

Life has never been easy beneath the crimson sun of Athas, but it wasn't always this cruel, either. Since the death of the Dragon and the birth of the Cerulean Storm, the harsh reality of the burning wastes has been dulled by a new sense of hope and a certain madness of optimism that has spread like sand boils through many of the city-states. How could the people be expected to restrain their joy when sorcerer-kings have fallen, slaves have found freedom, and water bursts from the sky at the amazing rate of two to three times a year in many places?

Don't let the song of freedom or the rain of hope fool you, however. Athas is still a world of savage adventure and swift, gruesome death. It's a world where there are no true gods, where magical energy must be drawn from the living environment, and where death takes many forms — thirst, hunger, heat, wild beast, savage raider, destructive storms, inhuman monsters. Beyond these common threats, Athas itself is dying. Defilers — wizards who plunder the living energy of the world without regard for the destruction they cause — have left Athas a primal, barren landscape where life must constantly struggle to survive.

Fire and sand, blood and dust. This is the DARK SUN® setting. Wizardly magic, a universal feature of every AD&D® setting, is a ravenous beast roaming the Athasian wastelands. Unless it is used wisely, magic devours the life of the land, leaving behind withered vegetation and lifeless ash. Wizards are feared and hated in most regions, and only recently has a city-state given preservers — wizards who draw energy slowly so as not to ravage the land — citizenship and made them welcome.

Psionics, an optional game mechanic in most settings, is a central component of the DARK SUN campaign. Every living thing has a chance to be at least a psionic wild talent, and many follow the Will and the Way of the true psionist.

Clerical magic beneath the crimson sun isn't tied to gods but to the elements of earth, air, fire, and water. By making pacts with these elements and the beings of the elemental planes, clerics receive the power to cast their spells.

The DARK SUN campaign is an ever-changing setting. This is best reflected in the unfolding story that has moved a decade into the future (*DARK SUN Expanded and Revised Campaign Setting*). Now, as Free Year 11 opens for the Free City of Tyr, new challenges and new opportunities rise out of the ruins of the previous decade. The Dragon is dead. Three sorcerer-kings were killed or are missing. New city-states have been found to the north. And in the east, raging over the Silt Sea, the Cerulean Storm boils with lightning, thunder, and torrential rain.

The Wanderer, that mysterious and oft-quoted sage of the wastes, has broken a decade of silence to reveal the secret history of the world and provide the first glimpses of places beyond the Tyr Region. His writing hints of an empire of civilized kreen bent on enslaving all nonkreen races, of lands of black glass where undead kings rule over undead kingdoms, and of bandit nations that hold sway over the deserts of the north. His chronicles also delve into greater detail about some of these locations. One tells of a natural boundary that separates the Tablelands from the savannas to the west (*The Wanderer's Chronicle: Windriders of the Jagged Cliffs*). Here, amid miles-high cliffs and an obscuring mist, live tribes of civilized halflings. With flying ships, living tools and weapons, and little knowledge of what lies beyond their cliffside villages, these halflings bear almost no resemblance to their cousins among



introduction by Bill Slavicsek

the Forest Ridge. Another collection of the Wanderer's writings reveals a place out of time (*The Wanderer's Chronicle: Mind Lords of the Last Sea*). In a valley far to the north of Tyr, an ancient city and its people still live on the shores of a great body of water, ruled over by the triune council of psionists who have protected them for more than 2,000 years — the Mind Lords.

The past year also saw new revelations regarding the wizards of Athas (*Defilers and Preservers: The Wizards of Athas*). Secrets concerning the two types of Athasian wizards came to light, including new spells, hidden knowledge of the mysterious planes known as the Black and the Gray, and details on the mage variations that have arisen in recent days — including the cerulean, the necromancer, and the shadow wizard. Perhaps the most striking news came from the psionists of Athas. Mighty psionic items were unearthed that could tip the balance of power for all time (*Psionic Artifacts of Athas*). Not only were legends and secrets of these psionic artifacts revealed, but a new class of item was discovered — living artifacts.

What does the future hold for Athas? First, online support of the setting shifts into high gear as the next Wanderer's Chronicle appears as an online product exclusive. For just the usual service costs, you'll be able to download *Secrets of the Dead Lands*. Among other articles and adventures, the DARK SUN psionics rules are in for an update, and the year culminates in the massive *Dregoth Ascending* adventure.

Now, more than ever, Athas needs heroes. If the prospects for a better world are to be realized, then human, elf, dwarf, and mul must come together, free citizen and slave alike, to battle for Athas's survival.



