Planescape: Torment

V1.0 by Songless

Beyond the Prime, beyond all that mere mortals know, lie the Planes: a dizzying kaleidoscope of realities encompassing everything from the roiling chaos of Limbo to the angelic paradise of Elysium and the cruel horrors of the Abyss to the Machine realm of Mechanus. The cosmology of the Great Wheel, in all its splendor, has at its heart the absolute Neutrality of the *Outlands*, and its greatest landmark standing at what many consider the center of the Planes - the *Spire*. Infinitely tall yet paradoxically bound to limits, the Spire stands at the centerpoint of the Outlands… but one place is considered the true heart of the Planes, and it is not the Spire.

It is *Sigil*.

Built on the inside of a massive torus held afloat above the peak of the Spire, Sigil is known by many names; the City Of Doors, the Cage, the Hub of the Great Wheel, and more besides. It is a city with countless hidden portals, leading to places across the multiverse. Mortals walk the streets alongside Demons and other planar entities, wandering its twisting streets in all walks of life. It is ruled - insofar as that term even applies - by the enigmatic Lady Of Pain, who rarely interferes with its happenings so long as the city is not threatened and no deities attempt to enter it. Under her watch, Sigil is a neutral ground, a place for Planar travelers and tradesmen alike to mingle and pursue their goals.

You'll come to know it well, over the next few years. Or perhaps you'll venture out into the rest of the Great Wheel, exploring the Planes and all the wonders and horrors one can find there? This place is not called *Planescape* without reason, after all.

Just be careful where you go. The echoes of a horrific crime, committed millennia ago, still reverberate across the multiverse. Far worse things wait in the darkness than mere Ghouls or Cranium Rats, and the laws of the Planes can twist even righteous beings into utter monsters… or do the reverse. Some crimes cannot be atoned for, some mistakes cannot be undone, and perhaps most importantly: should you ever find yourself in a black-barbed garden, a brambled maze where you're greeted by a short, ugly creature asking you a question you *know* is important… think well before you make your choice, because even the *right* answer can damn a soul a thousand times over.

You arrive here on the day a man without a name wakes up in the Dustmen Mortuary, finding only mysteries and questions in the place his memories used to be. Torment follows in his footsteps… as it has for countless lifetimes before. Whether you join his search for answers or not, for the next ten years, the Planes will be your home.

You begin with **1000CP**.

NATURE

Who you are is defined at least partially by *what* you are. The Planes hold countless creatures, from the mundane to the bizarre, and most eventually find their way to Sigil.

You may choose, for free, to be any being comparable in power and ability to a human. This includes beings such as Tieflings, Githzerai, Dabus and the countless other such berks seen in the streets of Sigil.

For 50CP, you may become a being with minor but noticeable benefits, or more potent advantages with some built-in downsides. Examples of this level include Modrons, Gorgons, Succubi, certain types of undead like Mimirs and shadows, entities like Ignus as well as most lycanthropes.

For 100CP, you may become a noticeably stronger being, including examples such as Abishai, the gestalt hive mind of a modestly sized Cranium Rat swarm, or a Night Hag.

Finally, for 150CP you may find yourself as a member of a race that is obviously and immediately more potent than the 'average'. Many mid-tier Demons and other decently powerful Planar beings fall into this tier, as would becoming an advanced construct like the Rubicon Wizard or a Cranium Rat hive comparable to Many As One.

Any option more potent than these is not available here; if you want to become something such as a Pit Fiend, a deity or even a peer to the Lady Of Pain, you'll have to find some other means to achieve such lofty status.

Now, knowing what you are is a good start. But before you can begin - truly begin - your journey, that alone is not enough. After all, there is a question, and no matter if your answer is correct or not, no matter if you even *believe* the one you offer or not… you must still give an answer. And that answer might define you more than you think.

What Can Change The Nature Of A Man?

Power and Success, Greed and Betrayal. Acquire what you need, who you need, and use them as your plans dictate. Change comes to those who *will* it, who act to make it so - no matter what others may wish in turn. The world will yield under enough force, and it is by your actions, by your ***Hand****,* that change will come.

Love and Hatred. Regret and Suffering. What is life but a chance to feel, a collection of experiences we share with one another? None stand alone, and through the relations we forge

with others we may come to know ourselves anew. The power of your ***Heart*** burns ever brightly, and through it, you can be reborn. Reach out. In shared pain, salvation may yet be found.

With age comes wisdom. With death comes a new perspective. The Planes turn as they always have, and faith works miracles without any deity's intervention. For mortal and immortal alike, change, like so many things, must come from within. Your ***Soul*** will guide the way, for it alone knows who you truly are… and who you *could* be.

A thousand lifetimes, a thousand second chances. It matters none; some rules are iron-clad beyond all reproach, some consequences so inescapable one is as likely to avoid their fate as to see the Lady unlock her cage. You know ***Nothing*** can change one's true nature. It is folly to try. Yet try you shall, for isn't that, too, part of who you are?

Regardless of your chosen answer, you may become either a Drop-In, receiving nothing but the minimum knowledge you need to exist here (languages come to mind), or instead gain a full 'reincarnation' style background complete with memories, a history and connections in this setting for good or ill.
You may start anywhere reasonably public in Sigil, be it the Clerk's Ward, the Hive, or even the buried tunnels that run beneath many of the civilized - and not so civilized - sections of the torus' surface.

TALENTS AND POWERS

Few things can't be learned with enough dedication, but that doesn't mean all are made equal. In this section, you can purchase a variety of advantages to see you through your time here. All talents come with a built-in 'dimmer switch', allowing you to reduce or eliminate their effects entirely if you like. Disabling a power after you've already, knowingly or unknowingly, committed to a negative consequence somehow (such as an echoing disaster caused by the Rule Of Three or drawing on too much life force for Deionarra's Gift) does not prevent these consequences.

You may take one choice from 'Bloodied', 'Knight Of The Post', 'Student Of The Art' or 'Guide And Mender' for free.

- Bloodied (200CP)

Fighting is commonplace in the Planes; from ordinary thugs clashing over scraps in the back alleys of Sigil to the boundless and gruesome conflict of The Blood War, knowing how to defend yourself - or bring the pain to others - remains useful as ever. This Perk grants you some basic talent in close quarters combat, and guarantees you'll be able to improve your skills with use or practice, be it by spilling blood, honing your defenses, or any other aspect of the warrior's trade. Notably, you're especially gifted when it comes to… shall we say, *unusual* weaponry. Only in Sigil can you expect to fight with such tools of violence as exploding glass gauntlets,

semi-intelligent teeth, or your own severed arm, and you'll be able to handle all of these and more as effectively as a trained soldier handles a common sword.

- Knight Of The Post (200CP)

A somewhat lofty nickname for a career that's often anything but, this Perk makes you a talented user of the cunning arts. As in, a thief. Your career revolves around picking pockets, getting past locks or booby traps, and generally staying unnoticed by those who might arrest (or kill) you if they caught you. You start with some basic thieving experience and are guaranteed to be able to improve the skills with use and practice, be it minor thefts or more grand heists and criminal enterprise. In addition, you're uniquely gifted when it comes to assassination and 'dirty fighting', and can identify weak spots even in creatures that aren't all that affected by slit throats, knives in the back, or other such techniques that can easily eliminate human-like targets.

- Student Of The Art (200CP)

'Knowledge Is Power', and nowhere is this more apparent than in those who have mastered arcane lore to become a true mage. You gain a basic proficiency in wielding arcane magic, and are guaranteed to be able to increase your magical power through study and application alike, even when no suitable materials (such as spell scrolls or tomes) are available. You'll be able to memorize spells simply by having your spell book with you when you rest (typically leaving it under your pillow at night), and you'll be able to absorb knowledge from other written materials in a similar manner if you wish.

- Guide And Mender (200CP)

The Divine flows from more than just the gods, and for those with the conviction even mere ideas can grant one great power. You have become a conduit of divine power, more commonly known as a 'cleric', though the religious or philosophical source of these talents (if any) are up to you. These talents are mostly useful to heal and support others, though a wrathful cleric should not be underestimated. More than that, however, the varied and at times bizarre denizens of Sigil have taught you to look beyond ordinary notions of 'life'. Any methods of healing you employ can be used not just to mend conventional wounds, but are also equally useful to restore undead creatures, planar entities, robotic beings such as the Modrons, and even stranger forms of existence. You gain a novice's understanding of these divinely aligned abilities, and are guaranteed to be able to improve them through practice, including acts such as introspection and philosophical activities like debates or missionary work.

- Charms, Teardrops And A Midwife’s Wisdom (100CP)

The Planes hold countless artifacts and magnificent items of magical power… but for the many poor and destitute living in Sigil’s Hive, such things are nothing more than stories. In a society where magical instruction is absent and resources are scarce enough that entire buildings are constructed out of nothing but trash, the paradigm of magic and magical equipment is noticeably different

With this Perk, you gain extensive knowledge of a wide range of ‘commoner’s magics’, most notably the techniques used to make folk remedies such as Clot Charms (treated drops of blood

that heal minor injuries) and their more potent variants, Thrice-Blind Charms (woven rat tails that can curse an enemy with temporary blindness), Charms Of Infinite Recall (effectively ‘condensed knowledge'), as well as specially treated bandages or other such alchemical or supernatural tools of the poor. Commonly made from whatever extremely limited resources are available, these remedies and hexing trinkets are *very* cheap to make - though perhaps not as flashy as more overt magic. Further, since the Hive lacks any form of organized teaching relating to the Art, they do not require any particular magical talents or experience on the creator’s part, and anyone taught these recipes and tricks will be able to use them. That said, a lack of caution when making these kinds of items *can* cause considerable danger; crafting a Clot Charm by infusing a drop of blood with a tiny bit of the maker’s life force is safe enough, but should one lack the understanding to stem the flow of energy - or blood - once the charm is complete, they can be left dead within moments. Be careful if you decide to take on apprentices.

