



PLANESCAPE

USING IMAGE: THE ASCENSION RULES

OPTIONAL METHOD OF CHOOSING PC RACES

By Matthew Rees



PLANEWALKER CONVERSION





INTRODUCTION

Using Merits and Flaws for races seems kind of clumsy. I'm not saying it was a *bad* idea, just that it could be improved on. For starters, I thought that Bariaur should be more than a 3-pt Merit, since Infravision, which is part of the package, is a 3-pt Merit all by itself. More importantly, though, I felt that race should be a more integral part of character creation - even more important than factions - instead of something that's tacked on at the end. Therefore I came up with the idea of modeling race after the same type of rules that are used for factions.

Using this system, a character chooses both a race and a faction, each of which has advantages and disadvantages. I've tried to integrate your ideas into my descriptions as much as possible, as well as adding a few rules of my own. I've also tried to make them balanced. Of course, if you adopted this idea, you could make any changes you wanted to the racial descriptions; these are only my suggestions.

Mathew Rees, November 20th, 1999



THE PLANAR RACES

Aasimar

Advantages: Cannot botch Alertness rolls. Add two dice two soak rolls against heat or cold-based attacks.

Requirements: Maximum Stamina of 3; minimum Intelligence of 2. Must have at least one dot in Prime.

Bariaur

Advantages: Gain the Merit: Infravision. Gain an additional bruised Health Level due to large size. Never botch Brawl or Melee rolls when defending friends or family from harm. Males can head-butt with horns (Dexterity + Brawl, difficulty 6; Str +2 damage). Females never both Wits rolls.

Weaknesses: Difficulties of extended rolls in non-dangerous situations are increased by two.

Requirements:

Males - Minimum Strength and Stamina of 3; maximum Dexterity of 4.

Females - Minimum Intelligence of 3, maximum Dexterity of 4.

Dwarf

Advantages: Gain an additional success to all Crafts rolls.

Weaknesses: Dwarves are well below average height, and have trouble seeing over high objects and moving quickly. They suffer a two dice penalty to all pursuit rolls. In some circumstances, their height will give them a concealment bonus.

Requirements: Minimum Strength and Stamina of 3, maximum Dexterity of 3. Must have at least one dot in Matter.

Elf

Advantages: Cannot botch Stealth rolls in their natural environment.

Requirements: Maximum Strength of 3, maximum Stamina of 4, minimum Dexterity and Appearance of 2. Must have at least one dot in Life.

Genasi

Advantages: Difficulty of all Social rolls is increased by 2. Gain an automatic success to resist the effects of native element, and may survive the ill effects of home plane indefinitely.

Weaknesses: Difficulties of rolls to resist or use magic on opposing element are increased by 2.

Requirements: Earth genasi have a minimum Stamina of 3, air genasi have a minimum Dexterity of 3. Must have at least one dot in either Forces or Matter.

Githzerai

Advantages: Pay only three-quarters of normal experience cost for the Psionics focus and the sphere of Cosmology.

Weaknesses: Must make a Willpower roll to remain rational when faced with the prospect of

enslavement.

Requirements: Maximum Strength of 4, minimum Dexterity and Intelligence of 2. Must have at least one dot in Mind.

Gnome

Advantages: Gain the Merit: Infravision. Spend only three-quarters of normal experience cost for the sphere of Mind.

Weaknesses: Gnomes are well below average height, and have trouble seeing over high objects and moving quickly. They suffer a two dice penalty to all pursuit rolls. In some circumstances, their height will give them a concealment bonus.

Requirements: Maximum Strength of 3, maximum Stamina of 4, minimum Intelligence of 2. Must have at least one dot in Mind.

Half-elf

Advantages: Cannot botch Charisma or Manipulation rolls.

Weaknesses: None.

Requirements: Maximum Strength and Stamina of 4, minimum Charisma and Appearance of 2.

Halfling

Advantages: Gain two dice to all Stealth-related rolls. Can remain out of sight by spending a point of Willpower. Cannot botch Social rolls among humans, elves, dwarves, and gnomes.

Weaknesses: Halflings are well below average height, and have trouble seeing over high objects and moving quickly. They suffer a two dice penalty to all pursuit rolls. In some circumstances, their height will give them a concealment bonus.

Requirements: Maximum Strength and Stamina of 3, minimum Dexterity and Charisma of 2.

Rogue Modron

Advantages: Rogue modrons can readjust their vision, decreasing the difficulties of all dice rolls related to vision by 2, and adding a success to the dice roll for sensory magics. +2 to opponent's difficulties when resisting supernatural compulsion that would force unlawful actions or thoughts.

Weaknesses: Gain the Flaw: Compulsion. Difficulties of all Appearance rolls and some Dexterity rolls are increased by 2 due to large, box-like body.

Requirements: Minimum Strength of 2, minimum Stamina of 3, maximum Charisma of 3. Must have at least one dot in Time. Must be Lawful in alignment.

Tiefling

Advantages: Difficulty of Charisma rolls is decreased by 2.

Weaknesses: Once per game session, the GM will choose one of your Spheres, pick a bizarre effect at random, and roll to see if something unusual happens for no apparent reason. Failing or botching this roll attracts Backlash as normal.

Requirements: Minimum Dexterity, maximum Strength of 3. Must have at least one dot in Entropy.



CREDITS

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