilities once a day.

**Tanar'ric powers - major (15):** Once a week, the tiefling can employ *telekinesis*, *true seeing*, or *vampiric touch*. At 9th level, the tiefling can enact all these abilities once a week.

**Telepathy (5):** At will within a 20' radius, the PC can communicate telepathically with any fiend or being possessing the tiefling's alignment.

**Teleport without error (15):** At 7th level, the PC can *teleport without error* once a day. This ability take one full turn to activate and is ruined for that day if the tiefling is disrupted in any way.

**Undetectable lie (5):** Once a day, the PC can speak an *undetectable lie* (reverse of *detect lie*).

**Yugoloth bloodline (15):** A bizarre cross breeding between one of the tiefling's human progenitors and a yugoloth resulted in the PC being immune to acid.

**Yugoloth powers - minor (10):** Once a day, the tiefling can employ *alter self*, *charm person*, or *spectral force*. At 7th level, the PC can enact all these abilities once a day.

**Yugoloth powers - major (15):** Once a week, the PC can *polymorph self*, *warp wood*, or *wind walk*. At 9th level, the PC can enact all these abilities once a week.

**Racial weakness options:** Some tieflings inherit weaknesses from their Lower Planar ancestors. Tiefling PCs may select from the following racial weaknesses to earn bonus points.

**Fiendish weakness (5):** The PC suffers double damage from cold attacks.

**Holy water vulnerability (5):** Tiefling's fiendish ancestry makes him especially vulnerable to holy water. A direct hit causes 2d4 hp damage, while a splash does 1d4.

**Silver vulnerability (5):** The PC suffers double damage from all silver weapons.

**Upper planar disorientation (5):** The tieflings fiendish nature is at odds with the pure goodness found in the Upper Planes. On the Upper Planes of Good, tiefling is sickened and weakened suffering a -4 to THAC0 and AC as well as a -4 to all surprise checks.

### Standard PC races

Players creating planar PCs with one of the standard character races can select any option for their particular race from both the S&P handbook and from the list of planar options below. The number of CPs for each race remains unchanged from S&P.

### Additional dwarven abilities

**Enlarge/reduce (5):** The PC can *enlarge* or *reduce* himself as the wizard spell once a day.

**Lower resistance (10):** The non-magical nature of planar dwarves can be harnessed to adversely affect other beings. At 5th level, the PC can cause one being to be affected by lower resistance once a day.

**Magic resistance (10):** PC has 10% magic resistance.

**Pebble to boulder (5):** At 5th level, the dwarf may cast *pebble to boulder* once a day.

**Planar sense (5):** Being creatures of the earth, dwarves are naturally attuned to the lands they travel upon. At will, the PC can determine which outer plane he is on as well as how many layers beneath the first layer of the plane he is. The PC does not gain any other knowledge of the plane (i.e. planar ruler, local inhabitants, etc.).

**Rockform (10):** Once a day, the PC can assume the form of a large rock or small boulder the same size as the dwarf. The dwarf may remain in rock form for 1 hour per level of the PC. When the PC reverts back to his normal dwarf form, he is healed of 2d8+6 hp damage. While in rock form, the dwarf is virtually immune to standard weapon attacks but may be harmed by other means such as mining equipment, being thrown by a giant. Stone-affecting spells cast on a dwarf in rockform affect the dwarf in the same manner such spells affect a being under the effects of a *meld into stone* spell.

### Additional elven racial abilities

**Animal/plant form (10):** Closer to nature than perhaps any other PC race, the elf has developed the ability to cast *polymorph self* (natural animals only) or *tree* once a day.

**Detect undead (5):** As champions of life, most elves despise undead as an unnatural abomination and seek to destroy them where possible. The PC can *detect undead* as per the spell once a day for every three levels possessed.

**Invoke wild surge (5):** Elves, being a magical and mostly chaotic race, can combine these two traits to cause spectacular results. Once a day for every five levels, the PC can cause a wild surge to happen to a spellcaster in the process of casting a spell within 20'. This power cannot affect innate abilities.

**Magic resistance (10):** The PC possesses 10% magic resistance. This option may not be taken with the elven resistance to *charm* spells option.

**Power of life (20):** The PC is immune to death magic and level draining spells and attacks such as those from undead. The PC is not immune, however, to aging effects such as an attack from a ghost or a *haste* spell.

**Withdraw (5):** The long-lived elf approaches each situation with tact and caution making the best possible use of time. Once a day, the PC can cast *withdraw*.

### Additional gnomish abilities

**Etherealness (10):** From any prime material world, inner plane, or demiplane, the PC may enter the Border Ethereal of the Ethereal Plane at will twice a day. Likewise, a gnome in the Border Ethereal can enter any bordering plane twice a day.

**Dreamweaver (10):** Once a day, the PC can cast *phantasmal force*. At 3rd level, this power improves as the gnome's understanding of illusions becomes greater allowing the PC to now cast *spectral force* once a day. At 9th level, this ability becomes even more enhanced allowing the gnome to cast *advanced illusion*, *programmed illusion*, or *mirage arcane* once a day.

**Illusion resistance (5/20):** The PC receives 30% resistance to illusion/phantasm magic for 5 points. For 20 points, the gnome is immune to all illusion/phantasm magic.

**Magic resistance (20):** Gnome starts off with 20% magic resistance that improves by 5% for every level after 3rd. This cannot be combined with Illusion Resistance.

**Non-detection (15):** The PC is permanently protected by *non-detection*.

**Shadow wielder (15):** At 5th level, the gnome can cast *shadow magic* or *shadow monsters* once a day. At 9th level, this

ability is enhanced via the gnome's greater understanding of illusory magics and the PC can cast either *demi-shadow* magic or *demi-shadow monsters* once a day.

**Summon earth elemental (15):** At 6th level, once a day, the PC can summon an earth elemental as the *conjure earth elemental* priest spell with no chance of the gnome losing control of the elemental.

#### Additional halfling abilities

**Alter self (5/10):** Once a day, the PC can *alter self*. For 10 points, the PC can *polymorph self* once a day.

**Alternate reality (15):** The PC can cast the wild magic spell, *alternate reality*, once a day.

**Chaos shaper (5):** The PC receives the chaos shaping proficiency. All attempts to shape land in Limbo automatically succeed, and the halfling can shape double the amount of land normally allowed.