- Fell’s Craft (200CP)

Needles, ink and bare skin - those are the core of your profession. The creation of tattoos is not uncommon, though few can create the images you can. Though your artistic skills *per se* are only middling with this Perk alone, you’ll find that with practice you’ll easily master the necessary art skills and creativity to draw true masterpieces. More important than that, however, is what your tattoos *do*. Much like Fell, the outcast Dabus, you have the ability to instill various supernatural effects into the tattoos you create, such as providing minor improvements to a person’s physical strength or allowing them to more easily hide in the shadows. These effects are most potent if you draw on a person’s lived experiences - yours or someone else’s - to directly infuse the tattoo with the talents or abilities that fit these experiences. For example, drawing on a powerful warrior’s combat skill and discipline could result in a tattoo that protects the bearer like a form of armor, or that bolsters their physical endurance or talent with the blade. A demon’s infernal nature might result in a tattoo that grants resistance to fire or the ability to sprout demonic fangs from the bearer’s jaws, while a magician’s academic talents could be the basis for a tattoo that bolsters someone’s logic skills and memory, or even allows them to draw on the mage’s knowledge directly - if perhaps a limited number of times before the tattoo fades away.

Finally, all tattoos you create with this ability can be moved across the body with a minor effort of will, and each is ‘detachable’, allowing the tattoo to be transferred from one person to another by willing them off one's skin. Unworn tattoos simply look like a thin strip of inked skin until pressed against a new wearer’s body, at which point they'll 'sink' into position by merging with the recipient's body.

Though somewhat similar to the creation of enchanted items, this talent does not require you to be a magician or otherwise be versed in magical lore. The power of the tattoos you can create is dependent on their size, the materials used and the overall artistic quality of the resulting piece (a large masterwork made with high quality inks will be more potent than a small rush-job with improvised materials), though the maximum power is ordinarily capped at a level comparable to the most potent tattoos created by Fell himself.

- Lawgiver’s Gaze (200CP)

There is order in all things, one merely has to know how to see it. From the disruptive to the mad, to your eyes even the most unpredictable of beings might still be dancing to a hidden rhythm. The more another creature follows their own instincts and impulses, the more they embrace whimsy or outright seek to bring greater Chaos into existence, the more you'll understand the rules underlying their behavior. And nowhere is this more clear than in the would-be chaos of combat, for the more another might seek to be unpredictable to you, the greater the clarity you possess - let them attempt feints or sudden surprises all they want, you've already anticipated the best moment to act. For just as they might seek to progress through Chaos, so too will the Order that flows through you make them regret their folly - with patience, a single disciplined stroke of your blade will *break* their foolish attempts to defy the underlying structure of the Planes… permanently, if you are fortunate.

- Forge Of Anarchy (200CP)

Red-hot iron, the smell of coals and the deafening clang of smithing hammers. Such are your domain, not to mention a lot of the more bizarre things a mage-smith might work with in Sigil. You are a master craftsman, able to shape, reshape and enhance metal with ease in inspired acts of creation.
But the Planes are balanced in all things, and so too is this talent. You will see the best results where you might create through instilling an ordered form upon your raw materials… but your *creations* are wholly opposed to such things. Much like the crafts of the massive forge-golem Coaxmetal, every hammer blow turns your creations into greater harbingers of chaos, instability and destruction - weapons each and all, and far more dangerous both in the blood they might spill as well as more esoteric properties you might instill. Using this power, whatever you make will *unmake* in turn… and entropy's march is only ever forwards.

- Black Barbed Wisdom (200CP)

Power is found in many things… and like many things, power can be *cultivated*. You possess a great talent at gardening and plant care, with a particular focus on weaving your magical or supernatural talents into the plants you grow. Much like Ravel's deadly garden, your greatest creations could potentially manifest potent spells or even infuse recipients (voluntary or otherwise) with minor but permanent magical augmentations. Of course, ordinary plants wouldn't get you very far, so don't be surprised if your garden starts to look a little *weird* when you really start pushing your limits.

- The Stories Bones Tell (200CP)

Death is final in most cases, but just because one has moved on to the Long Sleep doesn't mean they can't yet *wake up*… if only briefly. This talent is similar to that which the Nameless One might have learned (or is yet to learn) from the zombie known as 'Stale Mary', and allows you to speak to the spirits of the dead. This process is easiest when used on fresh corpses, though with time and effort you'll be able to converse with even long-dead beings. There is no guarantee the dead you speak with will have anything *useful* to say, but on the other hand some spirits can gain a remarkable new perspective from the other side of the great veil. So speak, be heard, and *listen*.

- Embodiment (300CP)

Sometimes individuals represent something greater than themselves… but sometimes, they *are* greater and merely lack the means to draw upon all that they are. With this Perk, you may choose a single aspect of reality or philosophy to represent, and will become *more* as you work in accordance with your chosen purpose. Much like Ignus became a living conduit to the Elemental Plane Of Fire and how Vhailor could become less a person (or the spirit of one) than a physical avatar of merciless justice, facing a sufficiently great threat to your chosen ideal could see you temporarily eclipse even the stronger fiends in raw power as you face down such a challenge. The exact way you become empowered is hard to pin down, though, and may vary from one situation to the next.

- Aoskar's Favor (400CP)

Sigil is known as the City Of Doors for a good reason, and though the deity Aoskar himself earned the Lady Of Pain's enmity, some of his servants remain within the twisting labyrinth of Sigil's alleyways and structures. Whether you are one of these individuals or not, you *do* possess a supernatural affinity for portals of any kind. You can detect planar portals and similar rifts in reality from hundreds of feet away (though accurately locating them might require you to get a closer look), and have a sixth sense for what criteria - if any - a portal might have for activating. Furthermore, with enough effort you can force *any* portal open, though the time and energy needed to do so will depend on the portal's size, nature, and other such concerns. You can likewise temporarily or permanently seal - or even outright destroy - portals in a similar manner. With time and practice, you might even master the art of creating new planar gates entirely to connect two distant places or planes together.

Do note that this power does not negate the consequences of opening or shutting portals; forcing closed one of the Lady's gateways or opening a conduit to the Elemental Plane of Fire can be somewhat hazardous to one's health, after all… though if nothing else you also have a vague sense of where such gateways lead, so you're not forced to act blind.

- Mercy Of The Gray Sisters (600CP)

A type of power few dare dream of and fewer would ever hope to see in action, this Perk grants you the same skills and insights that Ravel herself used to make The Nameless One immortal… in a manner of speaking. This power allows you to take another being's nature and physically separate one or more parts from the rest. That said, you'd best be careful - literally cutting a being's mortality out of them was not an act without consequences, after all... and just because you cut a piece out of another's essence doesn't mean that piece *ceases to exist*.

Whether you decide to take the same risks Ravel did depends on you. Perhaps you'll find better odds of success (and less trouble from errant aspects gaining sentience and goals of their own) by honing your surgical skills on less metaphysically weighty aspects of your victims, like morality, age, or long-held fears and dreams?

HAND

- Silent Tongues (100CP, free for the Hand)

A secret shared is a secret lost - and quite often it's a fact that the less people know of your true intentions, the better. You are very experienced at keeping such secrets, especially when it comes to hiding any 'tells' you might have had before. Furthermore, even if the truth *does* get out, you'll have a sixth sense for how to bury it again… usually along with the person who found out but *really* shouldn't have.

- Sleight Of Motive (100CP, free for the Hand)

The first step in not getting caught is looking like you belong… and having a good excuse ready if anyone *does* start asking questions. Like the Anarchists, you're quite talented at infiltrating other societies without drawing undue attention, as well as bluffing your way out of potential trouble spots. You'll want to put some extra effort into your cover if you're staying somewhere long-term, but if you just need a little bit of time for some sabotage you should have it covered just fine.

- Fan The Flames (200CP, discounted for the Hand)

All power has a price… yet if the will is strong and the cause is clear, some prices are worth paying - even in blood. With this Perk, you will find that your ability to make use of self-destructive advantages, abilities or sources of power is far greater. Actions such as permanently sacrificing your physical health to Ignus' blazing touch will result in substantially greater benefits… though the price *itself* remains unchanged, and there's no guarantee you'll be able to restore your blackened, dead hands to continue this example. Ultimately, all that matters is your *goal*, and if you must leave behind more than most might consider accepted, well, you've never yielded before - why stop now?

- Unbound (400CP, discounted for the Hand)

Some individuals are simply so strange, so vast in their lived experiences and history, so *alien*, that external forces can no longer find their usual hooks to catch them with. Like the Nameless One himself, you have become a being without a destiny, a being beyond ordinary understanding. Though very little changes for you *personally*, this manifests as a complete immunity to all forms of 'fate' or other such predetermined laws, as well as an absolute protection from any form of mind reading or lie-detection powers. You could plan the demise of a vast, telepathic swarm of Cranium Rats while they're trying to read your mind yet without them realizing it, or lie to the face of a near-literal embodiment of justice only for it to readily accept your word as truth.

- Ever Practical (600CP, discounted for the Hand)

One person, no matter how talented or driven, will never match what a group can accomplish. Find those who can be of use to you, and *use* them. Like the Practical Incarnation, you are a savant when it comes to manipulating others and binding them to your will. More than that, your

talent is so great you can often twist these individuals to the point they can no longer walk away even if the truth *did* come out. Whether it's all-consuming love like Deionarra's, an unbreakable oath such as the one sworn by Dak'kon, or convincing others you *could be better*, few will be able to go against you once you've gotten your hooks into them… and fewer still have no vulnerabilities for you to exploit.

- The Unity Of Rings (600CP, discounted for the Hand)

Everything comes back to its origins, for existence is a circle without beginning or end. Those who understand this fundamental truth know everything circles around… and they might just recognize where they themselves fit within this view.
With this Perk you can bring the law known as the 'Unity Of Rings' with you anywhere you go, ensuring that whatever people do comes back to them eventually - and this will be doubly true for you. Invest power in someone or something else, and it might return to you when you most need it. Gain a sudden windfall of coin, and you might wish to prepare for eventually losing it all. Changes, especially profound ones, are increasingly likely to eventually return to a kind of 'status quo'. That doesn't mean progress is impossible or that you can't gain lasting benefits; merely that the multiverse becomes somewhat more likely to 'balance out' extremes… and where good might beget good and evil might beget evil, sometimes the most selfish act of all is to give it all up and start anew, knowing nothing is truly lost forever.

HEART

- Mimir’s Tongue (100CP, free for the Heart)

Anyone can yell some profanity at a berk, or tell a fiend their mother was a being of questionable integrity. Anyone can taunt and insult. But your words? Your words are *art*, moving heart and soul in a *very* specific way. Your ability to get under someone else’s skin is nothing short of supernatural, with a mere glance often enough to figure out what ‘buttons’ to press to piss someone off. With a little luck you could taunt even millennia-old angels or unfeeling automatons into a frothing rage at your words. Morte’d be impressed.