Bill Slavicsek designed the revised DARK SUN boxed set and is busy putting the finishing touches on a new line of products for TSR.

Heroes of Athas

Skills & Powers for DARK SUN® setting PCs

by Ed Bonny

The *PLAYER'S OPTION™: Skills & Powers* rules brought to AD&D® campaigns a revolutionary way of customizing character creation. Players are no longer limited to PCs whose abilities match others of the same race and class. These new options fit seamlessly with fantasy worlds like the FORGOTTEN REALMS® or the GREYHAWK® settings. Because of unique races like muls and half-giants, however, they cannot be directly imported to the DARK SUN® campaign. This problem also applies to Athas's unique classes, like the gladiator and defiler, which have no counterparts in other campaigns.

Players creating PCs using this article should have a copy of the *Player's Handbook (PHB)*, the DARK SUN revised campaign setting – containing the *Age of Heroes (AoH)* DARK SUN rulebook and *The Way of the Psionicist (WotP)* reference – and the *PLAYERS OPTION: Skills & Powers* book (*S&P*).

1. Character points

The idea of Character Points (CPs) as the primary step in character creation was first introduced in the *S&P* rules book. Rather than play a standard, rigidly defined PC as given in the *PHB*, each player has a specified number of points to customize his character. The number of CPs allotted for each character depends on the PC's race and class. The expenditure of CPs comes into play when a player pays for racial options, class options, and proficiencies. CPs can also be used in other ways, such as to acquire a new spell, re-roll a missed attack, or grant a second save. For a full list of ways in which to spend CPs, see chapter 1 of *S&P*.

DARK SUN PCs are created using one of six possible methods listed in *AoH*. After a PC has been created, the player selects a background to flesh out the PC's history from one of the generic choices listed in *S&P*, or the player can create a history uniquely tailored to the savage life on Athas.

All PCs using character points receive 3–5 CPs when they reach a new level, starting with the second. Since all DARK SUN characters start the game at 3rd level, extra CPs have already been incorporated into character creation, meaning that the character points a DARK SUN PC would have received at second and third levels have been worked into the character creation process. At any stage of character creation, only 10 points can be retained for use later in the character creation process. Abilities cost 5, 10, 15, or 20 CPs.

2. Ability scores

Once ability scores have been assigned, the player selects the PC's race. After the selection of a race, the player then modifies the PC's ability scores using Table IV: Racial Ability Adjustment, in *AoH*.

As detailed in *S&P*, a PC's ability scores may be split into their appropriate sub-abilities. Players exercising this option for their PCs can increase one sub-ability at the expense of diminishing the other. For each ability score, there can be no more than 4 points difference between the two sub-ability scores. In campaigns using the new DARK SUN tables for Strength and Constitution, players can assign Muscle/Stamina (Strength) and Fitness/Health (Constitution) sub-ability scores by modifying those tables found in *AoH* according to the *S&P* format. Given that Athasian PCs on average possess very high ability scores, it is recommended that sub-ability scores do not exceed racial maximums. **Note:** Some options offer a point increase to one sub-ability score. PCs taking such options are allowed a 5–6 point difference in sub-ability scores.

Table 1: Character Point allotment by race

Race	CP Allotment
Aarakocra	30
Dray	50
Dwarf	30
Elf	55
Half-Elf	35
Half-Giant	25
Halfling	35
Human	15
Mul	30
Pterran	25
Thri-Kreen	45

3. Racial requirements

All PCs are provided with a specified number of character points dependent on their race. These points can be spent to customize a PC from the general skill list provided for each race, or they can be used to purchase the race's standard skill package. Detailed information on all PC races excluding the dray can be found in the revised DARK SUN campaign setting. Information on the dray as a PC race is provided in the *City by the Silt Sea* accessory.

Aarakocra

Racial penalties

Bludgeoning damage: Aarakocra have light and fragile bones that allow them to fly but make them extremely vulnerable to bludgeoning weapons. Aarakocra suffer an additional 1d4 hp damage from bludgeoning weapons.

Enclosed fighting disadvantage: When forced to fight in an enclosed area (any area where aarakocra can't spread their wings and fly), aarakocra receive a -2 penalty to attack rolls.

Racial abilities

Standard abilities: Javelin bonus, tough hide, talon attack

Aim bonus (10): The PC gains +1 to the Aim/Dexterity subability score.

Beak attack (5): The PC can attack with his beak for 1d2 hp damage. An aarakocra combining this option with the talon attack option can make three attacks per round (2 claws/1 beak attack).

