

Planescape 3rd Edition Faction Conversion Guide

This is a conversion guide for all the factions that appear in the 2nd edition book, The Factor's Manifesto. This book is required to use this guide properly. The abilities described herein replace those abilities in The Factor's Manifesto under the headings of "Faction Abilities". Do not use these in addition to those in that book, or your campaign may just take a turn for the worst. As always with home brewed conversions and rules, if you do not like a rule either change it or don't use it. Remember, it's your campaign and you are in charge of these things. ☺

Athar

Faction Abilities

- Athar are immune to the following faith based spells: *Bane*, *Augury*, *Bestow Curse*, *Divination*, *Commune*, *Mark of Justice*, *Quest*, and *Holy Word*.
- Clerics of specific deities may not willingly help an Athar with beneficial spells, especially healing. An Athar with a straight head (not mentally controlled somehow) would never accept this aid anyway, even upon his deathbed.
- Athar receive a +2 bonus to saving throws vs. spells cast by clerics, proxies and servants of deities. This bonus also applies to the spell-like powers of beings such as celestials and demons who are directly serving a deity.
- Four or more Athar of at least 4th level may join hands around a specific creature to banish it. This effect acts, in all respect, as the *Banishment* spell. This ability requires a full round to complete. Because of this restriction, most creatures must first be bound somehow before this ability is used.

Believers of the Source

Faction Abilities

- Believers automatically receive 2 free ranks into the Diplomacy skill. This is to represent that they are unbiased toward anyone in particular and therefore are easy to get along with.
- It is impossible to resurrect an Athar short of a Wish or Miracle. Even then the Athar must roll a Will save vs. DC 20 in order for the attempt to succeed.
- Believer clerics who worship a specific deity suffer from a lack of ultimate faith. Such characters receive a -1 penalty to all saving throws.
- Since Believers believe that anyone can become a deity, such faith in themselves gives them true insight to the workings of the Powers. At 1st level and every five levels after that (to a maximum of level 20) a Believer may choose one Clerical Orison that they may cast each once per day.
- A Believers faith in himself allows him to cure himself as a cleric would. Once per day a Believer may *Cure Light Wounds* on himself. This ability can not affect anyone else except another Believer.

Bleak Cabal

Faction Abilities

- Bleakers are immune to madness inducing spells. Any spell that causes confusion or insanity fails to work on a Bleaker. Examples of such spells are as follows: *Confusion*, *Tasha's Uncontrollable Hideous Laughter*, *Otto's Irresistible Dance*, and *Feeblemind*.

- Once a Bleaker has gained 7th level or higher he may begin to absorb madness from one person into himself. This ability is used just as described in the Factol's Manifesto.
- A Bleaker of 5th level may cast *Confusion* once per day at a level equal to his character level.

Doomguard

Faction Abilities

- A Doomguard may choose a free proficiency in any single sword. This may be a simple, martial or even exotic weapon if the player so chooses.
- At 3rd level a Doomguard gains the Weapon Focus feat for the above weapon. This feat is free and does not count against the characters normal amount of feats.
- Entropy Blow: Once per week, regardless of weapon, a Doomguard may attempt an Entropy Blow against one opponent. The attack is considered a Full-round Action, so other actions may not be taken until the characters next round. The attack must hit by 5 or more than what is normally needed (i.e. if you normally need to hit AC 18, you must now hit at least AC 23). If the attack misses the 5 or higher mark, but still hits normally, then normal damage is dealt, but the attempt still counts for the week and still takes the full round to perform. If the attack succeeds, the Doomguard adds his level into the damage he does and his critical threat range decreases by two points and critical hits are one multiplier higher. Example: A level 7 Doomguard hits with his long sword, delivering an Entropy Blow. He adds 7 to his total damage rolled. Normally a long sword has a threat of 19-20/x2 but with the Entropy Blow this increases to 17-20/x3. Critical hits with this ability are devastating indeed!

Dustmen

Faction Abilities

- Dustmen have a pact with undead creatures called the Dead Truce. No undead will attack a Dustman, unless magically commanded to do so somehow. This pact ends if the Dustman ever willfully attacks an undead creature. Undead can sense this pact with the Dustman and knows if it has ever been violated regardless of magical protections.
- Once per day a Dustman may Command Undead as a 1st level cleric. This power is not considered an evil act to non-evil Dustmen, but may be considered evil to others. Dustmen clerics gain a 4 point bonus to their Charisma score (not modifier) for purposes of commanding undead. This bonus does not apply to anything else. Regardless of alignment, Dustmen clerics never turn or destroy undead. They always command them.
- A Dustman must remain either impartial when his fellow party members are fighting undead or he must assist the undead. Most party members would appreciate him just remaining impartial for obvious reasons. Just because there is a Dustman in a party will not prevent undead creatures from attacking the party, but if the Dead Truce is in effect, they will not attack the Dustman. Intelligent undead may be willing to parley (accept bribes and magic items) to leave the party alone if a Dustman is present.
- A Dustman has only a 50% chance to be resurrected. If this roll fails then nothing short of a Wish or Miracle can restore the Dustman back to life.

Fated

Faction Abilities

- All Fated start the game with double their initial skill points. In addition to this they may chose any skills (provided they are not "Trained Only" skills) without suffering the cross class penalties. This only applies at level one. After this all cross class skills must be purchased normally, though they may always raise cross class skills as high as a normal skill (level plus three).

- Membership in the Fated allows the following skills to be bought as if they were class skills and never suffer any cross class penalties to them: Pick Pockets, Diplomacy, Bluff, and Sense Motive. These skills are available to show how well the Fated are at Stealing, Talking their way out of things, and Hagging.
- All Fated characters start with double the normal starting gold.