- Honeyed Words (100CP, free for the Heart)

Ohhhh, you tell such sweet, *sweet* lies, but Ravel doesn't mind. A silver tongue comes in many forms, after all, and just because you don't mean your words doesn't make them any less charming. In fact, you'll find that you're not just a very smooth talker, but that overt lies and getting caught with exaggerations is often just going to make others enjoy your company more. Not necessarily *much* more, mind you - Vhailor lopping your head off for your crimes isn't improved much by him *smiling* while doing so, is it?

- Beating In Unison (200CP, discounted for the Heart)

Emotions like love can be such fickle things, and yet the strongest can endure for countless years, refusing to yield before any hardships or even death itself. Though you'll start at the same place anyone else does, your ability to connect to others is nothing short of amazing - whether it's mere friendships or genuine love you seek to cultivate, you'll find ways into others' good

graces with ease. Of course, whether your own feelings are genuine or merely an elaborate ruse makes no difference… only how others see you.

- Confidant's Insight (400CP, discounted for the Heart)

For all the countless differences among the peoples of Sigil, it's always good to remember what ties you all together. You have an amazing ability to understand people, even when your backgrounds, lived experiences and even your very way of thinking are radically different. You could connect with a Trash Warrens beggar as easily as an upper-class noble, or simply 'get' what drives even the most unusual individuals, like a chaos-infused Modron or a chaste succubus. Indeed, it's almost like your insight becomes that much more astute the 'weirder' your conversational partner is…

- Become More (600CP, discounted for the Heart)

No matter how far others have fallen, no matter how bound by grief and regrets they are, there is *always* a way out. You possess an incredible ability to inspire others to face their despair and find renewed purpose. Through helping them find redemption for their past mistakes, almost none are ever denied a second chance… and more than that, you and those close to you will find themselves bolstered by your joint efforts. With this Perk, you'll find that the more you aid others with their troubles and provide them clarity, the more they gain concrete benefits as a result - similar to how Annah's close connection to The Nameless One eventually rekindled some of the fiery powers of her infernal heritage or the way Dak'kon's path to redemption included new teachings on magical spells along the way.

- Malleable Reality (600CP, discounted for the Heart)

It’s a fact of life that, in the planes, belief shapes the world. The more people hold something to be true, the more true it becomes regardless of any evidence to the contrary, and indeed it’s possible to revitalize withered plant life across an entire city simply by having a decent number of people *care* about these bits of nature. With this Perk, you’ll be able to keep some facet of this relationship between will and reality, and take it with you on your chain. Though any one individual’s beliefs are too faint to have a real impact on their own, minor changes can become noticeable once hundreds or thousands of people share a common philosophy or goal. Though conflicting views cancel out, a sufficiently large majority could start to warp reality in ever more far-reaching ways. Further, although you yourself are no more influential on this process than any other person would be, you *are* protected from any deleterious consequences of these effects; not even a god-like entity could erase you from existence merely by *willing* it, for example, and should everyone believe you to be a faultless Saint or an irredeemable monster, you will not *become* such… at least no more than you already were. Share your thoughts, unite enough in shared conviction, and even the Planes might bend to your collective will.

SOUL

- Know Thyself (100CP, free for the Soul)

Few know their own nature, and fewer still are wholly at peace with who and what they are. Yet in fighting one's self, one can find only Torment. Through introspection and experience, you have come to know yourself, through and through, achieving a level of self-awareness that even the wisest individuals in the Planes might find enlightening. You need never fear accidentally acting against your being; self-acceptance comes to those who understand, and even if you *do* decide to reject your innate nature and act against your role in the multiverse, you will do so by *choice*, not by ignorance.

- Tending The Spirit (100CP, free for the Soul)

Morality, philosophy, ethics. To understand right and wrong is to understand what motivates individuals and shapes the planes alike. You are well versed in the underpinnings of the various ethical paths seen in the planes, from the kind-hearted tranquility common on Elysium to the ruthless discipline and corruptive order of Baator, and are similarly experienced in debating these philosophies as well as a variety of related topics. You could become one of Fall From Grace's acolytes with ease, though your education is primarily spiritual rather than lived experience - so don't think merely knowing the principles of a plane is enough to remain there safely.

- The Festhall's Embrace (200CP, discounted for the Soul)

The Planes are truly infinite, and there are infinitely many things to see and do for one willing to seek out the experiences. Like the Sensates of the Festhall, you've learned to embrace all that the world has to offer; both good and bad alike. As a result, you'll never truly get bored of existence, and you'll be able to find a silver lining in experiences that might leave others emotionally broken. As for whether you'll *share* those experiences with the other Sensates… that's up to you.

- Clarity Of Purpose (400CP, discounted for the Soul)

Be who and what your spirit decrees; the world may push you to one extreme or another, but only *you* choose. Your inherent nature will never prevent you from accessing or utilizing powers not aligned with your being, much like Fall From Grace became a talented healer in defiance of her Succubus heritage. Furthermore, any influences unto your nature (be it innate or chosen) fail to find purchase on your being unless you permit it, even if you willingly expose yourself to these influences in the first place. You could wield the vilest hellfire or the brightest blessings of Elysium, without ever fearing corruption or redemption.

- Strength. Speed. Power. Focus. (600CP, discounted for the Soul)

Doubt, regret, apathy, uncertainty - there are so many ways one might hold themselves back, consciously or otherwise. Yet when you look at someone, you see not just who or what they *are*, but what they *could* be… and how to bring that potential to the surface. To kindle the spark within another is a difficult thing, but where others might need weeks or months of effort, you can often push someone to their very best with a handful of words at most. Ultimately, it all comes down to understanding them; though whether you use that understanding for good or evil is up to you - a powerful ally or a mighty slave bound to your will can be equally useful, after all.

- The Rule Of Three (600CP, discounted for the Soul)

Arguably the most famous of the three main ‘laws’ of the Planes, the Rule Of Three states that, simply put, things tend to ‘come in threes’. Three parts to a whole, three choices to choose from, events that happen three times… some say it’s nothing but superstition, that once you look you’ll simply see its supposed effects everywhere regardless of what actually happened.
With this Perk, you can ensure the Rule Of Three *truly* applies to some or even all that you do in the future. Though not even close to as blatant as simply tripling your power, there is still a great benefit to be found in, say, the three main options to a challenge you face being far more likely to come to the fore, rather than forcing you to sift through countless dead ends and useless alternatives. That said, this power is not all beneficial either; although a great success could mean you’ll get two more related opportunities or benefits in the near future, a great *failure* could likewise result in further disaster...

NOTHING

- Unchanging (100CP, free for Nothing)

‘Know Thyself’. Such a simple idea, yet so difficult in practice - especially for beings such as the Nameless One, who have lived for a thousand lifetimes yet remember none of it. This Perk ensures you are, if nothing else, not at risk of such a torment yourself. You receive an unlimited memory, with the ability to recall past lives even from before you took this Perk if need be. Your memory is otherwise not changed in terms of clarity or details; all this ensures is that you’ll be able to remember events from a thousand years ago as well as you could things that happened in the last minute.

- Once And Always (100CP, free for Nothing)

Time and circumstance can change many things, but some parts of it always remain. Your understanding of your own self and actions extends to that which you leave behind: you will always be able to recognize that which you yourself have created. This is most obvious with items, such as old journals or equipment, which you can recognize in moments. However, it also extends to more ephemeral things, such as gaining a flash of insight to see that years ago you unknowingly influenced a person you're talking to in the present, having caused some or all of their current troubles or fortunes.

- An End To The Shadow (200CP, discounted for Nothing)

The Dustmen know that in time, all must walk the path to the True Death… but sometimes, one finds themselves unable to leave the shadow of life, even if they wished for it. Like the Dustmen, you have taken on a certain responsibility for taking care of the dying and the dead. Though each must find their own truth, you *can* aid the ones who have become tragically lost to the dead-book. For those who truly wish it, without coercion or trickery, you may grant an ending, offering them an end to their pain, their sorrows, their existence. No matter who or what they are, granting them the True Death they seek will end all that they are, for good, even if such a thing would normally be impossible due to undeath keeping them trapped on this side of the

Eternal Boundary, the unending nature of their existence, or even more esoteric barriers to such an event. In True Death, you can grant them peace.

- Deionarra's Gift (400CP, discounted for Nothing)

Death comes for all… but for some, it comes more than once. Even death is not the end of one's existence, after all, and for some that journey may be made again in reverse. Like the Nameless One himself, you've learned how to bring forth a tiny spark of life from within yourself, sharing it with those who have departed this world in order to bring them back to the land of the living. This ability works on any who willingly return to life, regardless of how long they've been dead or how little of their physical remains are still intact. That said, though restoring a recently slain friend can cost you only a trivial amount of energy, the longer they've remained dead and the less of their body remains, the greater the cost to bring them back to life. Push too far, and you might find *yourself* crossing that final divide.

- Endure - In Enduring, Grow Strong (600CP, discounted for Nothing)

Before one can thrive, one must first survive… and the rest of the world rarely makes it easy. Few things show this fact with as much clarity as the Illithid's cruel oppression of the Gith people in ages past. But much like the ancient Gith, you have the mental fortitude to push through even horrific struggles and punishment. You could live a lifetime in seemingly unbreakable slavery without ever losing the strength to go on.

Furthermore, it is impossible for anyone to truly break your spirit… though that doesn't mean it's *obviously* so. Much like the Gith hid their true goals before their rebellion against the Illithid, you can maintain a perfect facade of servitude or other changes in the face of psychic domination, memory alteration, or other forms of influence that might seek to turn your spirit against you. As a result, you can act in perfect accordance with how you *would* if you were truly controlled… right until you're ready to cast off your bonds and rise up with steel in hand. Not even powers such as telepathy could see the truth, even on close examination, and you'll have a sixth sense for when to best reveal your unbowed will.

- The Center Of All (600CP, discounted for Nothing)

The Believers Of The Source, or 'Godsmen', hold the philosophy that all beings are formed from the same divine spark; and that each carries that potential within them. Through tireless effort across multiple lifetimes, they hold that a single soul will reincarnate again and again, gaining in power with each life as they remain faithful to their teachings… or be pushed further to insignificance should they be ignorant or unheeding of their creed.