**Chaos shield (5):** Some halflings have developed an innate (some say vital) resistance to wild magic. Once a day for every five levels, the PC can cast *chaos shield* to protect himself from all wild surges regardless of where they originate.

**Limbo friend (5):** The PC is recognized as a native of Limbo and looked upon as a fellow chaos supporter by other natives (i.e., slaadi, githzerai, etc.) receiving a +4 to all reaction modifiers should those natives care at all to parley with the halfling.

**Magic resistance (10):** The PC has 10% magic resistance (option cannot be combined with wild resistance option).

**Wall of fog (5/10):** Once a day, the PC can use his smoking pipe to create a *wall of fog*. For 10 points, halfling still uses his pipe to produce a *wall of fog* but upon reaching 8th level can produce *solid fog* once a day.

**Wild resistance (5):** The PC possesses 30% magic resistance to wild magic spells, the effects of wild surges, and priest spells from the sphere of chaos.

#### Additional half-elf abilities

**Ancestor ability (5+):** The PC can select any one ability from either the elf or human list of options but must pay an additional 5 points over the original cost of the option. This option may be taken only once.

**Appeasement (5):** The PC deeply respects and defers to both human and elven society, gaining a +4 modifier to all reactions with these two races.

**Life protection bonus (5):** The PC gains +1 to all saves vs. death magic and life-draining attacks.

**Racial appearance (5):** The PC appears for all-intents and purposes as a member of one of his parents race (either human or elf). The PC will never be mistaken for a half-elf or as a member of the other parents race.

**Survivor (10):** Not fully accepted by either human or elven society, the solitary PC learned to rely mainly on himself and has thus developed unusual survival abilities. Once a day, the PC can cast *know alignment*, *invisibility*, or *silence 15' radius*. At 9th level, the half-elf can cast all these abilities once a day.

**Urban sense (5):** The PC is a tough urban survivor having had to hone his skills to find out pertinent information fast. The PC has a base 40% + 5% chance per level of knowing the answer to any general question concerning Sigil or any of the gate-towns (portals, local law, ruler, etc.). Of course, many burghs have secrets that no berk will ever get the dark on.

#### Additional half-ogre abilities

**Alteration resistance (5):** The PC is 30% resistant to magic from the school of alteration.

**Club bonus (5):** A half-ogre who is proficient with a club inflicts double damage on a successful attack that exceed the to hit roll by more than 4.

**Humans not so bad (5):** The PC has learned enough of his human parents customs to gain a general acceptance with humans. PC gains a +4 reaction modifier when dealing with humans.

**Necromantic resistance (5):** The PC receives 30% resistance to necromantic magic.

**Ogres good, humans bad (10):** The PC has honed his fighting skills against those particularly troublesome humans, elves, half-elves, aasimar, and tieflings. PC gains a +2 to hit and damage when fighting any of these "annoying" races.

**Super hit points (15):** The robust PC receives a bonus 2 hit points at every level advance.

#### Additional half-orc abilities

**Battle Rager of Acheron (10):** Once a week, the PC may choose to enter a battle-rage whereby during a battle, PC fights to -15 hps or until all foes in sight are slain. After either condition is met, the half-orc is rendered unconscious but is also instantly healed to 1 hp if 0 hp or less. Once unconscious, the PC cannot be revived by any means but eventually will awaken in 1d4 turns. Some sages attribute this ability to a bizarre influ-

ence emanating from Acheron targeting those of orcish descent.

**Chaos foe (5):** The PC gains +1 to all saves from spells cast by chaotic beings, spells having chaos as an end result such as confusion and chaos, or priest spells from the law sphere.

**Eye of Gruumsh (10):** At 2nd level, once a day, the PC can *know alignment*, *detect lie*, or *detect magic*. At 8th level, the PC can enact each ability once a day.

**Gruumsh's speedy blessing (10):** Once a day in battle only, the PC can move as if *hasted* for as many rounds as levels possessed. The half-orc does not suffer any aging from this power.

**Law warrior (10):** Once a day, the half-orc can cast one priest spell from the combat, war, or law spheres. The PC can only cast a spell that is normally available to a priest of the same level. For example, a 5th level half-orc fighter could cast one priest spell up to 3rd level but no higher. When he reached 7th level, the half-orc could then cast one spell up to 4th level.

**Magic resistance (10):** The PC receives 10% magic resistance.

**Revitalized slayer (5):** The PC is invigorated with every kill in battle. For every being slain by the half-orc, the PC is healed of 2 hp of damage (but cannot exceed PC's maximum total). This is a reward from Acheron for the half-orc's proven battle prowess.

#### Additional human abilities

**Astral walker (10):** Once a day, the PC and up to 1 companion per level can enter the astral plane from the first layer of any outer plane (excluding Sigil). This ability takes one round to enact but works only on the outer planes.

**Detect fiend (5):** Some stalwart humans are always on guard against the seemingly ever-present fiends. At will, the PC can detect all fiends within 30' x 10' path in front of him even if the fiend has assumed a different form. This power takes one round to scan a direction and the PC cannot engage in any other behavior.

**Detect scrying (5):** Some humans are very sensitive to divination magics directed at them. Once a day, the PC can detect scrying.

**Evocation resistance (5):** The PC has 30% resistance to invocation/evocation magic.

**Free actor (10):** Once a day, the human can cast *free action* on himself.

**Magic resistance (5/10):** Human receives 2% magic resistance for every



level possessed. For 10 points, the PC receives a 3% magic resistance per level. This ability cannot be combined with evocation resistance.

**Plane lover (5):** The PC is enamored of a handful of native races living on the outer planes. The PC gains a +4 modifier to all reactions when dealing with good celestials, evil fiends, or the neutral beings (modrons, slaadi and rilmani). The player chooses one group only. Such infatuations sometimes lead to the births of aasimar, alu-fiends, cambions, and tieflings.

**True seer (10):** The human has been gifted with a precious enhanced vision. PC can cast *true seeing* (priest version) once a day.