Defiler sense (5): The PC character can automatically sense defilers within a 20' radius. This is an instinctual reaction deriving from the aarakocras' historically close association with nature, preserving magic, and the avangion Oronis. Defilers may prevent detection with magical spells.

Dexterous flying (5): The PC is extremely adept at flying and possesses a maneuverability class of B.

Javelin bonus (5): When using a javelin, aarakocra can make a special diving attack with a +4 bonus to attack and double damage. The aarakocra must be proficient in the use of a javelin to use this bonus.

Movement bonus (5): The PC has an increased movement rate of 9 rather than 6 on ground.

Net bonus (5): The PC can create weighted nets for use in aerial combat to drop on opponents with a +1 attack bonus. A successful hit entangles one opponent who cannot engage in combat. Most flying opponents who use their wings that are hit by a net can no longer fly and fall to the ground. A successful Strength check frees an opponent from a net.

Sharper talons (5): The PC's talons are sharper than usual and cause 1d4 hp damage. The character must have talon attack to choose this option.

Talon attack (5): The PC can use his talons in combat, thus allowing two claw attacks per round with no proficiency penalty. A successful attack causes 1d3 hp damage per claw.

Tough hide (10): The PC has a natural AC of 7 due to toughened skin and rigid feather lining.

Dray

Racial penalties

Cold vulnerability: Both first- and second-generation dray are extremely

vulnerable to cold-based attacks, suffering double damage from such attacks.

Bright light vulnerability: Both generations of dray receive a -2 to attack rolls when fighting in areas of bright light such as sunlight.

Racial abilities

Standard abilities: Attack bonus, heat resistance, infravision, natural weapons, tough hide

Attack bonus (5): First-generation dray who select this option receive a +1 bonus to attack and damage rolls when using their natural weapons. First-generation dray must also select Natural Weapons to gain this attack bonus. Second-generation dray receive a +1 attack bonus when using dray-crafted weapons.

Breath weapon (10): Twice per day, the PC can breath out a searing blast of super-heated sand (10' cone) causing 2d8+4 hp damage.

Double mutations (5): The first-generation dray was born with more than one mutation. The PC may roll for an additional mutation on the mutation table.

Dregoth's blessing (10): On extremely rare occasions, Dregoth bestows his special blessing on a newborn second-generation dray. The character is permanently *blessed* as per the priest spell.

Heat resistance (10): The PC has a powerful resistance to heat and fire. Against all forms of fire and heat attacks, the PC suffers only half damage if he fails a saving throw. The PC suffers no damage on a successful saving throw.

Infravision (10): First-generation dray receive infravision up to 60'. Second-generation dray have infravision to 30'.

Mask body heat (5): Drawing on its cold-blooded reptilian nature, the dray can at will mask his body heat to match any background heat, thus rendering him invisible to infravision.

Muscle bonus (10): The PC gains +1 to the Muscle/Strength subability score.

Natural weapons (5): The PC may attack with both natural claws and a bite once per round. A bite causes 1d4 hp damage, while each claw inflicts 1d6.

Prehensile tail (5): The first-generation dray PC can use his tail to pick up and carry small items weighing up to two pounds. If this option is taken with the tail swipe option, the dray's tail can wield weapons of size S with a THACO penalty of -2.

Regeneration (10): The dray has an extremely high metabolism that pro-

First-generation dray mutations

Because of their unstable magical nature, all first-generation dray manifest some sort of mutation (listed below). Players may opt to select a mutation solely for its role-playing effect (having no special game benefit or penalty) or may choose to roll for a random mutation.

Upon selection of a mutation, the player should decide on a possible outward appearance of the mutation. For example, a decreased strength score may cause the dray to appear gaunt and gangly. A mutation is always taken after the player has picked the PC's racial abilities. A mutation, whether beneficial or not, does not cost any CPs.