Though their declaration that anyone who has progressed sufficiently can become a god has - thus far - remained unproven, their karmic system itself appears very much real (insofar as *anything* is 'real' in the Planes).

With this Perk, you can carry this system, or something similar to it, with you as you travel the multiverse. Though its overall power is weak, with most of its changes taking the form of minor, near-imperceptible advantages or disadvantages to a person's natural talents, luck, or other such factors, you may apply a form of 'karma' to any world you visit, selecting its 'laws' at the start of each jump. Whether you ensure that kindness and compassion bring their just reward,

power and success come to those with the ruthlessness and ambition to take what they desire, or seek to have the world guided by some other philosophy entirely… well, that depends on you.

JINK

Power comes in many forms, and be it wealth or dreadful artifacts of eldritch might, the right tool can make a challenge much easier.

Unless stated otherwise, all options in this section slowly repair back to full functionality and are replaced after a week if they are ever permanently lost or destroyed.
You may import any roughly similar item you already own at no additional cost to grant it the benefits of your purchase here, though you may only import one item per purchase. For example, you could import your favorite dagger into the *Blade Of The People* (and its upgrades, if desired) granting it all benefits of this purchase in addition to whatever powers it held before.
Finally, you may discount a single purchase (but not upgrade) each of 100CP, 200CP and 300CP to half price, and take one 50CP purchase for free.

- A Tale Of Torments (Free For All)

Know who you are… or at least find something to tell you. You're not the Nameless One, but with this collection you'll probably know him better than he knows himself - at least at first. You receive the Planescape: Torment game (including the Enhanced Edition), with a guarantee it will run smoothly on just about anything with suitable controls and a screen of some sort. You also receive all supporting materials, including novels, artwork, sourcebooks and other such media relating to the game and the wider Planescape setting.

- Stuffed Doll (Free For All)

This somewhat worn, colorful doll definitely looks like it's seen better days, with fraying threads barely holding its patchwork dress and button eyes together. Even so, it's quite soft and comforting, the halo of wobbly spokes surrounding the doll's face being particularly ticklish. It'll be a kind and reliable friend by your side, offering silent support and accepting hugs from any who seek a reprieve from the bleak existence above the Spire. It's fluffy, it's soft… and the pits of the Nine Hells know kinder fates than what awaits you if you *pray* to it.

- A Piece Of Power (Variable cost)

There are countless artifacts of great fame and power one might encounter across the Planes… but sometimes it's far more convenient to get something less unique and more practical. With this option, you may purchase one or more magical items of your own design. You may also enhance an existing item in a similar manner, such as granting a treasured necklace from your past some extra effects when worn, and may likewise enhance items bought elsewhere in this document. This option cannot be used to replicate any other item offered in this document, but can be used to enhance such purchases if you do have them. Acquiring an item with limited charges will see this item slowly restore any spent charges over a week.

A purchase of 50CP grants you a simple but still useful magical effect, comparable to a *Traveler's Ring*'s protective barrier, the enhanced perception of the *Angle-Less Eye*, or an enchanted weapon with a minor beneficial effect such as the luck granted by *Uhir's Knife*.

For 100CP, you may acquire more potent effects, such as the greater talents of the Art granted by the *Amber Earring*, the potent defensive boons of the *Blindsider Axe* or the *Fanged Mirror*'s ability to create up to three temporary (hostile) replicas of whoever looks into its surface.

Finally, for 200CP, you may purchase magical powers sufficiently potent that more or less every item at this level has (or at least deserves) a name. Be it the magical potency of jewelry like the *Ring Zero*, a mighty weapon like the *Mark Of The Savant* or *Celestial Fire*, or even a detachable tattoo on par with the *Tattoo Of The Supreme Warrior*, these will certainly be a boon.

- Coppers (50CP)

Gold? Ye gonna think te pay for things with *gold*? What are you, some high-'n-fabulous townie from the Clerk's Ward? Here, ye pay with *coppers.*
'Copper Commons' are the default form of currency in Sigil, and are likewise accepted in many of the Planes as well. You receive a constant income, of approximately one thousand coppers each week, provided in cash by a person who is doing a not-all-that-great impersonation of a Dustman, with no questions asked or permitted. You can also have this money automatically deposited somewhere else, such as a vault or hidden storeroom, in case you don't want to carry it all around yourself.
If copper's not suited for you (or you have more expensive tastes), you may instead choose to receive a variety of non-magical trinkets of an equivalent value, such as earrings or bracelets, or some combination of cash and goods. You can change this choice whenever you wish.
Each additional purchase of this Item will double the total value of your income, 'tribute', or whatever you wish to call it.

As for what kind of value you could actually expect out of your new-found wealth… one copper buys you a half-wrecked dented tankard, five coppers gets you a basic weapon such as a simple but effective battle axe, decorative bracelets, necklaces, and other such accessories could cost you anywhere from thirty to a hundred fifty coppers depending on quality, five hundred coppers is enough for an hour with a high-class 'companion' from the Clerk's Ward, and enchanted weapons and armor can range from several hundred to thousands of coppers per item, depending on power and special effects.

- Secured Musings (50CP)

A journal unlike any other, this document automatically chronicles whatever rumours, tasks, and other information you might find valuable to record. It likewise allows for easy sorting, ensuring you'll never lose track of whatever quests you've embarked on, though actually cross-referencing information to determine what is or isn't applicable is still your own responsibility.

The journal itself doesn't actually look anything like one – you can define or alter it's overall shape with some effort. Initially, it looks like a trinket vaguely similar to a Rubik's Cube, not unlike the journal left in the Civic Festhall by a previous incarnation of The Nameless One. Also like this journal, yours comes packed with some nasty booby traps encompassing everything from spring-loaded razors to pressurized corrosive gas, which are guaranteed to catch by surprise anyone who tries to read this journal without your permission and which reset and re-arm any time the journal is dropped or otherwise let go of. Though it's up to you if you decide on even greater security by writing your thoughts (or having the journal do so itself) in a dead language no other person can read anymore, there's still a certain vindictive joy to be found in knowing that should anyone try and learn of your goals they'll pay for with much, much more than merely losing a finger or two.

- Lost Yet Familiar (50CP)

An eye in a small glass jar. A finger, dried and yellowed with a cracked nail. An arm, severed at the shoulder by some massive blade. A bag filled with a still somewhat wet mass of intestines. With this purchase, you receive such things and more - a variety of body parts, each lost or damaged in their own ways. Taken together, the injuries that would have been needed to collect all these pieces would have been enough to kill a man several times over… which is rather odd, given that all these pieces are *yours*, no matter how you're not actually missing any of the… 'pieces' in question. There's nothing particularly unique or even unusual about these apparent remnants of your own physical distress (or at least no more unusual than you yourself may well be), but perhaps you might still find a use for them?
This somewhat grisly collection slowly replenishes with newly 'discarded' pieces, without needing any effort (or injury) on your part.

- Deaders For The Dusties (50CP)

Life is cheap in the poorer parts of Sigil, but even in death some can still be valuable. With this purchase you gain a reliable supply of corpses in various states of 'disrepair' and age, comprising most common races seen in Sigil. The bodies have been stripped of valuables, but are otherwise fine for any purpose a corpse might otherwise be useful for (like creating a cheap and tireless zombie workforce). A small supply of embalming fluid and needle-and-thread for basic restoration and repairs is included, but not applied automatically.

- Memories In Stone (100CP)

This set of small, colorful orbs serves as a mental storage of sorts. Used mainly by the Society Of Sensation,or simply 'Sensates', each sphere can be used to store a memory, allowing others to then experience this memory by touching the stone and allowing themselves to see the event within. The memories are as clear as the original user's, and can include everything from physical senses such as sight and hearing to the inner emotions of the person experiencing the event, depending on what the memory's provider elected to share when filling each orb. As such, users can withhold (a portion of) events if they wish to share only certain aspects of the chosen memory, which can substantially twist the context of the (perceived) event in question without any outright fabrication. Nonetheless, these 'sensory stones' can be used to share

experiences and memories with incredible clarity, and will serve well those who seek to experience all the wonders the Planes have to offer… and the Society will likely be quite interested in whatever memories you yourself choose to share as well.

- A Taste Of Power (100CP)

This small box is filled with what, at first glance, appears to be a variety of candy and other treats. You definitely shouldn't eat these just to sate your sweet tooth, however, as the sugar is the least interesting ingredient here. Each piece is imbued with a particular magical spell or effect - the bright blue minty teardrops are 'Charms Of Infinite Recall', or crystallized knowledge, the sour green ones let one spit a semi-intelligent stream of acid as with the Adder's Kiss spell, and the unruly 'quivering candy' seems to strengthen your muscles to almost grotesque levels, to name but a few examples. Though do be careful when indulging: as sweet as a candy's filling might be, eating one that lets you exhale a lethally toxic cloud of vapors onto all around you might just be enough to ruin your appetite… to say nothing of vomiting up a massive cloud of angry insects.

You receive a new box each week, containing a wide variety of edibles, all of which have a wrapper labeled with their effects when ingested, though the more potent the effects are the more rare each type of candy will be. These include charms seen in the game itself, but also other kinds - and you could even try making some yourself, if you're culinarily or magically inclined… or have very strange tastes.

- Packed Damnation (100CP)

This small wooden box is ornately decorated, yet weathered by old age. It still appears quite valuable, but despite this fact it is slowly decaying, falling apart due a damaged thread in the layers upon layers of protective enchantments on the container. What's *inside* is much more important than its appearance, though.

Warded with enough protective spells to bind even Pit Fiends, it is unclear what kind of demon or other entity, exactly, is imprisoned within this small trinket… but whatever it may be, should it ever be released the consequences would be *catastrophic*. The box itself is cursed, permanently tying it to its owner with an unbreakable spiritual link that connects the box to the owner's very life force - a link which guarantees that the evil within will seek out the owner above all others should it ever be released. This link likewise guarantees the demon can track its owner without fail, even across planar boundaries if need be, negating all possible means of 'hiding' from their doom.