#### 4. Character classes

Each class has a standardized package of abilities found in the *PHB* which is also duplicated here for easy reference. Players may opt to take the standard list of skills or customize their PCs using the abilities listed here. More information concerning each class (such as allowable weapons and armor, level limits, and minimum requirements) may be found in *PHB* or *S&P*.

Class	Points Allotted
<b>Warrior</b>	
Fighter	15
Paladin	60
Ranger	60
<b>Rogue</b>	
Bard	80
Thief	80
<b>Priest</b>	
Cleric	125
Druid	100
<b>Wizard</b>	
Mage	40
Specialist	30

#### All classes

All classes can select the following ability:

**Weapon specialization:** PC has the ability to specialize in a single weapon but the CP cost for acquiring the specialization must be met in addition to paying for this option. This cost varies depending on the class chosen: Fighter 5 CPs; Paladin, Ranger, or Bard 10 CPs; Thief, Cleric, Druid, or Mage 15 CPs; Specialist Wizard 20 CPs.

#### Warrior class

##### Optional restrictions

All sub-classes of warrior can gain bonus points by accepting voluntary restrictions on normal warrior abilities.

**Limited armor (5/10/15):** The PC with this restriction is limited in his selection of armor. If the PC is restricted to chainmail or lighter armor, this restriction gives 5 CPs; if limited to studded leather or lighter armor, PC gains 10 CPs; and if the PC refuses to wear any armor at all, he gains 15 CPs. All warriors may still use a shield.

**Limited weapon selection (5):** The PC is limited in his choice of weapons. He can gain proficiency with weapons in only one of the following groups: melee weapons (no missile weapons allowed); priest weapons; rogue weapons.

**Limited magical item use (5+):** The PC refuses to use certain categories of magical items. For each category that is barred to him, he gains 5 CPs. The categories are: potions, oils, and scrolls; rods, staves, wands, and miscellaneous magical items; weapons; and armor.

#### Fighter

**Standard abilities:** Attract followers, weapon specialization.

**1d12 for hit points (10):** The PC rolls d12 for hit points.

**Attract followers (5/10):** The PC at 9th level gains followers as described in the *PHB* if he establishes a stronghold. The 10-point option allows him to attract followers whenever he establishes a stronghold, regardless of level. DMs should adjust the racial make-up of followers to adequately reflect the Planescape setting.

**Blood warrior (10):** The PC believes that the true path to becoming the finest warrior lies in pitting his skills against the eternally warring fiends especially fighting them where they war the most — in the Blood War. When fighting fiends anywhere, the PC becomes an awesome fighting machine as he revels in his true element. Fighter gains a +2 to hit and damage against all fiends, and receives a +2 bonus to AC.

**Building (5):** The PC knows how to construct heavy war machines, siege engines, and siege towers.

**Defense bonus (10/15):** The PC gains a +2 bonus to AC if unencumbered and unarmored: For 15 points, AC bonus is +3.

**Improved THAC0 (10):** The PC begins life better suited to fight than most by having an improved THAC0. The PC starts with a THAC0 of 18 at 1st level that improves by 1 for every level advance.

**Increased movement (5):** The PC is quicker than most and adds a +3 to movement rate.

**Leadership (5):** The PC is able to lead large number of troops in battle (up to

100 soldiers per level). The PC knows how to use messengers and signals, is familiar with military terminology, and understands the mechanics of moving large numbers of troops.

**Move silently (10):** A PC with this ability can move silently like thieves. The chance of success is equal to PC's Dexterity score added to the PC's level. In order to move silently, the PC cannot wear any armor greater than studded leather. All other thief penalties also apply.

**Multiple specialization (10):** The PC with this ability can specialize in as many weapons as desired provided that the CP cost is met for each individual specialization.

**Planetouched (10):** The PC's body is charged with a curious planar energy that temporarily renders non-magical weapons the fighter wields into a magical weapon (so long as the fighter maintains physical contact with the weapon). For every 4 levels of the fighter, the non-magical weapon gains a magical +1 bonus to hit and damage (i.e., +1 at 1st level, +2 at 5th, etc., to a maximum of +5).

**Poison resistance (5):** The PC gains +1 to all saves vs. poison.

**Proficiency ease (5):** By spending 5 CPs now, the fighter can cut the cost of all weapon proficiency costs in the future (including all forms of mastery) by 50%.

**Spell resistance (5):** The PC gains +1 to all saves vs. spells.

**Supervisor (5):** The PC has the authority to supervise the construction of defensive works such as ditches, pits, fields of stakes, and hastily built wooden and stone barricades. Semi-permanent buildings may also be constructed if time permits.

**War machines (5):** The PC knows how to operate heavy war machines and siege engines such as ballistae, catapults, rams, bores, and siege towers.

#### Paladin

**Standard abilities:** Circle of power, curative, detect evil, faithful mount, healing, health, priest spells, protection from evil, saving throw bonus.

All paladins have built-in restrictions to the class, which cannot be changed, as listed in the *PHB* and *S&P*. If the DM allows, paladin spell restrictions listed in *PLAYER'S OPTION: Spells & Magic* rules may be taken for extra CPs.

**1d12 for hit points (10):** The PC rolls d12 for hit points.

**Circle of power (5):** If the PC owns a holy sword, he can project a circle of

power 10' in diameter. This circle dispels hostile magic at a level equal to the paladin's experience.

**Curative (10):** Once a week for every three experience levels, the PC can cure diseases of all types.

**Detect evil (5):** The PC can detect evil monsters and beings up to 60' away simply by concentrating for one round. The PC can perform this ability an unlimited number of times.

**Dispel evil (10):** At 7th level, the PC can cast *dispel evil* once per day.

**Faithful mount (5):** The PC can summon a steed at 4th level as per the *PHB*.

**Fiend slayer (10):** The PC is the sworn enemy of all vile fiends and gains a +3 to hit and +3 to damage against fiends.

**Gift of the Archons (15):** The PC has been honored by the archons and rewarded with a wondrous gift. The PC grows a large pair of feathered wings from his back that allows flight (MV 18, MC B). Note that any armor the PC owns must be altered to accommodate these celestial wings.