1d20	Effect
1	A randomly selected limb is human instead of dray (limb has no claws and is AC 10).
2	The PC's scales are thin and soft, causing a penalty of -2 to AC.
3	Strength score reduced by 1d2.
4	Constitution score reduced by 1d2.
5	Intelligence score reduced by 1d2.
6	Wisdom score reduced by 1d2.
7	The PC's claws are razor sharp; claw attacks cause 1d8 hp damage.
8	The PC's scales are thicker, giving him a -2 bonus to AC.
9	The PC's teeth are human; dray has no natural bite attack.
10	The PC's claws are jagged and dull; claw attacks cause 1d4 hp damage.
11	Strength score raised by 1d2.
12	Constitution score raised by 1d2.
13	Intelligence score raised by 1d2.
14	Wisdom score raised by 1d2.
15	The first-generation dray can pass as second-generation dray (stands upright, no tail, no apparent deformities).
16	The PC grows sharp horns on top of his head. A successful head butt causes 1d6 hp damage.
17	Human appearance - The PC can pass for a human (natural AC of 10).
18	Human head - The PC has a completely human head on otherwise dray body (-1 Charisma).
19	Hair - The PC grows coarse, unmanageable hair all over face and body (-3 Charisma).
20	Roll twice for two mutations ignoring any 20s.

motest fast healing. First-generation dray regenerate 1 hp per hour, while second-generation dray regenerate 1 hp per two hours.

Stamina bonus (10): The PC gains +1 to the Stamina/Strength subability score.

Tail swipe (5): First-generation dray can attack creatures from behind with a vicious swing from their tail. The tail attack suffers -4 to hit but causes 1d3 hp damage.

Tough hide (10): The PC has a natural AC of 7. A first-generation dray's AC might change due to subsequent mutations.

Wings (15): The PC was born with large, leathery wings (extremely rare first-generation mutation), allowing an aerial movement rate of 24 with MC D. The wings' size cause ambulatory problems for the dray, reducing ground movement rate to 9.

Dwarves

Standard abilities: Focus bonus, infravision, saving throw bonus

Attack bonus (5): The PC receives a +1 to hit bonus with a weapon of choice.

Fear bonus (5): The stout and hardy PC gains a +2 bonus to all magical and non-magical fear checks.

Fitness bonus (10): The PC gains +1 to the Fitness/Constitution subability score.

Focus bonus (10): The PC receives a bonus when working toward his particular focus. This is a +1 bonus to all saving throws, a +2 bonus to all proficiency checks, and a +10 to all percentile rolls.

Great war yell (10): Thrice per day in battle, the PC can let out a thunderous battle cry that affects all beings in front of the dwarf within 20'. Beings whose hit dice are less than or equal to the dwarf must save vs. spells or be stunned for 1d4 rounds from the force of the yell. A victim who saves is deafened for 1d4 rounds. Beings whose Hit Dice are higher than the dwarf's are unaffected.

Health bonus (10): The PC gains +1 to the Health/Constitution subability score.

Infravision (10): The PC gains natural infravision to 60'.

Metal sense (5): The PC has an innate ability to detect metal within a 30' radius of his location once per day per level.

Muscle bonus (10): The PC gains +1 to the Muscle/Strength subability score.

Regeneration (10): The PC possesses an extremely high metabolism which promotes fast healing. Dwarf regenerates 1 hp an hour.

Saving throw bonus (10): The PC gains a saving throw bonus based on his Constitution ability score as detailed in *AoH*.

Thick skin (10): The PC suffers only half damage from bludgeoning weapons due to extremely thick skin and dense muscles.

Tough hide (10): The PC possesses particularly toughened skin, allowing a natural AC of 8.

Elves

Racial abilities

Standard abilities: Bow bonus, desert surprise bonus, elf run, inbred swiftness, infravision, sword bonus

Aim bonus (10): The PC gains +1 to the Aim/Dexterity subability score.

Balance bonus (10): The PC gains +1 to the Balance/Dexterity subability score.

Bow bonus (5): When using a bow crafted by a member of his tribe, the PC gains a +1 attack bonus.

Cold resistance (5): The PC has a greater resistance to cold, gaining a +1 to saving throws vs. magical and non-magical cold attacks.

Desert surprise bonus (5): In the desert or steppes of Athas, the PC can move with great stealth. As a result non-elves or mixed groups suffer -4 surprise roll penalty when encountering the PC alone or with other elves.

Elf run (10): The PC can run up to 50 miles in a single day, as detailed in *AoH*.

Haggle (5): The PC's sly cunning and entrepreneurial outlook on life enhances all elves' natural bargaining ability. With this option, an elf selling an item is able to command 5-10% more for the item. Likewise, an elf buying an item is able to reduce its cost by 5-10%. If the elf is also a trader, this benefit is added to the PC's fast talking ability (provided that the fast talking option is also chosen) but only when haggling. This bonus is also applied to the bargain proficiency.

Heat resistance (5): The PC has a greater resistance to heat, gaining a +1 bonus to saving throws vs. magical and non-magical fire and heat attacks.