Even if the box is never opened directly, hiding it or leaving it will only delay the problem; eventually, the wards will fail and the monster breaks free regardless of the owner's actions. The only way for the owner to avoid the gruesome fate it has in store is to have someone else willingly accept ownership of the box… though they do *not* need to know about the curse, or even what the box itself is or contains. Should someone accept it, be it as payment, a prize, or even as a gift, the monster within will seek to kill *them* instead of the box's former owner. It can be a nasty surprise or even a means of assassination, though you could always open the box yourself if you're looking for a challenging fight - the beast within cannot be evaded, but supremely powerful individuals may be able to fight it and survive.

Unlike the original, known simply as ‘Moridor’s Box’, the wards on this box will only begin to decay once you first give it to someone else, at which point the bound demon’s release is guaranteed within at most three months. No further spellwork or other efforts can prevent this decay once it begins - the wards cannot be altered without further damaging them, so even magical reinforcements will only accelerate the decay.
Should the demon succeed in killing the box’s unlucky owner, it will then be free to pursue its own goals - usually resulting in further death and destruction - but it has no particular reason to care about you (or any other former owner) over anyone else.
You will receive a new box each time the old one is opened, regardless of how or why this happens. Likewise, each new box carries its own demonic entity, and the fate of the previously released demon(s) has no impact on this new box.

- The Unbroken Circle (100CP)

This small, unassuming disk initially appears identical to that carried by Dak'kon - an interlocking system of pieces containing the spiritual teachings of the Githzerai. Much like Dak'kon's disk, this puzzle-like item can be used to study a particular religion or other philosophy, and whenever the user gains sufficient insights and internalizes its teachings, the disk will even provide some other benefit, like a magical spell related to the learned lesson.
However, unlike the 'original', this item was *not* made for the Githzerai… or anyone specifically, in fact. When the segmented disk is first slid open, the texts within will change to suit whichever philosophy the bearer wishes to study, and should they complete the entirety of the disk's teachings, it can again shift to a new philosophy to study. It can be invaluable to learn a people's way of life or help another through a crisis of faith… especially if you study these texts together.

- Blade Of The People (150CP)

Formed from the chaos matter found in the plane of Limbo, this weapon is known as a ‘Karach Blade’ - a weapon that is shaped by the power of the mind and the discipline of its wielder. Sometimes wielded by Githzerai fighters, each is a mirror that reflects the will of the wielder on its surface and in its edge, altering its form and powers according to the user’s subconscious needs or through active concentration - even restoring it if badly damaged. In practice, this also means that the more focused and willful the user is, the sharper, deadlier and more resilient the weapon becomes.
Unlike Karach weapons found in Planescape itself, this weapon will not collapse or unravel if left without a wielder for too long; instead, it merely reverts to an inert mass of Karach matter, waiting for your return. The blade can be improved with up to four modifications, described below.

- Gith’s Purpose (50CP, requires ‘Blade Of The People’, free for the Hand)

Though Zerthimon spoke of unity and service to the people, Gith instead wished to annihilate the Illithid with sharp steel and a hateful heart. This upgrade infuses your weapon with the wrathful cruelty of Gith’s philosophy to cut down all those in your path. Like the ‘Kinstealer’ form that Dak'kon’s Karach blade could take, your weapon might manifest black, jagged edges or wicked hooks to tear into flesh, though this obviously depends on your personal desire and

focus as well. Regardless of any aesthetic changes to the weapon, it has become substantially more lethal in combat, striking with greater accuracy as if hungry for blood, and causing horrific, gaping wounds as it tears into your victims.

- Calm Reflection (50CP, requires ‘Blade Of The People’, free for the Heart)

The ideal that most Githzerai with a blade like this would one day hope to see, this upgrade grants your weapon a more spiritual focus, rather than one of physical combat. Your weapon might become more beautiful and elegant like the ‘Streaming Blade’ form of Dak'kon’s Karach blade, though this is, again, not mandatory. Regardless of its appearance, this upgrade bolsters your spiritual wellbeing and mental focus, ensuring a calmer mind and easier use of magical powers while wielding this weapon. Your thoughts flow more easily, your memory is more clear, and you’ll find you can still employ spells that require one or both hands despite using one or both to wield the blade at the same time.

- Unbroken Steel (50CP, requires ‘Blade Of The People’, free for the Soul)

With a focus on protection and resilience, this upgrade makes your weapon more akin to the ‘Chained Blade’ form of Dak'kon’s Karach blade. Though the weapon might form a number of reinforced catches and a hardened crossguard of sorts if you don’t focus on a different form, this upgrade’s main benefit is that it provides a form of danger sense that warns of incoming attacks, while simultaneously allowing you to seamlessly incorporate this sense into your combat style. Even when in the middle of battle, you’ll be able to parry or deflect incoming blows without conscious thought on your part and without interfering in any other attacks or actions you might take.

- Zerthimon’s Mantra (50CP, requires ‘Blade Of The People’, free for Nothing)

Know your enemy as you know yourself. In understanding lies purpose, and with this upgrade your blade grants you a 'sixth sense' for your opponent. Specifically, you'll be able to easily predict how an opponent will move in response to your own actions - and how to feint such that your blade reaches a vulnerable area only *after* your foe already tried to dodge where they initially thought your blow would land. Though most strikes are no more potent than usual, you'll have an easier time piercing their defenses and getting 'lucky blows' that are far deadlier than normal. To end a fight with a single stroke is an art in battle, and in wisdom lies the path to make it so. Assuming you don't reshape it into some other form, your weapon might manifest philosophical inscriptions or other tokens to represent your focus and dedication, similar to the writings Dak'kon had wrapped around the handle of his own blade.

- The Immortal’s Blade (200CP)

This wrought iron weapon might not look like much, nor does it particularly excel in any kind of combat on its own. However, it carries one unique advantage: it can kill *anything*, no matter its nature or power, assuming it lands the killing blow. Furthermore, this power functions best when used in a location or manner that takes advantage of the target's innate vulnerabilities, at which point it can make this death truly, utterly permanent even against otherwise unstoppable reincarnation, divine resurrection magics, or other effects that might otherwise bring one back

from oblivion. Though it might take some preparation to make it effective, no life is truly beyond your capacity to end.

- Portal Lens (200CP)

This faceted, multi-hued crystal seems to warp and distort anything seen through its surfaces, hinting at its more esoteric nature. More than an ordinary gemstone (not to mention rather large), whoever holds this stone can use it to instantly travel to any destination they are familiar with and have personally visited. Though somewhat inaccurate in terms of where you land, it's still precise enough to drop its user off in the correct neighborhood - even if the destination is on an entirely different Plane. The effect is powerful enough it can carry a small group of 'passengers' at once, though cargo might be trickier. Although it's easily blocked by warding effects at the destination, it is unaffected by any such hindrances at the point of departure - making it a potent escape tool as well.

- Filigrain Journeys (200CP)

Initially looking like a small but elaborate mirror, this planar artifact is in many ways the conceptual opposite of the lens described above. When activated, it can instantly connect to any other plane (or portion thereof), creating an unbreakable gateway to this destination for as long as it remains unfolded. The gate can be ‘aimed’ by attuning it with an object, spell, or other such key, similar to how the portal to Ravel's briar maze was unlocked by a drop of her daughter's blood, even if you don't know the destination yourself.
Furthermore, acquiring a destination in this manner also bypasses any wards, barriers or other protections meant to keep out unwanted visitors, and the portal itself cannot be closed by hostile means once established. After closing any particular pathway, you can create a new one of your choosing, or recreate any previous portal if you kept the appropriate key. Finally, because of your unusual nature you can always use *yourself* as a key to open a gate to any individual or location with strong ties to you (such as your Companions or Warehouse).

- Emporium Of Exotics (200CP)

This store sells the most unusual and outright bizarre items available in Sigil… and that’s saying something, given just what is traded in the city at the center of the planes. From chocolate mephits to magical trinkets and divinely merciful Deva tears to baby oil made from real babies, this place is filled from top to bottom with the strange, the esoteric, and the - at times - bizarrely useful. It never seems to actually take any deliveries, and the items on offer simply appear out of nowhere when nobody’s paying attention… or at the very least, that’s what its somewhat mysterious and otherworldly saleswoman claims. You own this place now, and aside from being a source of entertaining, unique, or grotesque items of all sorts, you receive a decent cut of the profits and a big discount on any items you do decide to buy here. You can also sell just about anything here, though you’re likewise not entirely sure what happens to the stuff you trade away…

- Labyrinthine Punishment (300CP)

A somewhat ironic ‘prize’ to be sure, this pocket plane is similar to those used by the Lady Of Pain to imprison any who invite a small measure of her wrath. However, this particular bubble reality answers to *your* will rather than that of Sigil’s ruler, allowing you to banish targets to this place with little more than a touch. The pocket plane will automatically alter itself to become a maze-like prison tailored to the victim, forcing the imprisoned individual to overcome some personal challenge or otherwise face whatever led to their imprisonment. It is always possible to escape from the plane, though depending on the victim’s insights and determination, their release could take anywhere from minutes to hours or even years… assuming they leave at all, though it must be said that the longest known Mazed victim, Ravel Puzzlewell herself, stayed bound for so many centuries only because she *didn’t seek to leave*. Only one prisoner can remain Mazed at a time, but you can personally enter and leave the pocket plane at any time. This also allows you to release your prisoner, though there is no guarantee they will appreciate their newfound freedom.

- Depths Of Adventure (300CP)

What happens when a collection of robotic entities completely aligned with Order travel to a plane composed entirely of raw Chaos so they can try and create artificial dungeons to… uh, study adventuring? Well, the Rubicon Testing Facility ended up turning into a disaster of rather spectacular proportions.

Fortunately, you seem to have found a piece of the Modron project, and one that’s a lot more useful in its own way. Functioning similarly to the main facility but *without* any self-aware master wizard constructs to disrupt its stability, this small pocket plane initially appears as little more than a large room built out of gears, clockwork and other machinery, and can be reached in a similar manner as your Warehouse. However, with a handful of instructions - typically spoken to any of the handful of Modron attendants - you can create an environment of tremendous danger filled with a variety of robotic foes to fell and traps to evade. Furthermore, the pocket reality seems to be tied to your nature as a Jumper, and neither relies upon nor is limited by the energies of Limbo. Consequently, it’ll function anywhere… and there is no upper limit to how dangerous you can make this improvised reality. It even seems to become far more realistic than the simple ‘room with a robotic attacker’ Rubicon defaulted to, making it the perfect location to hone your combat and other adventuring skills. Do keep in mind that the project’s safety precautions are basically non-existent, though: while the plane itself won’t collapse with you in it, any other danger you encounter will be something you’ll need to handle yourself. Push too hard, and you’ll be ground to dust in the gears of this bizarre place.

