

# Planescape 3<sup>rd</sup> Edition Racial Conversion Guide

This conversion guide details the game mechanics that are required for changing the Planescape races over for use in 3<sup>rd</sup> edition D&D. The 2<sup>nd</sup> edition Planewalkers Handbook is required to use this material to it's fullest extent. If there is something you, as a DM, feels should be changed, then by all means change it for your campaign. This is not meant as an end all be all conversion guide and may even become updated at times. One note, I know once paladins change classes they cannot rise as paladins any longer. I mention this because I chose the paladin class as the Favored Class of the aasimar. I have already heard concerns about this, but I see it as what an aasimar would truly be in most cases. So, like I said, if you don't like a rule here, change it. ☺

## Aasimar

### Aasimar Racial Traits

- +1 STR, +1 WIS, -2 CON
- Medium-size: As medium sized creatures, aasimar have no special bonuses or penalties due to size.
- Aasimar base speed is 30 feet.
- Low-light Vision: Aasimar can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions or poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Aasimar gain a +1 racial bonus to all Spot and Listen checks due to their keen senses.
- +2 racial bonus to saves vs. arcane and divine spells and spell-like abilities.
- +1 bonus to saves vs. magical *charm, fear, emotion, or domination* effects.
- Celestial Blood
- Automatic Languages: Common and Celestial
- Favored Class: Paladin

## Bariaur

### Male Bariaur Racial Traits

- +1 STR, +1 CON, -1 WIS, -1 DEX
- Medium-size: As medium sized creatures, bariaur have no special bonuses or penalties due to size.
- Bariaur base speed is 40 feet.
- Low-light Vision: Bariaur can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions or poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Horns: Male Bariaur have ram horns on top of their heads. They may head butt with these horns for 1d8 damage (Critical x2) plus STR bonus. If they wield another weapon then the head butt is considered an off-hand attack and suffers the usual penalties for two-weapon fighting. However these horns are great for a charge. If the bariaur charges he may strike with these horns gaining the usual +2 bonus to attack and -2 penalty to AC. If the charge attack succeeds the damage is doubled (tripled for a critical). All opponents that are hit by a charging bariaur must immediately succeed at a Balance check with a DC equal to the damage done or be knocked prone, suffering the usual penalties for being prone.
- A bariaur counts as always being mounted since it's on four legs and may take mounted feats and apply them to itself. Hoof damage, for purposes of mounted combat, have a damage of 1d6 plus half of the STR bonus (rounded down). These feats may be taken without the prerequisite of "Mounted Combat" since the Mounted Combat feat allows a Ride check to avoid a blow. Obviously a bariaur does not need a Ride skill to move himself. Therefore, the Mounted Combat feat cannot be taken by a bariaur character since it would be useless to take it.
- Due to it's awkward shape, a bariaur must have armors made specially made to fit him. Such armor costs twice the listed amount in the Players Handbook.
- Automatic Languages: Common and Bariaur
- Preferred Class: Ranger

## Female Bariaur Racial Traits

- +1 INT, +1 WIS, -1 STR, -1 DEX
- Medium-size: As medium sized creatures, bariaur have no special bonuses or penalties due to size.
- Bariaur base speed is 40 feet.
- Low-light Vision: Bariaur can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions or poor illumination. They retain the ability to distinguish color and detail under these conditions.
- +2 racial bonus to Listen and Spot checks due to her keen hearing and sight.
- +2 racial bonus to saves vs. arcane and divine spells and spell-like abilities.
- A bariaur counts as always being mounted since it's on four legs and may take mounted feats and apply them to itself. Hoof damage, for purposes of mounted combat, have a damage of 1d6 plus half of the STR bonus (rounded down). These feats may be taken without the prerequisite of "Mounted Combat" since the Mounted Combat feat allows a Ride check to avoid a blow. Obviously a bariaur does not need a Ride skill to move herself. Therefore, the Mounted Combat feat cannot be taken by a bariaur character since it would be useless to take it.
- Due to it's awkward shape, a bariaur must have armors made specially made to fit her. Such armor costs twice the listed amount in the Players Handbook.
- Automatic Languages: Common and Bariaur
- Preferred Class: Druid