Illusion immunity (10): Elves on the average have a higher intelligence than other races, preventing them from being fooled by magical deceptions and the like. The PC is immune to all natural illusions (e.g., mirages) and first-level illusion magics.

Inbred swiftness (10): The PC receives a bonus to his base movement rate of 12 based on his Dexterity score as noted in *AoH*.

Infravision (10): The PC has natural infravision to 60'.

Sword bonus (5): When using a sword crafted by a member of his tribe, the PC gains a +1 attack bonus.

Kreen enemy (5): The PC's racial hatred of all kreen grants a +2 bonus to damage on attack rolls against thri-kreen, tohr-kreen and trin.

Water conservation (10): The elf's body is extremely efficient in regulating

body heat and the body's need for water. An elf with this option requires only half his daily water requirement dependent upon the type of activity the elf is currently involved in.

Half-elves

Racial abilities

Standard abilities: Animal companion, infravision

Balance bonus (10): The PC gains +1 to the Balance/Dexterity subability.

Animal companion (15): At 5th level, a half-elf can befriend one creature as per *AoH*.

Detect lie (5): Half-elves distrust most societies as they are usually unfeeling if not hostile to half-breeds. Because of their wariness when dealing with people, the PC can see through many falsehoods spoken to him. Once per day, the PC can *detect lie* as the priest spell.

Heat resistance (5): Stemming from his elven ancestry, the PC has inherited a greater resistance to heat, gaining a +1 bonus to saving throws vs. magical and non-magical fire and heat attacks.

Infravision (10): The half-elf has natural infravision to 60'.

Inbred Swiftness (10): The blood of his elven parent runs strong in the PC, who receives a bonus to his base movement rate of 12 according to Dexterity score, just as elves do, as noted in *AoH*.

Racial appearance (5): The half-elf strongly resembles the race of one parent (player chooses which one) and is able to pass as a member of that race most of the time (90% undetectable as a half-elf in a casual setting). If the half-elf comes under scrutiny, this percentage may drop at the DMs discretion. Half-elves that look elven might find acceptance with that parent's tribe.

Racial tolerance (5): Through his greater understanding of elves and humans and by the sheer forcefulness of his personality, the half-elf is better able to overcome the natural prejudices from both elves and humans. The character receives a +4 bonus to all reaction adjustments when dealing with these races.

Survival terrain bonus (5): At 5th level, 7th level, and again at 9th level, the half-elf can add a bonus terrain to his survival proficiency. The half-elf must spend at least one month in the new terrain studying the flora, fauna and geography of the land to gain the bonus terrain. If the half-elf has selected the animal companion option, the half-elf can now also choose an animal from one of these new terrains.

Table 2: Key to source abbreviations

AoH	Age of Heroes (Dark Sun Campaign Setting)
CPS	The Complete Psionics Handbook
CGH	The Complete Gladiators Handbook
DK	Dragon Kings
DPA	Defilers & Preservers of Athas
MLLS	Mind Lords of the Last Sea
TKA	Thri-Kreen of Athas
WotP	Way of the Psionicist (Dark Sun Campaign Setting)
WBW	The Will and the Way
WJC	Windriders of the Jagged Cliffs

* Contact is a bonus proficiency for psionics and a general proficiency for wild talents.

Half-giants

Racial abilities

Standard abilities: Double hit points

Double hit points (15): In any class chosen, the PC uses double Hit Dice rolls when determining hit points. Any bonus for Constitution is added after the Hit Dice are doubled (player cannot select 50% hit point bonus option with this option).

Hit point bonus (10): The PC uses a single die to roll for hit points in his chosen class; however, the PC receives a 50% hit point bonus of the hit die rolled (rounded up) every time new hit points are rolled. Hit point bonuses based on high Constitution scores are added afterward.

Fitness bonus (10): The PC gains +1 to the Fitness/Constitution subability score.

Health bonus (10): The PC gains +1 to the Health/Constitution subability score.

Lessen damage (10): The PC is so large and massive that damage from smaller weapons seems like only a pinprick or a slight irritation. As a result, weapons of size S cause only half damage (rounded down). No hit by a weapon can be reduced below 1hp damage.

Mighty strength (10): The large mass of a half-giant's body enhances the PC's natural strength. This causes any attack to be more accurate and cause more damage. The PC adds a +1 to hit and +2 to damage in addition to any other Strength bonuses.

Psionic resistance (15): The PC receives a boon from his giant heritage providing him with a natural psionic resistance. The PC receives a saving throw vs. spells against any psionic attack from all beings other than giants, half-giants, and humans. If the save is successful, the psionic attack fails.