- Machine World’s Wrath (300CP)

At first glance, this tiny trinket appears to be nothing more than a small, delicately crafted brass gearwheel. Completely mundane without so much as a single enchantment placed upon it, its true purpose is merely to be a focal point for the Modron crews operating a *Mechanus Cannon* halfway across the multiverse. One of the mightiest weapons found on the unrelenting Plane Of Order, the Mechanus Cannon is a house-sized energy weapon capable of unleashing a devastating blast of searing light. Firing through a temporary planar portal, those authorized to use the ‘gearwheel’ can unleash its power on their foes, regardless of where they are in the

multiverse, with effectively zero warning to their enemies. Dealing horrific damage, the Mechanus Cannon's Order-infused attack is, surprisingly enough, designed as a *single-target* strike. Though immensely spectacular, the intense beam of energy only affects the target; collateral damage is a non-issue. Indeed, your target could be turned into nothing more than a smear on the wall or even vaporized entirely, yet the grass they stand on wouldn't be so much as singed by the blast. The cannon is likewise perfectly accurate and will never miss, even against the most nimble targets, though the user must have line-of-sight (or a comparably exact awareness of the target's location) when they call for a strike.
The Mechanus Cannon can initially fire once per day. Each time you activate the weapon, the Modrons responsible for maintaining the cannon will recognize your dedication to Order, slightly improving either the weapon's recharge time and allowing you to use it more frequently, or its power storage to eventually let you 'stockpile' shots.
The Mechanus Cannon can be further improved with up to four modifications, outlined below.

- Mechanus' Glory (100CP, requires 'Machine World's Wrath', free for the Hand)

Mechanus is known as the 'clockwork nirvana', but the multiverse is greater than even its exacting logs show. Power can be found in other worlds and other machines… power you intend to *wield*. This upgrade ensures that your Mechanus Cannon automatically begins to incorporate non-magical technologies from other settings you visit (or have visited in the past), provided you yourself understand such technologies. This upgrade process is continuous and neither interferes with the cannon's operation nor requires your direct supervision. That said, the more potent the improvement, the longer the modifications will take to implement.

- Order And Guidance (100CP, requires 'Machine World's Wrath', free for the Heart)

One purpose. One Director. Mechanus has a strict hierarchy, and rare indeed is the machine that changes its own nature. But it *can* be done, if required. This upgrade enables you to grant others the authority to fire the weapon, be it by creating new 'gearwheel' tokens for them to carry or through some other process you find suitable. The weapon shares its firing cycle and charge time with all users, so if multiple users attempt to fire simultaneously, only the highest-ranking user (or the oldest, if both are considered of equivalent authority) will be granted its firepower.
In addition, the weapon is now modified to allow for uses at odds with its original design. Instead of always striking a single target at full power, users can now call in blasts at less-than-full power for weaker yet more frequent attacks, or even modify the attack to take down targets non-lethally.

- Spirit Of Mechanus (100CP, requires 'Machine World's Wrath', free for the Soul)

Though the weapon itself is built of magnificent brass and steel, its heart is the power of the Plane Of Order, pure and strong. Yet other magics and energies can be found elsewhere, and the Modrons maintaining the Mechanus Cannon are ever watchful for improvements to the more esoteric aspects of the cannon. This upgrade ensures that your Mechanus Cannon automatically begins to incorporate any beneficial magical effects from other settings you visit (or have visited in the past), provided you yourself understand such magics. This upgrade

process is continuous and neither interferes with the cannon's operation nor requires your direct supervision. That said, the more potent the enchantments or other improvements, the longer the modifications will take to implement.

- Planar Impact (100CP, requires 'Machine World's Wrath', free for Nothing)

The Mechanus Cannon is a weapon, built to deliver unrelenting firepower against the greatest foes of the Machine Plane. Its use, its *purpose*, will not be denied, no matter what other foes you might encounter in the unknowns beyond the Planescape multiverse. With this upgrade, the Mechanus Cannon is empowered to bypass any exotic resistances or immunities that might otherwise negate its effectiveness, and outright ignores any methods used to avert the impact or divert its power elsewhere. As an example, a creature projecting itself from another Plane, a being possessing another creature, or an entity made up of multiple unconnected parts (such as a Cranium Rat hive mind) would all still face the weapon's full power even if your strike only 'hits' a single, disposable body.
Though targets tough enough to simply weather the damage can still do so, no tricks or esoteric abilities will allow a target to escape the uncompromising judgment of *Law made manifest*.

- Suffering And Grief (500CP)

This piece of scarred skin is inked with a peculiar symbol known as the Mark Of Torment, similar to the one carried by the Nameless One. The item is itself largely meaningless - it carries no power of its own, and even crude recreations would be just as effective. What matters is not the symbol itself, but its *meaning* to whoever chooses to use it.
It is not powered by your skill in the Art, nor the might of your arms. No Planar bindings chain it, and no foul curses taint it. This symbol does not denote your power and successes… it reveals your *pain*.
As you pour more of your grief, your regrets, your sorrow and suffering into the symbol, the more terrible its effects become. All those within the area of effect will be stricken with intense agony, experiencing grievous physical, mental and spiritual suffering as the accumulated pain of your existence crashes down upon them. Few can withstand Torment made manifest, and more than a few lives will simply be snuffed out under its weight.
It can be a fearsome weapon, perhaps deadlier than any other found in the Planes… but its use will never be a happy occasion.

- The Bronze Sphere (500CP)

A small thing, a trinket, a trifle. A sphere, made of bronze - ugly, smelling of rotten custard and feeling subtly wrong to the touch. Few would know what this object is. Fewer still would *understand*. A Sensate sphere older than any other, this item doesn't carry any grand secrets or esoteric knowledge, nor speaks of hidden treasure or other such things. No, within this sphere lies something far more simple, and far more dangerous: the knowledge of one's true self - all that you were, all that you are, laid bare in full understanding.
Once per jump, you may access the stored insight within this sphere, receiving an epiphany that will make you *whole* again, curing any memory loss, undoing any lingering mental alterations or afflictions, and otherwise ensuring your mind is once again truly your own. Furthermore, this

new level of understanding of your own being grants a considerable degree of power: using the Sphere effectively grants you the equivalent of a lifetime of practice and experience, though each talent you possess can only benefit a single time from the Bronze Sphere's insight. Others can use the Sphere as well, but only the owner gains the benefits; everyone else sees little more than some vague scenes or confusing shreds of memory related to the owner. That being said, you may give the Bronze Sphere a new owner, temporarily or otherwise, provided the sphere has not yet been activated; such individuals can then use the artifact and gain its full benefits (but likewise forcing you to wait until the next jump before you can use it again yourself).

THE LOST AND FORLORN

All journeys must come to an end, but until then it's a good idea to get some good company along the way. Or, failing that, some competent servants.

- Gathered And Broken (Variable cost)

Few things are as valuable as a trusted friend and ally, and with this option you may import an existing Companion or create a new one according to your wishes. Each receives a Nature and 300CP to spend on purchases of their choice, and may take Drawbacks for additional points if they wish.
You may pay 50CP per Companion, or pay 200CP for a group of eight at once. You may also keep Companion 'slots' unfilled, allowing you to recruit an existing character from the setting (such as Annah, The Nameless One, or Many As One). New Companions must first agree to join you (so asking the Lady Of Pain may not have a high chance of success), but you may ask any number of individuals until you have filled your entire roster. Newly recruited Companions receive the same Nature and CP as created or imported Companions, but may not take Drawbacks.

- Attendants, Servants, And Slaves (50CP)

Though closely trusted allies are ever useful, sometimes all you need is enough manpower to get the job done. With this option, you receive a number of followers who will do their best to follow your instructions in whatever way they can. Each purchase grants you followers equivalent to about a dozen Black Abishai, though their overall nature and numbers are wholly up to you to decide. Perhaps you'd like a group of robotic Modrons to obey your every whim without question (and, likely, without understanding)? Or you want a sizable group of Cranium Rats to follow you, lending you their psychic might or serving as spies and messengers? Maybe you want a number of enormous, magically warded skeleton knights similar to those protecting the Dustmen Mortuary or the Silent King's throne room in the Dead Nations.
Getting a very large number of Lim-Lims probably won't do all that much… but a single one on par with Green Thing could be a nasty surprise.
You don't have to limit yourself to a single kind of servant, but once chosen your selection is final.

- A Darkness In Your Wake (50CP)

The dead do not easily rest, not in this place. Wherever you go, the shadows of undeath will follow you - though unlike The Nameless One, these at least aren't out for your demise. Lurking in the darkness, they are never far from you and can easily be called to your side for aid. Numbering only a few dozen or so of the weaker spirit variants initially, these shadows are born from your pain and suffering… and most notably, each time you die these grim entities will be strengthened, either in number or individual power. You'd better have some way to cheat death… but for one who's lived and died more times than men can count, they could become an army to hunt all the Planes themselves for whatever foes you seek.

- The Collection (100CP)

You'd think that being dead would stop folks from chatting each other's ears off, but the fact these skulls no longer even *have* any ears doesn't seem to deter them in the slightest.

Initially taking the form of several dozen skulls of various shapes, sizes and origins, these departed chatterboxes are a useful source of information. Although they don't start out with any unique or esoteric knowledge, they can be surprisingly useful for more 'down to earth' advice or rumors - they seem to accumulate gossip from the setting without even needing to head out there in the first place.

Furthermore, the skulls not only provide information but have some use in combat, too. Much like Morte could call on *his* newly acquired band of chatty friends, so too can you unleash your collection on anyone you target. Appearing out of nowhere and vanishing just as quickly, this small avalanche of skulls attacks by headbutting, biting, and otherwise assaulting your victim at close range. Although the damage from each individual attack is quite minor, they do add up and can be remarkably effective - especially against a target you need to distract or briefly disable.

You can initially call the skulls to your aid once per day, but the more you interact with the skulls the easier it becomes, allowing you to call the skull avalanche more frequently than before. You can also… *expand* the collection with additional skulls to make it stronger, be it by adding volunteers or using more ruthless options.