**Healing (5/10):** Once a day, the PC can heal him or another by laying on of hands restoring 2 hit points per level. For 10 points, the paladin can heal 4 hit points per level once a day.

**Health (5):** The PC is immune to all forms of disease.

**High wisdom bonus (5):** If the PC has the Priest Spells option, he receives bonus spells based on his high wisdom identical to the way clerics do.

**Holy assistance (10):** Once a week, the PC can gate in 1 lantern archon per experience level as long as the archons are employed solely in the fight against evil. The gated lanterns remain for 1 turn plus 1 round per paladin's level. This ability does not work in Sigil.

**Holy defender (10):** When on the plane of his power (usually Mt. Celestia but not always), the PC becomes a near invincible defender. All magic resistance and saving throw bonuses are doubled and the paladin's AC is improved by 4.

**Lawful order (5):** The PC can dictate (as the 3rd-level priest spell in *S&M*) once a day for every four levels.

**Lower planar vanquisher (10):** The PC has steeled himself for taking the good fight where fiends live and breed. The paladin receives a +4 to all saves vs. any naturally occurring phenomena on any of the lower planes.

**Poison resistance (10):** The PC gains +2 to all saves vs. poison.

**Priest spells (10):** At 9th level, the PC can cast priest spells as per the *PHB*.



**Protection from evil (5):** The PC is protected from evil by a natural aura 10' in diameter which affects all evil creatures in the aura (-1 penalty to THAC0).

**Resist fiendish magics (10):** Paladin gains a 2%/level magic resistance against any spells employed by fiends. This resistance can be added to any other magic resistance the paladin possesses.

**Resist charm (10/15):** +2 bonus to saves vs. charm-like spells and effects. For 15 points, the paladin's saving throw bonus vs. charm magic is +4 if the charm is cast by any evil being from the lower planes.

**Saving throw bonus (10):** +2 bonus to all saving throws.

**Turn undead (10):** At 3rd level, the paladin can turn undead as a cleric two levels below his own level.

### Ranger

Standard ranger abilities: Attract followers, empathy with animals, hide in shadow, move silently, priest spells, special enemy, tracking, two-weapon style.

If the DM allows, ranger spell restrictions listed in the *PLAYER'S OPTION: Spells & Magic* rules may be taken for extra CPs.

**1d12 for hit points (10):** PC rolls d12 for hit points.

**Animal master (15):** At 5th level, the PC has learned how to control the natural fauna around him. Once a week, the ranger may cast *animal growth*, *anti-animal shell*, *conjure animals*, or *hold animal*. At 9th level, the ranger can enact each of these abilities once a week.

**Attract followers (10):** At 10th level, the PC attracts followers as per *PHB* or *S&P* (the list of followers should be modified to include planar beings).

**Bow bonus (5):** +1 attack bonus with any bow.

**Climbing (10):** Ranger can climb trees, cliffs, and other natural formations (except the Spire). Climbing score is equal to ranger's Dexterity/Balance score plus the hide in shadows percentage for a ranger of his level (see table in *PHB* or *S&P*).

**Detect noise (10):** Similar to the thief ability but the ranger uses his Wisdom/Intuition score plus the hide in shadows percentage to determine his chance of success.

**Empathy with animals (10):** Ranger can approach and befriend an animal as described in the *PHB* or *S&P*.

**Find and remove wilderness traps (10):** Ability functions similar to the thief ability but ranger's chance of success is equal to move silently percentage.

**High wisdom bonus (5):** If the ranger has the Priest Spells option, the ranger receives bonus spells based on his high wisdom identical to the way clerics do.

**Hide in shadows (5):** Wearing studded leather or lighter armor, ranger can hide in shadows as per *PHB* or *S&P*.

**Move silently (5):** Wearing studded leather or lighter armor, ranger can move silently as per *PHB* or *S&P*.

**Pass without trace (10):** Ranger can pass without trace as the druid ability.

**Planar defender (10):** Ranger gains a +2 bonus to hit, to damage, and initiative as well as a +1 bonus to AC when fighting on his home plane against non-natives of the plane.

**Planar attunement (5):** Ranger can attune herself to the plane he is on and become vividly aware of naturally occurring phenomena of the plane such as the will-sapping entropy of the Gray Waste. This ability takes one complete turn of uninterrupted concentration per phenomena to be discerned.

**Plant master (15):** At 3rd level, the ranger has learned how to effectively manipulate surrounding flora and may, once a week, cast anti-plant shell, hold plant, plant growth, or wall of thorns. At 8th level, the ranger can enact each ability once a week.

**Polymorph self (5/10):** At 5th level, ranger can polymorph self once a day into any natural animal native to his plane of origin. For 10 points, ranger can polymorph into any creature he desires within the spell's limitations.

**Priest spells (10):** At 8th level, ranger can cast priest spells precisely as described in the *PHB* or *S&P*.

**Savage ranger (10):** The union of planar energies and the ranger's relationship with nature have combined to make him a savage fighter. Once a day, the ranger can cast *Tenser's transformation* on himself with the following differences: ranger uses his own THACO and may fight with any weapon which he chooses (proficiency rules still apply).

**Sneak attack (10):** A ranger who successfully, hides in shadows and moves silently can backstab an opponent as the thief ability. A backstab is +4 to hit and causes damage as per a thief of the same level.

**Speak with animals (5/10):** Once a day, the PC can speak with animals as the spell. For 10-points, the ranger can

employ this ability once a day for every three experience levels possessed.

**Special enemy (10):** The PC gains a +4 to THACO and -4 to reaction modifiers when dealing with his special enemy. This ability is fully described in the *PHB* and *S&P*, but the ranger may now select planar beings as enemies including fiends.

**Tracking ability (5):** The PC receives tracking proficiency which automatically improves by +1 for every three levels.