Smashing blow (10): In battle, a blow from a half-giant can actually knock an opponent down (size M or smaller) from the attack's force, due to the half-giant's tremendous strength, size, and weight. The PC must use either fists or a bludgeoning weapon such as a club or mace to accomplish this effect. The opponent is allowed a Balance/Dexterity check to avoid being knocked down. A downed opponent must spend the rest of the round getting back up on his feet and suffers -2 to AC.

Tough hide (10): The PC possesses extremely tough skin inherited from his giant ancestry, providing the PC with an effective AC of 7. This effect is cumulative with any armor the PC wears.

Halflings

Racial abilities

Standard abilities: Saving throw bonuses, sling bonus, surprise bonus, thrown weapon bonus

Aim bonus (10): The PC gains +1 to the Aim/Dexterity subability score.

Balance bonus (10): The PC gains +1 to the Balance/Dexterity subability score.

Charm immunity (10): The PC's enlightened outlook on life has given them a higher wisdom and a greater insight into the surrounding world than most other peoples. As a result, the PC is immune to all first level charm/enchantment spells.

Cliff climber (5): The PC has an 80% chance success rate when climbing rocky inclines instead of the 40% normally given to unskilled climbers. This is a trait of the Rhul-thaun, civilized halflings living on the Jagged Cliffs. Additionally, the halfling does not suffer the -15% penalty to climb walls that Athasian halflings normally suffer.

Identify plants (5): The PC's close contact with all of nature grants the ability to identify plants as per the druid ability in the PHB.

Jungle stealth (5): In the steamy jungles of Athas, the agile, unencumbered halflings move with great stealth. As a result, non-halflings or mixed groups suffer -4 surprise roll penalty when encountering the PC alone or with other halflings.

Major life shaping (15): The blood of the halfling runs true to his life-shaping ancestors. Once per week, the halfling can cast one of the following life-bestowing spells: *heal*, *regenerate*, or *restoration*. At 12th level, the halfling can use this life-shaping ability three times a week.

Minor life shaping (10): The PC has inherited an ancient ability from ages ago when his people were once masters over life and life-shaping. Once per day, the halfling can heal 2 hp per level of damage to himself or one creature who is deemed worthy of healing. At 9th level, this ability is improved as the halfling's understanding of the forces of life become greater thus allowing the PC to heal 5 hp of damage per level once per day.

Pass without trace (5): In jungle or forest terrains, the PC can *pass without trace* as per the priest spell at will.

Saving throw bonuses (10): The PC receives a saving throw bonus based on his Constitution ability score as per the PHB.

Sling bonus (5): The PC gains a +1 attack bonus when using a sling.

Surprise bonus (5): The PC receives the surprise bonus for halflings as listed in the PHB.

Thrown weapon bonus (5): A halfling employing any type of thrown weapon such as daggers, darts, etc. (but excluding slings) gains a +1 attack bonus.

Vicious bite (5): Acting on his carnivorous nature, the halfling has trained himself to deliver a vicious bite that tears flesh from the victim. A successful bite inflicts 1d4 hp damage. A halfling will bite only edible beings.

Humans

Racial abilities

Attack bonus (5): The PC gains a +1 attack bonus with a weapon of choice.

Damage bonus (5): The PC gains a +1 to all damage caused by a weapon of choice.

Bonus XP (5): The PC receives a 5% bonus on all experience points earned.

Bonus hit point (10/15): The human gains 1 additional hit point whenever new hit points are rolled, if the 10-point option is taken. The 15-point option grants two additional hit points.

Bonus wild talent (10): PC may roll for one extra psionic wild talent in addition to any other wild talents the character possesses. Psionics cannot select this option.

Magic blasted (10): Centuries of exposure to the twisted energies of defiling magic has had an odd effect on some humans. The PC is permanently affected by a modified *detect magic*. At all times, the human can see the magical aura surrounding enchanted items and spell effects provided they are wizardly in origin. The PC also gains the ability to determine whether such magic is defiler or preserver based. Additionally, the PC has become immune to the initiative point loss incurred when in the destructive diameter of a defiler's spell.

Magic resistance (10/15): The PC possesses a minor resistance to magic. The 10-point option grants a resistance equal to 2%/level, while the 15-point option grants a resistance of 3%/level.

Tough hide (10): The human has extremely toughened skin granting a natural AC of 7.

Muls

Racial abilities

Standard abilities: Exertion

Attack bonus (5): The PC gains a +1 attack bonus with a weapon of choice.