SCENARIOS

If you wish to make your time in this jump more interesting, challenging, or just *weird*, you may take one or more Scenarios to complete during your stay. Taking a Scenario will prevent you from ending your time in this jump and continuing on your chain; only when you've completed all Scenario's you've selected may you do so. That said, completing all your chosen Scenarios does allow you to leave this jump early - assuming you manage to complete them in less than ten years, anyway.

You may keep (part of) your CP unspent should you wish to save up for a purchase you'll only acquire after one or more completed Scenarios. Do be careful though: CP left unspent after your time in this jump is over is lost for good.

The Inbetween

Sigil is known as the *City Of Doors*, and the nickname is well deserved. Every archway, every hole, every bounded surface could potentially be a portal, leading to locations across the Planes. With this Scenario you'll find yourself an involuntary key to the many, *many* portals that lie dormant throughout the city and the rest of the Planes… and you'll be unable to spot them until it's too late. Who knows where you'll find yourself? What wonders await beyond the next shimmering gateway? What horrors? But whether you can endure the hardships of these unpredictable and at times terrifying transitions or not, don't think that hiding will do you any good. Stay outdoors like Ingress if you insist, but until you've run into a thousand different portals and seen firsthand where they lead your journey will not be over.
After your thousandth trip, you'll awaken a dormant awareness of your place in the Planes… and how to change it. You no longer automatically activate such portals, and additionally gain 300CP to be spent on any combination of *Lawgiver's Gaze*, *Forge Of Anarchy*, *Black Barbed Wisdom*, *The Stories Bones Tell*, *Embodiment*, *Aoskar's Favor*, and/or *Mercy Of The Gray Sisters*.

Well Traveled

The Planes are made of countless places, each more bizarre than the last. From the gentle radiance of Elysium to the bleak misery of the Grey Wastes, each Plane has its own unique aspects… and you intend to see and experience them all. With this Scenario, your goal is to visit every plane and to see and experience enough of it that you know them by heart. At a basic level, this means being familiar enough with any given major plane that you could recognise where you are metaphysically within at most five minutes of your arrival and without using other powers or spells to gain the answer - even if it's somewhere on the plane in question that you've never been or even heard of.

The journey might take you far - in more ways than one - but it's not without its benefits. You will find yourself uniquely sensitive to the minute differences between various realities, and you've likely picked up a souvenir or two during your travels. Completing this Scenario grants you an additional 300CP to be spent on any combination of *A Piece Of Power*, *Memories In Stone*, *A Taste Of Power*, *Packed Damnation*, *Blade Of The People* (and its upgrades), *The Immortal's Blade*, *Portal Lens*, *Filigrain Journeys*, *Labyrinthine Punishment*, *Depths Of Adventure*, and/or *Machine World's Wrath* (and its upgrades).

Shattered

The Nameless One lived a thousand lives and suffered a thousand deaths… but with this Scenario, he was not the only one. Or at least, he won't be. By undertaking this task, you are condemned to go through a thousand incarnations, each one different from the others. Many will have only a minor fraction - or even none - of your memories, developing in their own unique

way. Your original personality will still exert some subconscious influence, though this is a very small effect and you *will* form incarnations partially or wholly opposed to your former values. Each death causes a new incarnation to emerge, and you are guaranteed to die eventually so long as the Scenario is not yet completed. These deaths do not count as such regarding a potential 'chain failure', though dying after this Scenario is completed is treated as it normally would.
Upon your thousandth death, you will finally incarnate ‘whole’ once more, and regain the full scope of your memories, experiences and personality (insofar as you haven't grown or changed since you began your ordeal).

Completing this Scenario grants an additional 600CP, and allows you to apply discounts on all purchases of one additional Nature other than your original choice. Any purchases you've already made that have their price altered as a consequence of this reward will refund the price difference.

<u>The Last Puzzle</u>

Ravel Puzzlewell was wicked through and through, yet with an odd fascination on toys, puzzles and enigmas of all kinds - hence her name. Her last, most terrible challenge was to unlock the Cage - a puzzlebox greater than any other. She sought to open the gates linking Sigil to all other places in the Planes, to ‘free’ the city... and the one that rules it. Of course, the Lady Of Pain did not approve of such an attempt to release her, and Ravel was *mazed* before she could achieve her dream, never to be seen or heard of again… unless you consider some old wives' tales and unsubstantiated rumors.
Yet one thing remains clear: if the Cage couldn’t be unlocked at all, the Lady wouldn’t bother to stop those who tried to do so. No matter what, this mad idea must therefore still be *possible*. And now, you will take up Ravel’s last puzzle, heedless of the danger or the demise that came to all who tried before you. Your challenge is simple. Unlock the Cage. Free Sigil. Set loose the Lady Of Pain, no matter her wishes. Take whatever steps you need, research whatever forbidden lore you require, and when you’re done? You will *live with the consequences*. You must remain here for a year and a day after your victory… and given what you’ve done, that may be more difficult than achieving your goal in the first place.

This Scenario has no reward for its completion. Instead, merely by committing to this mad quest, you may double all your CP for this jump, including the bonus CP from other Scenarios and Drawbacks where applicable.

TORMENTS

The Planes offer many challenges, and many boons to be found among them. There is no limit to how many such additional difficulties you face… but be warned: the kaleidoscopic beauty of the Planescape rarely shows mercy to the unprepared, and more than a few thought they could face it only to lose it all instead.

- Drawn To Torment (+0CP)

For all their differences, those following in the Nameless One's wake all share one thing: they are each drawn to him out of their own suffering, whether they know it or not. And now, whether you yourself experience any pain - spiritual or otherwise - you may count yourself among their number if you wish. You are guaranteed to encounter the Nameless One shortly after his journey begins, getting the chance to join his group and, perhaps, find some catharsis in overcoming the challenges yet to be found. This toggle also allows you to ensure particular philosophies, preferred methods, and so on emerge as dominant in the Nameless One's latest and final incarnation. Possibly a very useful thing, given how *vastly* different he can turn out depending on what actions and goals he decides to employ. You don't want to meet him expecting a righteous and kind-hearted individual… and instead be blindsided by someone with a ruthlessness that would make even the Practical Incarnation hesitate.

- Insight (+100CP)

Remember who you are. For beings whose lives extend for many lifetimes, the memories of the past can weigh as heavily as the present, and you'll bear this burden more than most. Much like The Nameless One, you'll be frequently struck by flashbacks and déjà vus, intense enough to leave you zoning out or disoriented until they pass. Sadly, they don't seem to hold much value in terms of renewing your skills, and their timing is at best inconvenient.

- Involuntary Incarceration (+100CP)

Chains and prison bars are the least of the imprisonments one might fear in a city where the most (in)famous transgressors are sealed away within pocket realities, each custom-made for this purpose by the Lady Of Pain herself. Unfortunately for you, it seems you've somehow become something of a repeat offender, and will frequently find yourself 'mazed' in such demiplanes. They never appear to be particularly difficult, with your escape usually taking at most an hour or so, but it's still remarkably inconvenient.

Somehow, whatever 'crimes' this Drawback punishes you for never seem to attract the Lady's more wrathful attention… though anything else you do still might.

- Barmy (+100CP)

Perhaps it's been a trying week. Perhaps it's old age. Perhaps you simply got out of your bed - or coffin - on the wrong foot. But you're simply so very, very *done* with all these idiots running around asking questions and bothering people and being so Lady-damned clueless. You don't have the sanity, the compassion, and most of all the *patience* to deal with them, and you'll let them know it loud and clear!

In short, you've got a temper to match the most cynical of elderly Hive dwellers and then some, and a similarly eroded resilience when faced with the kind of questionable integrity and social wheedling Sigil so often employs. It'll mostly remain words, but with the sheer amount of frustrations you'll be venting even Morte'd feel you might be going overboard.

- Courtly Maneuvering (+100CP)

‘Everyone *wants* something, whether they know it or not.’

The first step to making use of others is to grasp their needs and desires, and Pharod’s words seem doubly true for you. At the very least, you are surprisingly easy to manipulate, be it by the self-styled ‘King Of Rags’ or others… if only because they'll know what it is you're after. Of course, just because someone might get something out of you doesn't mean you *don't*, but do be careful - Sigil doesn't see a lot of mutually beneficial agreements.

- Infestation (+100CP)

Vermin are a constant anywhere civilization is found, and Sigil is no different. The same twitchy noses, beady eyes, stringy tails and… pulsing… brains?
It seems that no matter where you go, there will always be one or two Cranium Rats observing you. They will usually just scurry away like any other rodent on your approach… yet you can't help but feel there's more than just an ordinary rat’s curiosity going on within those tiny masses of bulging gray matter. They're not hostile… but they're always there. Watching. Thinking. *Learning*.

- The Second Wish (+200CP)

Perhaps you made an unwise wish from a hag you met on the road, or maybe it's due to some other trauma, but whatever the case may be you've suffered a complete loss of your memory. Your personality isn't changed as such and you can make new memories without issue, but the problem otherwise seems to be rather persistent. Any methods you might use to regain what you've lost, such as the Sensate spheres or other magical means, will be unable to return your lost history during your time here, though at least your memories are restored once your time in this jump comes to an end.

- Bleak Silhouette (+200CP)

The past takes terrible form, coming alive as ‘things that cast no shadow… yet were shadow'. It doesn't matter if you remember your crimes or not - your victims will still come to exact their vengeance.
You are continually hunted by the shadows of the dead, the spiteful remnants of those who died so you might live, given power through the darkness of the Negative Energy Plane like some other forms of undead. You can evade them for a time, but the longer they need to track you down, the stronger they become… and no matter how many of these shades you destroy, there will always be more.

- Confounding Cobblestones (+200CP)

Sigil can be a confusing place at the best of times, but the Alley Of Lingering Sighs is extreme even by its already bizarre standards. But much like this living, ever-changing collection of structures, you'll find that the world around you constantly shifts from one form to the next. Streets no longer lead where they once did, buildings swap places or simply move elsewhere, and even the rest of the Planes seem to have abandoned the notion of a constant landscape.

Stay away for long enough, and you wouldn't even recognize places you've been to dozens of times before.