**Two-weapon style (5):** The PC can fight with two weapons and suffer no penalties as per the *PHB* or *S&P*.

## Rogue class

### Standard rogue thieving skills

Both types of rogue have access to any standard rogue thieving skill listed below provided that each skill is paid for with CPs. The base values of each rogue skill are detailed in *S&P*. Racial modifiers for the standard races are also detailed in *S&P*. Racial modifiers for the uniquely planar races are found under their specific entry in the appropriate PLANESCAPE source. Modifiers based on Dexterity and the specific type of armor worn are found in *S&P*. These skills can be improved upon as a rogue advances in level but these improvements vary according to the type of rogue. Bards begin with 20 discretionary points to distribute among their base thieving skill values at 1st level. At every level thereafter, the bard receives 15 points to distribute among these skills. At 1st level, thieves begin with 60 discretionary points that can be spent on these skills. At every level thereafter, the thief gains 30 more points to spend on thieving skills. Complete descriptions of these skills are found in *S&P*: Bribe (5), climb walls (5), detect illusion (10), detect magic (10), detect noise (5), escape bonds (10), find/remove traps (10), hide in shadows (5), move silently (5), open locks (10), pick pockets (10), read languages (5), tunneling (10).

## Thief

**Standard abilities:** Attract followers, backstab, climb walls, detect noise, find/remove traps, hide in shadows, move silently, open locks, pick pockets, read language, scroll use, thieves cant.

**Attract followers (5/10):** The 5-point option allows the PC to attract followers at 9th level as per the *PHB*. For 10 points, thief can attract followers whenever he establishes a stronghold, regardless of level.

**Audible glamer (5):** A thief often needs to cause a diversion when he has to slip past some annoying hardheads or other law-enforcing berks. The PC can cast an *audible glamer* once a day.

**Backstab (10):** The PC can attack an opponent with a vicious backstab as detailed in the *S&P*.

**Backstab bonus (5):** A thief who has chosen backstab now attacks with a +6 to all backstab attacks.

**Comprehend languages (5):** The planes house a tremendous number of races and a knight of the cross-trade has to be able to speak their languages to get what he wants from them (usually a profitable peel). Once a day, the PC can cast *tongues*.

**Dimension door (10):** Berks about to get nabbed by the law usually wish they'd have planned some form of escape. Some planar thieves, usually Sigilian, have learned a sure-fire way to escape. Once a week, the PC can employ a *dimension door*. At 9th level, the PC can enact this ability once a day.

**Defensive bonus (10/15):** An unarmed and unencumbered thief gains a +2 to his armor class. For 15 points, the thief receives a +3 bonus to AC.

**Know faction (5):** In Sigil and elsewhere, lots of cutters try to hide who they are and who they serve. This thief has made it his business to know who he is dealing with before he deals with them. The thief can *know faction* once a day as the *Indep* spell in the *Factor's Manifesto*.

**Magic thief (10):** At 7th level, the thief can steal enchantment once a day.

**Portal lock (5):** If on the run, some thieves need to keep annoying berks like Harmonium from following them through portals. Once a day, the thief can attempt temporarily to shut down a portal by casting *surelock* (PLANESCAPE campaign setting).

**Sense portal (10):** Always looking for a possible means to escape should the need arise, the thief can cast *warp sense* (PLANESCAPE campaign setting) once a day.

**Shadow thief (10):** At 7th level, thief can cast *Lorloveim's shadowy transformation* on himself twice a day.

**Silence (5):** Once a day, the thief can render himself silent as the 2nd-level priest spell *silence 15' radius*, except only the thief is affected.

**Scroll use (5/10):** At 10th level, the thief can use magical spell scrolls as per *S&P*. For 10-points, the thief can read scrolls at any level.

**Thieves' cant (5):** Thief uses slang terms when referring to illegal activities thus letting them converse about such dealings in the open without others knowing what is being talked about.

## Bard

**Standard bard abilities:** Alter moods, attract followers, climb walls, counter effects, detect noise, history, magical item use, pick pockets, rally friends, read languages, wizard spells.

If the DM allows, bard spell restrictions and options listed in *PLAYER'S OPTION: Spells & Magic* may be selected.

**Attract followers (5/10):** The 5-point option allows the PC to attract followers at 9th level as per the *PHB*. For 10 points, PC can attract followers whenever the PC establishes a stronghold, regardless of the PC's level.

**Alter moods (5):** The PC can influence reactions as described in the *PHB*.

**Animal friendship (10):** Once a day, the bard can cast the equivalent of an *animal friendship* spell by singing a song.

**Charm person (10):** Once a day, the PC can cast a *charm person* by singing the spell. At 9th level, the PC can cast *charm monster* instead of *charm person* once a day.

**Charm resistance (10):** The PC gains +2 to all saves vs. charm/enchantment spells and effects.

**Counter effects (10):** The PC can counter the effects of songs and magic used as magical attacks (including spells cast by song mages) by performing a counter song as described in *S&P*.

**History (10):** Bard knows a "little bit of everything as found in the *PHB*.

**Instrumental spell casting (10):** The PC has learned how to enhance his spells by casting them through a musical instrument with which he is proficient. (CPs must be spent for this proficiency also). All spells cast through the instrument are treated as if two levels higher with regard to effect, range, etc., and need no material components. Casting spells in this manner increases casting time by 1 per level of the spell.

**Magical item use (10):** Bard can use magic items usable only by wizards but with a chance of failure as per the *PHB*.

**Priestly magic (5):** The bard gains minor access to one sphere of priestly magic. The wizard spells option must also be taken. Additional spheres may be purchased as many times as desired.

**Rally friends (5):** Music, stories and poetry performed by the bard can be inspirational as in the *PHB*.

**Song of combat (10):** Once a day, the bard can play a song of combat which has the same effect as unearthly choir as if he were a trio of priests. At 6th level, the bard can sing as per the quartet; at 9th level, the bard functions as if a quintet; at 12th level, the bard sings as an ensemble of six priests; and at 16th level, the bard sings as if he were an entire choir of eleven priests.

**Song of discordance (10):** Once a day, a non-lawful bard can play a song of discordance on his instrument which has the same effect as chaotic combat except that all warriors within 10' of the bard are affected.

**Song of harmony (10):** Once a day, a non-chaotic bard can play a song of harmony on his instrument which has the same effect as defensive harmony.

**Sound resistance (5):** +2 bonus to saves vs. sound-based magical assaults.

**Spell bonus (10):** Bard gains an extra spell per spell level if the wizard spells option is taken.

**Wizard spells (10):** The bard can cast spells at 2nd level as per the *PHB* and *S&P*.

## Priest class

All priest spheres and their costs are detailed in *S&P*. If the DM allows, priest restrictions and options listed in *S&P* may be also selected to further customize priest PCs.