Exertion (20): The PC has incredible endurance and can work harder and longer before needing rest than other races, as detailed in the description of muls in *AoH*.

Fitness bonus (10): The PC gains +1 to the Fitness/Constitution subability score.

Health bonus (10): The PC gains +1 to the Health/Constitution subability score.

Infravision (10): A PC with this ability gains natural infravision to 30'.

Magic resistance (10): As the offspring of a non-magical dwarf and a magic capable human, the mul was born with a rare magical resistance equal to 2%/level.

Mighty strength (15): Bred for toughness, muls possess a natural physical strength above and beyond other demihumans their own size. This strength causes all attacks to be more accurate and cause more damage. The PC gains a +1 attack bonus and a +2 damage bonus in addition to any other Strength bonuses.

Popularity (5): Muls are often the celebrated heroes of a city's gladiator arena and in general are admired by a city's populace. In the mul's home city, the PC gains +2 to all reaction encounters. In any other Tyr region city, the PC gains +1 to all reaction encounters.

Regeneration (10): The PC's hardy Constitution heals the PC of 1 hp per every two hours.

Tough hide (10): Inherited from his dwarven side, the PC possesses thick skin and dense muscles allowing a natural AC of 8.

Pterrans

Racial abilities

Standard abilities: Natural attacks, tough hide

Attack bonus (5): The PC receives a +1 attack bonus with any weapon created by pterrans.

Bite attack (5): The PC may attack with a nasty bite causing 1d6 hp damage. If the character selected natural attacks, then the pterrann can attack with both talons and a bite in one combat round.

Earth mother's blessing (10): The PC has been blessed by the elemental powers of earth. If wounded, the pterrann regains 5 hp after a full night's rest (instead of 1 hp) as long as the pterrann sleeps on open ground. This does not include any regenerative powers the pterrann may have from a high Constitution score.

Earth mother's unyielding grip (5): The PC can cast *Maximilian's stony grasp* once per day as per the wizard spell in *ToM*.

Earth mother's vigilance (5): As long as the PC stands on open ground or stone, he can be surprised only on a roll of 1 on 1d10. This includes standing on the first floor of a building's stone floor (e.g., on marble tile) but not any floor above.

Earth mother's warning (5): The PC is instantly informed by the earthen elemental powers of any defiling occurring within one mile. The PC learns the direction and approximate distance from himself of where the defiling occurred.

Hearing defense (5): The unusual structure and location of the pterrann's ear organs protects them from damaging, loud noises. The PC receives a +2 to all saves vs. spells or natural attacks that cause harm through noise

Life path bonus (5): A PC who opts to dedicate himself solely to the Greater Life Path of the pterrann (choosing to be a single class warrior, druid or psionicist) receives a +5% bonus to all XP awards.

Natural attacks (5): The PC can use his talons in combat, thus allowing two claw attacks per round with no proficiency penalty. A successful attack does 1d4 of damage per claw.

Psionic defense (10): Any psionic defense modes that the PC possesses are always considered passively "on" as a natural defense against potential attacks. This costs no PSP expenditure until after the PC is attacked psionically. Once attacked, the pterrann must decide which defenses to "keep on" and pay the appropriate PSPs to maintain each defense until combat ends.

Stealth (5): In jungle or forest areas, the PC's natural coloration serves as camouflage. When the PC attempts to surprise an opponent in this environment, the intended victim suffers a -2 penalty to surprise rolls.

Tough hide (10): The PC's scaly reptilian hide grants the PC a natural AC of 8.

Thri-Kreen

Racial penalties

Inability to swim or climb: Thri-kreen cannot swim or float. A thri-kreen submerged in water drowns in one-third the number of rounds of the thri-kreen's constitution score. Thri-kreen understandably possess an innate fear of large bodies of water. A thri-kreen's arms cannot support its weight, preventing the PC from climbing surfaces, trees, etc.

Vulnerable to humidity: Exposure to long-term humidity can cause a thri-kreen's chitinous shell to rot, possibly adversely affecting the thri-kreen's AC.

Racial abilities

Standard abilities: Antennae sense, dodge missiles, jump, natural attacks, poisonous spittle, tough hide

Aim bonus (10): The PC gains +1 to the Aim/Dexterity subability score.

Antennae sense (5): The PC can use its antennae to help maneuver through brush and grasslands in the dark, lessening the effects of darkness and blindness on melee combat by 1.

Balance bonus (10): The PC gains +1 to the Balance/Dexterity subability score.