- Believe What You Will (+200CP)

In the Planes, it's a fact of life that belief shapes the world… and those within it. If enough people believe something, it will become true regardless of how truthful it might be, and you are somehow exceedingly vulnerable to its influence. What people think of you, be it in terms of personality, competence or any other aspect of your being, will become increasingly true to the point you'll have to be *very* careful with your reputation. At the most extreme end, sufficient belief of those around can completely erase an individual from existence… or create one where none existed before, as Adahn might (or might not) show. Be careful the tales of your exploits don't start taking on a life of their own, as in this case it can be quite literal.

Longing (+200CP)

The heart is mighty indeed, often mightier than the intellects and experiences so many people *claim* govern their choices and actions. Yet try as you might, you cannot stop reaching out to others. Friendships, trust, lust… you *need* people around you, and you have a bad tendency to overlook their flaws and dangers. Though it'll be easy to make new friends or find new lovers, it'll all too often lead to heartbreak and betrayal - yet no matter how much pain your too-caring nature brings you, you can never seem to harden yourself and avoid making the same mistakes all over again.

- Twisted (+300CP)

In the Planes, hate, regret and resentment can fester into forces as potent as any spell… or maybe you just had an unfortunate run-in with Gangroighydon before his petrification. Whatever the case may be, you've picked up a nasty curse somewhere. The exact effects are a bit unpredictable, but could be anything up to Reekwind's unbearable stench, being supernaturally mute as with Ecco's stolen voice, or a lycanthropic affliction like Sugo's wererat nature. It may be possible to mitigate the consequences to a limited degree, or even counter the curse entirely with enough effort and creativity… but doing so will merely guarantee you'll be struck with a different curse shortly thereafter.

- Agony (+300CP)

Pursue your goals, whatever they may be, but remember that everything has a price. Torment might not necessarily follow in your wake, but it seems to blanket the path ahead. A ring you can only acquire by biting off one of your fingers. Tombs with the answers you seek that will wring the life from your bones again and again. Memories that leave you crying blood, magical knowledge that burns in never-healing scars, blood and death and maiming and regrets are the only ways forward.
If suffering lets one know themselves, then your insights into your soul will be unmatched, because physical or otherwise, your journey is one where *pain* is a constant companion.

- Driven (+300CP)

You have a goal, something you desire with such intensity it almost defines you as a person. You are *obsessed*, on a tier comparable to Ignus' love of all things fire, Vhailor's dedication to punishing lawbreakers no matter how great or small the crime, or Trias' mad quest to pull the celestials into the Blood War by any means. Whatever you have become obsessed with is something you would have agreed with before as well… but that is likely not the biggest issue. Rather, you are utterly unable to consider anything opposing this viewpoint, and you will cross *any* line if you feel it's necessary, no matter the severity of the consequences. Should you somehow achieve whatever goal you've set for yourself, a new purpose will come to you, as all-consuming as the last.

- Opposition (+300CP)

You shall meet enemies three, but none so dangerous as yourself in your full glory. They are shades of evil, of good, and of neutrality given life and twisted by the laws of the Planes.

Do you know who you are, Jumper? *What* you are, beyond mere flesh and sinew? And do you realize what you could have been… had circumstances, or just your own point of view, been but a little different?
You'll get to know for sure, as out there among the Planes are three individuals that are, in some manner, a reflection of your own self. Each will be a being of considerable power, but their true danger lies not in the injuries they might seek to inflict upon you. Rather, each is a challenge to your philosophy and core beliefs, a foe that might shake your convictions or lay bare the hypocrisies underlying your thoughts that you never considered.
They are a *lesson*, taught not by mere words but your very place in the multiverse… and you might not like what you learn about yourself.

- Pale Incarnations Of A Broken Whole (+300CP)

What once was one has now become many. Much like the Nameless One had part of his very being carved out into a separate entity, or how Ravel's apparent 'branches' can be encountered across Sigil and beyond (if one knows what to look for), you have been split into a multitude of different beings. The exact number of new 'selves' you've become will vary depending on your age and accumulated experiences, but is guaranteed to be at least half a dozen or so - and potentially many more, if you've had a lengthy journey before coming to Sigil. Each fragment carries only a portion of your memories and personality - a manifestation that's largely defined by your desire for knowledge and talent for magic will likely be much more academically inclined than one who's received most of your athletic or direct combat experiences. Likewise, your various powers, skills, and other advantages are divided between each of these facets, with each receiving part of what you might have otherwise held. Note that these fragments are all still 'you', and unlike the Transcendent One they are not antagonistic towards any other by default. That said, the various pieces of your being can have *vastly* different outlooks and perspectives, much like you might have valued or pursued different things at different points in your life. Friction will be commonplace, cooperation difficult, and unity almost impossible… but who knows? Maybe a fresh perspective - or many - is just what you need to find new joy in life.

Your chain will not end due to death if only a small number of fragments are killed, but if your numbers are reduced too far for your mind to ever be rebuilt from their reunion at the end of your time here, death itself may be a preferable alternative…

- Hollow (+300CP)

There is something *missing* inside you, Jumper. Well, one might call you that, but it's not quite accurate, as with this Drawback you'll lose access to any Perks, powers or other advantages you might have brought with you from other jumps. You likewise won't be able to access your Warehouse, effectively leaving you with just your Body Mod and whatever you've bought for your stay here.
Taking this Drawback requires that your Companions, if any, also do so and vice versa.

- Sworn (Variable Reward)

A promise can be harder than steel, and you've made one you probably shouldn't have. You are bound by oath to obey someone else, in word and deed, until their death. While you are not obligated to bring them back from death should they fall, you cannot act to bring them harm in any way, nor otherwise seek to manipulate them into releasing you earlier. Unfortunately, while you owe them your allegiance until their death… much like Deionarra or the undead servants of the Dustmen, your service will not end with *yours*.

For 100CP, the person who holds your life matches your overall philosophy fairly well and tends to respect you. You will experience little conflict or inner turmoil relating to their goals or instructions, though you are still a follower, not a leader.
For 300CP, you will be beholden to an individual or organization (such as one of Sigil's factions) that treats you neutrally overall but where you'll see much more frequent friction in performing your duties due to clashing ideals. The more you struggle against your bonds, the more likely there are to be consequences.
Finally, for 600CP, you'll be bound to someone or something more akin to the Practical Incarnation. You are a tool to be used, a resource to be exploited, and if your death furthers their plans they will not hesitate to sacrifice you. Servitude will be a dangerous ordeal, the punishments for disobedience (real or imagined) as swift as they are cruel.

The one advantage you have, should you try and find a way to escape from one of these masters, is that they are unaware of your nature as a Jumper, and will not realize such unless you clue them in.

- Forgotten Yourself (Variable Reward)

Who are you, beyond just a collection of gathered skills and experiences, if talent made real? With that s Drawback, you might just get to find out… because you'll find yourself with a hard limit on how gifted you can become. Your strength, dexterity, constitution, intelligence, wisdom and charisma will all be limited depending on the severity of this Drawback, and no spells or other methods can lift your potential beyond these levels.

For 100CP, you will be limited to attribute scores with a maximum of *twenty*, enough to still become (or remain) solidly superhuman but with the certainty that many of the more dangerous Planar denizens can still out-fight, out-think or out-talk you.

For 200CP, your attributes will remain no higher than *fifteen* - enough to be above the average, but already falling behind exceptional but otherwise wholly mundane individuals.

Finally, for 300CP you will be stuck with *tens* across the board. You might want to practice your humility, because just about every Berk in Sigil will be better at you in one way or another.

ENDING

So, your time in this wondrous and often bizarre place has come to an end. Ten years, ten lifetimes, however long it might have taken… you now have, once again, a question to answer. Where do you go from here?

Regardless of which choice you eventually make, Drawbacks cease to affect you as usual.

If you are tired of jumping, both across the Planes and further onwards, you may choose to **go home**. You return to your reality of origin with whatever you've acquired on your chain - a little older, a little wiser, and possibly a little crazier as well.
This is the only choice available to you if you died during your time here.

Second, you might opt to **stay** in the Planescape and all its infinite variety. You'll end your chain in this reality, spending the rest of your existence among Modrons, Night Hags and whatever other Planar visitors and Berks call Sigil home.

And finally, there is of course the choice to **move on**. Cross your fingers over your heart, hum a tune, and leap into that portal - more awaits you beyond the edges of the Planes, and you move on to your next jump using whatever system your chain employs.

NOTES

Although the Lady Of Pain bars all ‘Powers’ - i.e. deities - from Sigil, she is primarily opposed to those native to Planescape itself. As such, coming here when you’re already a deity due to Perks or other actions in previous jumps *doesn’t* mean she will act against you on general principle. That said, openly circumventing her decree by flaunting your divine nature or otherwise making a mess of things in Sigil might still see her take offense at your actions and respond accordingly; consider this your only warning. I do not know how powerful you’d need to be to fight the Lady Of Pain on even footing, what you’d need to complete ‘The Last Puzzle’, what happens if you steal her power, or just about anything else involving the Lady and some hare-brained scheme made by the latest overly-ambitious Jumper. If it’s about her, don’t even

bother asking - I'm not going to bother figuring out an answer and will likely just default to '...and then you get sliced into ribbons. Repeatedly.'.

No, there is no option to become the Nameless One. That is intentional, as I feel there is no way to put a Jumper in his position without taking away all that made him interesting or without utterly distorting the core of what Planescape: Torment's story and themes are about. Feel free to join up with him, though; we all have our own torments to bear, and for all I know you'd fit in right alongside Morte, Dak'kon and the others.

For those curious as to what exactly can be a 'key' to the countless portals into, through and out of Sigil and the Planes, some examples seen or mentioned in the game include: a small steel fork, a specific song hummed under one's breath, tracing a semicircle over your heart with your index finger, a handful of literal 'junk', a rat tail, and a regret written on a piece of (your own) torn-off skin.

To put the Bronze Sphere into perspective: the amount of experience granted to the Nameless One by its use would be sufficient to leave a complete novice (first level of any one class such as Fighter or Thief) with enough experience to reach approximately level 11-13 in one class - enough to match or surpass more than a few individuals who consider themselves 'masters'.

Yes, you can Companion facets of your own psyche if you took the 'Pale Incarnations Of A Broken Whole' Drawback. No, I don't know what that will look like.

All else fails, fanwank responsibly and have fun.