### Optional restrictions

Both clerics and druids can gain bonus points to spend on abilities appropriate to their sub-class by accepting the following voluntary restrictions on normal priest abilities.

**Armor restriction (5+):** The PC is limited in choice of armor. For 5 CPs, the priest is restricted to chain mail or lighter armor; for 10 points, the priest is limited to studded leather or lighter armor; and for 15 points, the priest may not wear armor at all.

**Limited magical item Use (5+):** Any priest with this penalty refuses to use certain categories of magical items. The priest gains 5 CPs for every category selected: potions, oils, and scrolls; rings, rods, staves, wands, and miscellaneous items; weapons and armor.

**Reduced hit points (10/20):** The PC with the 10-point limitation uses d6 for hit points. For 20 points, the PC uses d4 for hit points.

## Cleric

**Standard abilities:** Sphere access (Major - All, Astral, Charm, Combat,

Creation, Divination, Elemental, Guardian, Healing, Necromantic, Protection, Summoning, Sun, Weather), turn undead.

**Access to spheres:** Clerics can purchase major or minor access to the priest spheres of magic. All clerics are generally limited to only those spheres of their powers portfolio.

**Anchor of stability (5):** The very land of the planes, being mutable, can slide into another plane when dominated by the overwhelming influence of the alignment of those present. The PC's strong devotion to his power acts as an anchor for that ground and thus prevents its movement. No planar land slips within 10' of the cleric unless that land is shifting to the plane of the cleric's power. (In this case, the land slips normally).

**Casting reduction (5):** Clerics casting time is reduced by 1 (to a minimum of 1)

**Detect good/evil (10):** Non-evil clerics with this ability can see emanations of evil (non-good clerics detect good) from creatures and objects within a path 10' wide by 60' long. This power takes one round to scan a direction and the cleric cannot engage in any other behavior.

**Detect undead (10):** Clerics with this ability can detect undead within a path 10' wide by 60' long as long as the undead are not hidden behind stone or other dense material. This power takes one round to scan a direction and the cleric cannot engage in any other behavior.

**Expert healer (5/10):** The PC can cast a bonus *cure light wounds* spell once per day. With the 10-point option, the cleric can cast a bonus *cure light wounds* once a day for every three levels of experience.

**Faithful fanatic (10):** All spells cast by cleric function as if the PC were one level higher as a reward of his devotion to his power.

**Followers (5/10):** The 5-point option allows the cleric to attract followers at 9th level as per the *PHB*. For 10 points, he can attract followers whenever the cleric establishes a stronghold, regardless of the his level.

**Hit point bonus (10/15):** The PC rolls d10 for hit points. For 15 points, the PC rolls d12.

**Know alignment (10):** Once a day, the cleric can cast *know alignment*.

**Nearer my power to thee (10):** An extremely strong link between the cleric and his power exists lessening by one the levels a cleric will drop when not on the plane of his power.

**Path of the proxy (5):** Once a day, the cleric can call upon faith or draw upon holy might.

**Plane truth (15):** The cleric is granted the purest vision from his deity. Priest can cast *true seeing* (priest version) once a week. At 7th level, the priest can use this ability once per day.

**Resist energy drain (5):** The PC gains +1 to all saves vs. the energy drain spell and level-draining attacks of undead. This ability has no effect where no save is allowed or when used in conjunction with the negative energy protection spell.

**Resist temptation (10):** The cleric's zeal and devotion to his power lessens the chance that others can sway or influence the PC. PC gains a +2 to all saves which might influence the PC's mind such as charm/enchantment spells and psionics.

**Spell duration increase (10):** The duration of all non-instantaneous spells cast by the PC increases by 1 round for every 2 of the cleric's experience levels.

**Sphere bonus (6+):** The cleric can purchase either major or minor access to one sphere of priest spells that normally lies outside his powers portfolio. The cost is twice the standard cost listed.

**Sphere focus (10):** Any spells in one sphere of the cleric's choice are cast as if the PC were two levels higher. This may be combined with the Faithful Fanatic option.

**Turn undead (10):** Cleric is granted powers over undead as per PHB or S&P.

**Warrior-priests (10):** Clerics with this option use the warrior Strength and Constitution bonuses for exceptional scores.

**Weapon allowance (5):** A cleric with this option can use a favored, edged weapon of his deity. PC must also pay for proficiency for the weapon.

**Wizardly priests (15):** Cleric gains access to one school of wizard spells and can cast them as if they were clerical spells. This includes the more stylized wizard schools such as elemental magic or even wild magic.

**Wondrous healer (15):** All *cure wounds* cast by the cleric heal to their maximum potential.

## Druid

**Standard abilities:** Communicate, fire/electrical resistance, identify, immunity to charm, pass without trace, shapechange, sphere access (Major - All, Animal, Elemental, Healing, Plant, Weather; Minor - Divination)

**Access to spheres:** The standard druid selection of spells costs 60 CPs or the druid can purchase access to the spheres just like clerics do.

**Alignment change (10):** Once a day, the druid can temporarily neutralize one being by changing its alignment to the least extreme alignment - true neutral. On a failed save vs. spells, the being so affected has its alignment changed to true neutral for the next 2d6 hours and acts accordingly. This change can severely complicate the lives of 'extremists' such as paladins and fiends, which is precisely what the druid wishes to accomplish.

**Alter beasts (10):** Once a day at 7th level, the druid can *polymorph other* another being into a woodland creature.

**Analyze balance (5):** The druid can analyze balance at will.

**Animal friendship (5):** Once a day, the druid can cast *animal friendship*.

**Cold resistance (5):** +2 to all saves vs. cold or ice-based attacks.

**Communicate (10):** The druid can learn one language per level of one group of creatures from a related group of racial tongues. A druid could learn the languages of woodland and sylvan races or the languages of the neutral planar beings such as rilmani, modrons, eladrin, slaadi and yugoloth.

