

NEW SKILL

Planar Survival (Int)

This skill, when taken, imparts knowledge of one, specific plane of existence. No basher will ever learn about every plane, as there're just too many different environments for a body to fully understand them all.

A character with this skill knows the general characteristics of a particular plane, including a basic understanding of its geography, environment(s), native plants and creatures, and history.

When on that plane, a basher can determine whether something is safe or not. This skill helps a character to know whether a particular plant or creature is edible, if water's safe to drink, if the weather is going to change soon, or even if the gravity is going to change over the next ridge. It also imparts a rudimentary knowledge of the settlements on that plane, how to judge which direction they are traveling in, and some simple rules of etiquette when dealing with that plane's "locals".

Example: The use of this proficiency on the ever-changing plane of Limbo can warn of a sudden rain of fire, a wave of acidic snow, or a blast of poisonous air.

Only known and relatively common dangers can be avoided, for this skill has its basis in the study of established texts. Something not even suggested in a book (because it is too new, too rare, or too remote) is impossible to detect.

Planar Survival doesn't give a body unlimited knowledge about everything she comes across, however. A plane is just too blasted big for a berk to know everything about it, so the DM is still free to throw plenty of surprises at a character with this skill.

When taken as a skill, the character should note which plane this skill applies to (i.e., Planar Survival: Ysgard).

EXPANDED RULES

Chaos Shaping

Fortunately for travelers, the elemental nature of Limbo shapes itself to the will of a basher's mind. Most of the time, a basher uses his conscious mind to cause bits of solid ground or other terrain to form from the soup of Limbo.

Anyone plunged into the plane's soup can make an Intelligence or Wisdom Saving Throw to manipulate Limbo's matter to some extent, as detailed on the table below. The problem is, it all goes away when he sleeps, gets distracted, or just plain forgets.

DC	Radius of Terrain	Type of Terrain
10	100'	Simple (flat meadow, open water)
15	500'	Complex (hills, trees, streams)
20	1 mile	Structures (buildings, streets)
25	10 miles	Complex structures and simple creatures (vehicles, detailed buildings, and native animals)
30	100 miles	Highly complex structures and creatures (no limit to the types of structures and non-unique, native creatures)

Most folk must consciously maintain control of the chaos. Spellcasters who do so may not maintain concentration on spells while controlling the surrounding chaos.

Certain individuals, known as anarchs (see the Planes of Chaos boxed set for more details on anarchs), have the innate ability to shape chaos.

Untrained anarchs use the table as explained above. But those designated as anarchs can learn to maintain the terrain, even when distracted or unconscious.

The trained anarch uses the powers of the subconscious mind to maintain terrain in Limbo. Anarch spellcasters are free to concentrate on spells while shaping chaos.

Portal Feel

Sometimes a planewalker needs to know what's on the other side of a portal or gate before he steps through. A Wisdom Saving Throw allows a cutter a chance to determine the portal's exit point, as detailed below.

A DC 15 Wisdom Saving Throw grants a general feel for safety. By intuition and observation, a planewalker determines whether a given portal leads into a setting or situation of direct and immediate harm. Obviously, this requires the DM's interpretation.

A second, DC 20, Wisdom Saving Throw divines the location of the other end of a gate or portal. The planewalker may not learn the exact site or position, but at the very least the character'll learn the destination plane.

This check doesn't tell the character about the gate key required to open the portal.

Characters proficient in the Arcana, Planar Survival, or Religion skill may use that skill check in place of a Wisdom Saving Throw.

Spell Recovery

When a berk casts a spell on a plane where it won't work - like an illusion on Mechanus, for example - he loses the spell. Spellcasters may can attempt to grab hold of the useless, lost spell before it completely fades from their memory. The DC of this check is 15 + the spell level of the lost spell.

This works only when a spell becomes useless due to the magical conditions of a plane, layer, or realm. Spells that fail simply because of other factors (like Magic Resistance or successful Saving Throws) cannot be recovered this way. Obviously, once a body learns the dark of planar magic, spell recovery checks won't be as frequent, 'cause the berk won't be casting useless spells in the first place.

