

Planescape Faction Abilities

Athar (Defiers, The Lost)

Abilities: Immune to certain faith-based spells: *abjure*, *augury*, *bestow curse*, *curse*, *divination*, *enthrall*, *exaction*, *holy word*, *hex spells* and *quest*.

Restrictions: Can't accept aid (especially healing) from priests of specific deities.

Believers of the Source (Godsmen)

Abilities: +2 to reaction adjustment with planars.

Restrictions: Can't be raised or resurrected; priests of specific deities suffer -1 to all saving throws.

Bleack Cabal (Bleakers, The Cabal, Madmen)

Abilities: Immune to *chaos*, *confusion*, *delude*, *feeblemind*, *Munari's irresistible jig*, *Proadus' uncontrollable fit of laughter*, and other madness-inducing spells; gain a saving throw against *ESP* spells direct at them.

Restrictions: Has a 1 in 20 chance each day of being overcome by melancholia.

Doomguard (Sinkers)

Abilities: All members, regardless of class, can use a sword with a +1 bonus

Restrictions: Must fail a saving throw vs spell before magical healing will work on them.

Dustmen (The Dead)

Abilities: Undead will not attack them.

Restrictions: Half normal chance of surviving resurrection.

Fated (Takers, Heartless, Coldbloods)

Abilities: Half BP cost for skills during creation; all skills and talents open to all classes. Double learning chance to learn a new skill and at half the required time.

Restrictions: Can't accept or perform charity.

Fraternity of Order (Guvners)

Abilities: *Comprehend languages* once per day; after 7th level, *item* (24-hour duration) once per day).

Restrictions: Can't knowingly break a law.

Free League (Indeps)

Abilities: Gain +2 to save vs. *charm*; gain a saving throw vs. charms that normally allow none.

Restrictions: No factol, no representatives, no rights.

Harmonium (Hardheads)

Abilities: *Charm person* once per day.

Restrictions: Disobedience requires *atonement*. Refusal is punishable by death.

Mercykillers (Red Death)

Abilities: *Detect lie* once per day; *shocking grasp* (wizards only); *command* (priests only).

Restrictions: No immunity to the law; can't release a prisoner until he's been properly punished.

Revolutionary League (Anarchists)

Abilities: Can pose as a member of any other faction without being detected.

Restrictions: Can't hold office or own a business; must give 90% of all wealth to the faction or the oppressed.

Sign of One (Signers)

Abilities: Gain automatic saving throw vs. illusions.

Restrictions: Suffers -2 penalty to reaction and loyalty adjustments.

Society of Sensation (Sensates)

Abilities: Infravision to 60 feet; gain a +1 to saves vs. poison and surprise rolls.

Restrictions: Can't refuse offers that lead to new experiences.

Transcendent Order (Ciphers)

Abilities: Gain a -1 modifier to initiative rolls.

Restrictions: Once an action is stated, Cipher must commit to that action (he can't change his mind).

Xaositects (Chaosmen)

Abilities: *Babble* once per week.

Restrictions: Can't participate in activities that require long-term organization or discipline.