**Elemental sphere bonus (5/20):** Elemental spells cast by the druid are treated as if the PC were one level higher. For 20 points, the druid's own body also serves as an all-purpose elemental power key enabling all elemental spells cast by the druid to reach their fullest potential anywhere in the planes.

**Fire/electrical resistance (5):** The PC gains +2 to all saves vs. fire and electrical attacks.

**Hide in shadows (5):** Druid can hide in shadows as per the ranger ability with the same chance of success as a ranger (see ranger).

**Hit point bonus (10/15):** Druid rolls d10 for hit points. For 15 points, the druid rolls d12 for hit points.

**Identify (5/10):** At 3rd level, the druid can accurately identify plants, animals, and clean water from his native plane. The 10-point option allows the druid to accurately identify plants, animals and clean water from other planes but because of the druid's unfamiliarity with flora and fauna from other planes, he may fail at an identification attempt. Chance of success equals 40% + 5%/level.

**Immunity to charm (5/10):** At 7th level, druid is immune to *charm* spells

cast by woodland creatures from his own plane and the plane of his deity as per the PHB. The 10-point option gives a druid this immunity at 1st level.

**Immunity to disease (10):** With this option, the druid is immune to all natural diseases.

**Keeper of the balance (10):** When fighting against creatures of extreme alignments (LG, CG, LE, & CE), the druid gains a +2 bonus to hit, damage, and initiative as well as receiving a +2 to all saves from spell attacks by those beings.

**Move silently (5):** Druid can move silently as per the ranger ability with the same chance of success as a ranger (see ranger).

**Outlandish defender (10):** On the Outlands, the druid becomes an awesome defender receiving a +4 bonus to armor class and doubling all magic resistance and saving throw bonuses.

**Pass without trace (5):** At 3rd level, a druid moving at his normal movement rate can *pass without trace* at will as per the spell.

**Planar native (10):** This powerful option allows a PC to attune his body to any outer plane he is on, providing him with special benefits. The PC's neutral alignment is masked and for purposes of divination appears to be the alignment of the plane he is on. The PC also does not drop in level if his power is on another plane. The PC gains a +1 to all saves vs. natural phenomena of the plane he is on.

**Portal affinity (5):** Druid can cast *warp sense* (campaign setting boxed set) once a day.

**Purify water (5):** Druid can cast *purify food and drink* once a day.

**Secret language (5):** Druid knows a secret language that only druids and rilmani know.

**Sense plane slippage (5):** While on any of the Outer Planes, the druid becomes instantly aware of any large-scale plane slippage from one plane to another as it occurs (large-scale being about the size of a gate-town). The druid learns where the slipping begins and where the land is headed. Additionally, the druid instantly becomes aware of when he steps on any land that has slipped if the slippage occurred within the past 100 years (druid also learns where the slipped land originated).

**Shapechange (10/15):** At 7th level, druid can *shapechange* into a natural animal as described in PHB or S&P. For 15 points, the druid can shapechange starting at 5th level.

**Spire sense (5):** On the Outlands, the druid is instantly aware of when he crosses any of the nine rings surrounding the spire that restrict magic use.

### Wizard class

Both mages and specialist wizards have similar characteristics attributable to both sub-classes. The below listed options are available to all wizards in addition to other options particular to each sub-class. If your DM approves, additional options for wizards found in *S&M* may also be purchased.

### Wizard options

**Armored wizard (5/10/15):** As a 5-point ability, the wizard may wear padded armor. For 10 points, the wizard may wear leather, studded leather, hide, or brigantine armor. For 15 points, the wizard may wear any armor desired. Wizards are not allowed to use shields.

**Automatic spells (5):** When a wizard with this option gains access to a new level of spells, the wizard automatically acquires a spell for that level. Specialist wizards may only select spells belonging to their chosen school.

**Bonus spells (10):** Wizard may memorize 1 additional spell per spell level. Bonus spells memorized by specialists must belong to the wizard's specialty school.

**Casting reduction (5):** Wizard's casting times are reduced by 1 (to a minimum of 1).

**Combat bonus (10):** Wizard fights with a priests THAC0.

**Detect magic (10):** This ability allows the wizard to detect magic once a day for every two levels of the wizard.

**Dispel magic (10):** Wizard can cast *dispel magic* once a day for every five levels possessed.

**Extend duration (10):** The duration of all non-instantaneous spells increases by 1 round for every 2 experience levels of the generalist mage. If taken by a specialist, this option extends a non-instantaneous spell's duration by 1 round/level but the spell must belong to the wizard's specialty school.

**Greater hit die (10/15/20):** For 10 points, the wizard rolls d6 for hit points. For 15 points, the wizard rolls d8 for hit points. With the 20-point option, the wizard rolls d10 for hit points.

**Immunity (10+):** A wizard with this power gains complete immunity to one particular spell, at a cost of 10 CPs plus 1 CP per spell level. The wizard ignores the effects of the spell and cannot be directly



damaged or harmed by the spell. The wizard may gain immunity to a group of related spells by spending CPs to become immune to the highest level spell in that group, so a wizard who wanted to become immune to all charms (*charm person, charm monster* etc.) would spend 18 CPs for immunity to *mass charm*.

**Range boost (5):** The reach of all ranged spells (other than 0, self, or touch) from one school selected by the wizard is increased by 25%. Specialty wizards must apply this option to their chosen school.

**Read magic (5):** Wizard can *read magic* once a day for every two levels possessed.

### Optional restrictions

Both mages and specialists may select from the following limitations to gain CPs to spend on other abilities. With their DMs approval, players may opt to select other wizard limitations in *S&P*.

**Learning penalty (5+):** Wizard suffers a -15% penalty when trying to learn spells in all schools of magic except one school which the wizard exempts from this penalty. Specialists must exempt their chosen school.

**Limited magical item use (5+):** The PC with this penalty refuses to use certain categories of magical items. The wizard gains 5 CPs for every category selected: potions, oils, and scrolls; rings, rods, staves, wands, and miscellaneous items; all weapons and armor.

**More opposition schools (5+):** The PC with this restriction may choose to take additional opposing schools, gaining 5 points for each school in opposition to his specialty. Only standard specialty schools as described in the *PHB* can be selected as additional oppositional schools. (This option is not available to mages).