# Genasi

## Air Genasi

- +1 DEX, +1 INT, -1 WIS, -1 CHA
- Medium-size: As medium sized creatures, genasi have no special bonuses or penalties due to size.
- Genasi base speed is 30 feet.
- Air genasi have the ability to cast *Feather Fall* once per day as a 5th level caster, regardless of class or level.
- Air Genasi are affected as if they had an *Endure Elements* (Air) spell on themselves permanently. This effect can not be dispelled or negated by anti-magic since it is a natural, racial ability.
- Air genasi gain a +1 racial bonus to all saves vs. Air based spells and effects. This bonus rises by one point for every 5th level of the character to a maximum of +5 at level 20.
- Air Elemental Blood
- Favored Class: Cleric of Air. Any other type of cleric is forbidden. Spells from the element of Earth are not granted by their deities.

## Earth Genasi

- +1 STR, +1 CON, -1 WIS, -1 CHA
- Medium-size: As medium sized creatures, genasi have no special bonuses or penalties due to size.
- Genasi base speed is 30 feet.
- Earth genasi have the ability to cast *Magic Stone* once per day as a 5<sup>th</sup> level caster, regardless of class or level.
- Earth Genasi are affected as if they had an *Endure Elements* (Earth) spell on themselves permanently. This effect can not be dispelled or negated by anti-magic since it is a natural, racial ability.
- Earth genasi gain a +1 racial bonus to all saves vs. Earth based spells and effects. This bonus rises by one point for every 5th level of the character to a maximum of +5 at level 20.
- Earth Elemental Blood
- Favored Class: Cleric of Earth. Any other type of cleric is forbidden. Spells from the element of Air are not granted by their deities.

## Fire Genasi

- +1 INT, -1 CHA
- Medium-size: As medium sized creatures, genasi have no special bonuses or penalties due to size.
- Genasi base speed is 30 feet.
- Fire genasi have the ability to cast *Burning Hands* once per day as a 5<sup>th</sup> level caster, regardless of class or level.
- Fire Genasi are affected as if they had an *Endure Elements* (Fire) spell on themselves permanently. This effect can not be dispelled or negated by anti-magic since it is a natural, racial ability.

- Fire genasi gain a +1 racial bonus to all saves vs. Fire based spells and effects. This bonus rises by one point for every 5th level of the character to a maximum of +5 at level 20.
- Fire Elemental Blood
- Favored Class: Cleric of Fire. Any other type of cleric is forbidden. Spells from the element of Water are not granted by their deities.

### Water Genasi

- +1 CON, -1 CHA
- Medium-size: As medium sized creatures, genasi have no special bonuses or penalties due to size.
- Genasi base speed is 30 feet.
- Water genasi have the ability to cast *Obscuring Mist* once per day as a 5<sup>th</sup> level caster, regardless of class or level.
- Water Genasi are affected as if they had an *Endure Elements (Water)* spell on themselves permanently. This effect can not be dispelled or negated by anti-magic since it is a natural, racial ability.
- Water genasi gain a +1 racial bonus to all saves vs. Water based spells and effects. This bonus rises by one point for every 5th level of the character to a maximum of +5 at level 20.
- Water Elemental Blood
- Favored Class: Cleric of Water. Any other type of cleric is forbidden. Spells from the element of Fire are not granted by their deities.