Fraternity of Order

Faction Abilities

- Once per day a Guvner may cast *Comprehend Languages* as a caster equal to the level of the character.
- At level 5 the Guvner gains a true understanding to the laws of the multiverse and can react to situations accordingly. To represent this, the Guvner gains a +1 bonus to attack, damage or saving throw rolls once per day. This ability also allows the Guvner to apply this same number as a penalty to a foes attack, damage or saving throw rolls once per day as well. This bonus/penalty increases every three additional levels (at level 8 it's +2/-2, level 11 +3/-3, etc) to a maximum of 6 points at level 20.
- Guvners suffer a -2 to all saving throws vs. Chaos related spells and effects such as *Confusion* and all spells from the Chaos domain.

Free League

Faction Abilities

- Indeps Gain a +1 to saves vs. spells against any Mind-Affecting spells and effects. This bonus increases by one for every 5th level of the character to a maximum of +5 at level 20. If the spell normally doesn't allow a save (such as Geas) then the character gets to roll a save anyway, but may not add this bonus. Bonuses from magic items or other spells still remain in effect for this purpose though.
- Indeps of 3rd level and higher have a chance to identify the faction of another creature, regardless of defensive spells or disguises. This chance allows an Indep to roll a d20+WIS bonus+Level against a DC of 20. If the character being identified has the Bluff skill, then the Indep must roll an opposed check against the other characters Bluff skill (or the normal DC if it is higher). This ability doesn't work as well against an Anarchist who's imitating another faction. If used against an Anarchist in this fashion, the Indep must succeed against a DC of 30 (or the Anarchists Bluff skill if it is better).

Harmonium

Faction Abilities

- Once per day the Harmonium may cast *Charm Person*. At level 5 this ability is upgraded to *Charm Monster*. When it is upgraded it may still only be used once per day though.
- At 4th level the Harmonium gain a free Weapon Focus feat in a weapon of their choice. This weapon must be one in which they are already proficient.
- At 7th level the Harmonium gains a +2 bonus to saves vs. fear and emotion related spells and spell-like abilities. Such effects include *fear*, *Scare*, *eyebite*, and even effects from powerful creatures, such as dragon fear.

Mercykillers

Faction Abilities

- Mercykillers may cast *Zone of Truth* once per day as a caster of equal level.
- Mercykillers may cast *Shocking Grasp* once per day as a caster of equal level.

- Twice a day a Mercykiller may deliver a Justice Blow to an enemy. This attack must be announced and is counted as a Full-round Action. If the attack succeeds, damage is doubled. As great as this may seem, the Mercykiller is giving up a part of himself to deliver justice to the unlawful. In effect, half the damage caused is taken by the Mercykiller. Some Mercykillers have died in this act, always bringing down the unjust in the process. All Mercykillers are willing to lay down their lives in such a manner in the pursuit of justice.

Sign of One

Faction Abilities

- Signers have the ability to imagine things into existence. By doing this they may mimic any spell of up to 4th level into existence. To do this they must pass a d20 check. The Signer may add their WIS bonus and level into this check against a DC of 20. After the first try they suffer a DC of 5 points higher. This is cumulative. Once the check has failed they may not attempt to imagine anything again until the full day has past. When the full day has past, they have refreshed this ability back to a DC of 20. If the Signer ever rolls a natural 1 on the d20 check they have imagined themselves out of existence and become a *Shadow Conjured* version of themselves. This reduces them to one fifth on everything as a *Shadow Conjuration* spell states in its' description. When this happens they must wait an entire day before they can imagine anything again. Once this day has past they may attempt an imagine check to restore themselves back to normal.

Society of Sensation

Faction Abilities

- Sensates gain a +1 bonus to saves vs. poisons.
- Sensates gain a +2 bonus to Spot, Listen, and Sense Motive checks.
- Sensates may choose th above three skills as class skills, regardless of what their actual class is.
- Sensates begin with triple starting gold when the character is first created.
- At 3rd level, Sensates may absorb damage into themselves. They may absorb a number of hit points equal to their level times four from a wounded character. These hit points then damage the Sensate by an equal amount. The Sensate may use this ability multiple times a day as long as she doesn't go past her maximum.

The Revolutionary League

Faction Abilities

- Anarchists may choose the following skills regardless if they are cross class skills or not. For the Anarchist, these skills are considered normal class skills, regardless of what class they are: Pick Pockets, Open Locks, Hide, Move Silently, Climb, Decipher Script, Innuendo, Bluff, and Sense Motive. If any skills named here is already a class skill then the Anarchist gains a +2 synergy bonus to it, just for being an Anarchist.
- The Anarchists greatest ability is being able to pose as a member of any other faction. Anarchists are the perfect characters for infiltrating other factions. Use this ability as described in the Factol's Manifesto.

Transcendent Order

Faction Abilities

- A Cipher gains the Improved Initiative feat for free.
- At 3rd level a Cipher gains a +1 additional bonus to initiative rolls. This bonus increases to +2 at 5th level.

- At 1st level a Cipher gains a +1 bonus to saving throws vs. mind affecting spells and spell-like abilities. This bonus increases by one point every five levels thereafter to a maximum of +5 at level 20.

Xaositects

Faction Abilities

- Xaositects have a natural immunity to all spells from the Law domain and any other spells that dictate law and order.
- Once per week a Xaositect may cast a modified version of the *Tongues* spell. When this is cast, all communication in a 30' radius is garbled. No communication is understood by anyone. A tongues spell cast by a caster of equal or greater level than the Xaositect may counter this effect.
- Once per day a Xaositect may cast *Confusion* as a caster of equal level to the character.
- At 5th level a Xaositect always radiated a special *Non-detection*. This works like the spell of the same name in all respects, but only works against the spells of lawful spellcasters. It does not work against magical items in any way.