**Reduced hit points (10):** Wizard uses d3 for hit points rather than d4.

**Weapon restriction (3/5):** For 3 points, the wizard may never have a weapon proficiency. For 5 points, the wizard can never wield a weapon even to save his life. This last restriction is not limited to weapons wholly created by the wizard's spells such as *ice knife*.

### Mage

**Standard abilities:** Access to all schools.

**Access to all schools:** It costs 40 points for a mage to have access to all eight standard schools of magic.

### Planar proficiency summary

Proficiency	cost	Initial Rating	Ability	Reference
<b>General</b>				
Chaos Shaping	4	8	Wisdom/Intuition	<i>PWH</i>
Planar Direction Sense	3	7	Wisdom/Intuition	<i>PWH</i>
Planar Sense	3	6	Wisdom/Intuition	<i>PWH</i>
Planar Survival	4	5	Intelligence/Knowledge	<i>PWH</i>
Plane Knowledge	4	5	Intelligence/Knowledge	<i>FM</i>
Portal Feel	5	3/1	Intelligence/Reason	<i>PWH</i>
<b>Wizard/Priest</b>				
Planology	4	7	Intelligence/Reason	<i>PWH</i>
Spell Recovery	5	3	Intelligence/Knowledge	<i>PWH</i>

**Ethos focus (10):** The mage's spells are more effective against creatures of a specific ethos, who suffer a -2 to saving throws vs. the mage's spells. Only creatures whose alignment falls into one of the following groups are affected: lawful, chaotic, or neutral good/evil.

**Planar safeguard (10):** The mage has developed a magical resistance (2%/level) against spells cast by all beings originating from one plane of existence as chosen by the player. This resistance can be added to any magic resistance the PC already possesses.

**Planar sympathy (10):** The wizard is attuned to those outer planes with the same ethos as his own (either law, chaos, or non-lawful/non-chaotic neutrality). All spells cast by the wizard are treated as if two levels higher when cast on an outer plane of the same ethos.

**Priestly wizard (10/15):** For 10 points, mage gains minor access to one sphere of priest spells and can cast them as if they were wizard spells. For 15 points, the mage gains major access to that sphere.

**Resistance to sleep and charm (5):** +1 bonus to all saving throws vs. *sleep* and *charm*.

**Stay enchantment (5):** Weapons used by the mage do not suffer a magical plus loss when brought to other planes as the wizard is able to sustain the weapon's magical enchantment. A weapon not in the wizard's grasp is unaffected.

**Warrior wizard (10):** The mage enjoys the benefits of a high constitution score the same as warriors.

### Specialist wizard

**Standard abilities:** Specialty school and accompanying schools (no point cost), automatic spells, bonus spells, intense magic, learning bonus, research bonus, saving throw bonus.

Specialized wizards as listed in the *PHB* have the following penalty (which is not mandatory) when selecting options and limitations: learning penalty.

**Extra bonus spell (10):** If the Bonus Spell option was taken, the specialist now receives a second bonus spell per spell level provided that the spell belongs to his chosen school.

**Focused magic (10):** Most beings in the planes have some form of magic resistance which makes it difficult for wizards to use offensive spells. The wizard has enhanced his spellcasting to attempt to overcome that magic resistance. Once a day, any being targeted by a spell cast from the specialist's chosen school is first treated as if affected by lower resistance for that spell only.

**Intense magic (5):** If a specialist wizard casts a spell from his chosen school, the targets of that spell suffer a -1 saving throw penalty. This option may be purchased several times with a cumulative effect.

**Learning bonus (5):** +15% bonus when attempting to learn new spells belonging to the wizard's specialty school.

**Magic resistance (10):** Specialist gains 10% magic resistance against magic from his specialty school which may be added to any other magic resistance.

**No components (10):** The ability to designate one specialty-school spell per character level as a spell that does not require material components.

**Planar strength (10):** On his home-plane, spells of his chosen school cast by the specialist have their effects doubled.

**Research bonus (5):** When attempting to research and create a new spell belonging to his specialized school, the spell is treated as one level lower than its actual level.

**Saving throw bonus (5):** +1 bonus on saving throws vs. spells cast at wizard from school of specialization. This option may be purchased several times with a cumulative effect.

**Specialty bonus (10):** All spells in the wizard's chosen school cast by the specialist are treated as if the wizard were two levels higher for purposes of damage, duration, etc.

**Specialty sense (5):** The specialist is very much in tune with his specialty school and instinctively knows how the physical conditions on any plane will affect spells from his chosen school. This knowledge comes to a wizard within 1d3 turns upon arrival on a plane.

## 5. Character kits

Theoretically, any kit currently existing in any campaign setting may be taken by a PLANESCAPE PC. Players should keep in mind that some PC kits have been specifically designed for play solely on a specific campaign world (such as the Athasian advanced being or the Mystaran inheritor). It is understandable therefore that their presence on the planes might be difficult to justify. Players should seek their DMs approval before using any kits. The *PWH* lists seven new kits exclusively designed for the Planescape campaign: Planewalker Warrior, Planewalker Wizard, Planewalker Priest, Planewalker Rogue, Abyssal Warrior, Floating Sorcerer, and Hinterland Bandit.

## 6. Nonweapon proficiencies

At this stage of PC development, players spend points on nonweapon proficiencies and traits. Standard non-weapon proficiencies by point cost are listed in *S&P* and *S&M* PLANESCAPE warriors, rogues, priests and wizards receive the same number of CPs as the standard AD&D classes given in *S&P*.

Eight uniquely PLANESCAPE non-weapon proficiencies have been published to date. Their CP cost, initial rating, and reference source appear in the table above.

## 7. Weapon proficiency and mastery

All classes must consult chapter 7 of *S&P* for more information on acquiring weapon proficiencies and other weapon skills. Planar warriors, rogues, priests, and wizards follow the same weapons rules as their Prime world counterparts.

## 8. Magic and new schools of magic

Wizards spending a significant amount of time in the planes soon discover that nearly every spell and school of magic in existence can be found in the planes. New spells for wizards and priests can be found in nearly every PLANESCAPE reference released so far.

Some forms of magic found on specific prime worlds simply do not or can-