## Githzerai

### Githzerai Racial Traits

- +1 INT, +1 DEX, -1 STR, -1 WIS
- Medium-size: As Medium-size creatures, githzerai have no special bonuses or penalties due to their size.
- Githzerai base speed is 30 feet.
- Low-light Vision: Githzerai can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain their ability to distinguish color and detail under these conditions.
- Githzerai are incapable of ordered thought due to their very nature of being born of the soup of Chaos in the plane of Limbo. Therefore a githzerai may never willfully choose to have a lawful alignment of any sort. It is beyond their nature and mental capacities. A githzerai may have a lawful alignment due to magic influence though, such as with the effects of helms of opposite alignment and the like.
- Normally githzerai revere their ancient Wizard-King as their god, and clerics gain spells not by this King but by the plane of Limbo itself. Githzerai still may choose other gods but they are considered outcasts by their peers who worship the Wizard-King. For purposes of Chaos Clerics, choose two domains from the following: Chaos, Destruction, Luck, War (the favored weapon of Chaos is the Scythe).
- +1 racial bonus to all saves vs. magical effects. This bonus increases by one for every 5<sup>th</sup> level the githzerai has attained, to a maximum of +5 at level 20.
- +2 bonus to all saves vs. spells from the Law domain.
- +2 bonus on all attack and damage rolls made against any githyanki or illithids. All critical hits against these foes are increased by one multiplier (i.e. x2 becomes x3, x4 becomes x5, etc). Threat ranges do not increase.
- Automatic Languages: Common and Githzerai
- Favored Class: Ranger. The first racial enemy MUST be either githyanki or illithid. The second MUST be the other that was not chosen as the first.

## Rogue Modron

### Rogue Modron Racial Traits

- +1 INT, +1 CON, -1 DEX, -1 CHA
- Medium-size: As Medium-size creatures, githzerai have no special bonuses or penalties due to their size.
- Modron base speed is 40 feet.
- +2 racial bonus to all Spot and Search checks due to their ability to zoom in with their eyes.

- +2 racial bonus to all saves vs. illusions, energy drains, *charm*, *fear*, *sleep*, *domination*, and other mind-affecting spells.
- +1 racial bonus to all saves vs. fire, cold, and acid in addition to all spells from the Chaos domain. This bonus increases by one for every 5<sup>th</sup> level the modron has attained, to a maximum of +5 at level 20.
- Modrons have a metallic type casing that shields them from damage. Therefore all rogue modrons have a damage resistance of 2/-.
- All modrons have a set initiative for when they go in a combat round. When the time comes to roll initiative a modron acts as if it always rolls a 10 on the d20 roll. Alternatively DM's may allow their players to roll a d20 and take that number instead when creating the PC, but whatever number is rolled must be used. When using this alternative method the DM may allow a new roll every time the character gains a new level. This restriction is in place due to the ordered mind of a modron.
- Anytime a modron is surprised, the attackers gain an additional partial action against the modron. Due to its inability to react to situations as a normal person would, the modron is incapable of defending itself without first taking time to perceive the danger.
- Modrons must be of a lawful alignment. Their structured minds do not allow for any chaotic thought.
- Normally modrons consider Primus to be their primary deity. A modron cleric gains spells, but they come from Mechanus, not from Primus. For purposes of Law Clerics, choose two domains from the following: Law, Healing, Protection, Strength.
- Modrons do not interact with those of chaotic alignments very well. This is a role-playing restriction with no actual game mechanics. Anytime a modron is confronted by a chaotic individual, it will act with a lack of respect and authority to such a person.
- Automatic Languages: Common and Modron
- Preferred Class: Wizard

## Tiefling

### Tiefling Racial Traits

- +1 INT, +1 CHA, -1 STR, -1 WIS
- Medium-size: As Medium-size creatures, githzerai have no special bonuses or penalties due to their size.
- Tiefling base speed is 30 feet.
- Darkvision: Tieflings can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and tieflings can function just fine with no light at all.
- +1 racial bonus to saves vs. fire, electricity, cold, and poison effects. This bonus increases by one point for every 5<sup>th</sup> level attained by the character to a maximum of +5 at level 20.
- Once per day a tiefling may cast *Darkness* as a spell caster of equal level of the tiefling.
- Fiendish Blood. Choose Demon (Chaotic) or Devil (Lawful) depending on what alignment you start out as. If you start with a Neutral alignment instead of chaotic or lawful you may choose between these two. This choice will never change.
- Automatic Languages: Common and either Abyssal or Infernal (choose one).
- Favored Class: Sorcerer