Dodge missiles (5): At 7th level, the PC can dodge missile fire on a roll of 9 or better on a 1d20. Only physical missiles can be dodged, not magical effects. Enchanted items apply a penalty to the roll for every plus of their enchantment.

Elven predator (5): The PC relishes elf flesh and always hungers for more. In combat against elves, the mantis warrior gains a +2 to all weapons attacks against elves. An elven predator will never accept an elf into the clutch and sees all elves as delicacies to be savored.

Evolutionary advance (10): This PC's four arms have mutated into wings, allowing flight. Winged thri-kreen fly with a movement rate of 24 and MC E. Winged thri-kreen cannot attack with their wings but can still bite normally if the natural attacks option is taken.

Hunting bonus (5): If the thri-kreen is hunting prey for consumption, the mantis warrior gains a +1 attack bonus with natural weapons.

Jump (5): Upon reaching 3rd level, the PC can jump 20' straight up or 50' forward. Thri-kreen cannot jump backward.

Natural attacks (5): The PC must select this option to use his natural claw and bite attacks. A claw causes 1d4 hp damage while a bite inflicts 1d4+1 hp damage. Once per round, the thri-kreen can bite once and attack with all four claws.

Pheromone speech (5): The PC can transmit non-verbal messages to all kreen within 20' with the release of pheromones. Such messages are limited to simple 1-2 word commands such as "stay back," "prey near," "retreat," or "attack now." Kreen receiving a pheromone message are under no obligation to obey the sender. This effective means of communication can aid in

coordinating attacks or strategies among friendly kreen.

Poisonous spittle (5/15): At 5th level, the PC develops a venomous saliva. A bitten victim must save vs. paralyzation or be paralyzed for a number of rounds as detailed in *AoH*. If the 1-point option is taken, the thri-kreen's poisonous bite is also caustic and causes 2d4 hp damage in addition to its paralytic effect (successful save causes no paralyzation and only half damage).

Psionic resistance (15): The insectoid nature of the PC is more alien than most to attacking psionicists. The PC receives a saving throw vs. spells against psionic attacks from non-kreen or non-insect type beings. If successful, the psionic attack fails.

Quicker movement (5): The PC has a base movement of 21.

Tough hide (10): The tough chitinous carapace of the PC provides the mantis warrior with an AC of 5.

4. Character classes

Each class has a standardized package of abilities found in *AoH*, which is also duplicated here for easy reference. Players may opt to take the standard list of skills or choose to customize their PCs using the powers listed here. More information concerning each class (physical descriptions, allowable weapons/armor, level limits, level limits, minimum requirements, and racial restrictions) is also found in *AoH*.

Sub-class	CP Allotment
Fighter	45
Gladiator	50
Ranger	55
Defiler	40
Preserver	55
Cleric	45
Druid	60
Templar	60
Bard	90
Thief	80
Trader	80
Psionicist	110

Warriors

Using the rules in the revised boxed set, each warrior rolls 1d4 and adds that number to his Strength ability score. The PC's new Strength score may also be divided into sub-ability scores. No Strength score, however, can rise above 24 with this bonus.

Optional restrictions

All sub-classes of warriors can gain

bonus CPs to spend on abilities appropriate to their sub-class by accepting the following voluntary restriction on normal abilities:

Limited armor (+5/+10): Warriors who choose the 5-point restriction limit their armor to scale mail, hide armor, or lighter. The 10-point restriction may be taken by warriors who decide never to wear armor. All warriors may still use shields.

Limited weapon selection (+5): A warrior with this restriction is limited in the choice of weapons. The warrior selects weapons from only one of the following groupings: melee weapons only (no missile weapons); bludgeoning weapons and sling-type weapons; weapons allowed the psionicist class (hand crossbow, dagger, dart, dirk, knife, scourge, sickle, short sword, and wrist razor).

Fighter abilities

Standard abilities: Attract followers, commanding presence, defensive constructions, teaching ability, and war machines.

Attract followers (10): Beginning at 10th level, the PC attracts followers as described in *AoH*. The PC must also have commanding presence to choose this option.

Commanding presence (10): The PC can effectively command large numbers of troops at 7th level, as per *AoH*.

Defense bonus (10): The PC is adept at fighting unarmored, thus lowering AC by two when not wearing armor.

Defensive constructions (10): At 6th level, the PC can supervise the construction of military defenses as per *AoH*.

Greater hit points (10): The PC rolls d12 for hit points.

Inspiring leader (10): As long as the PC is at the front of a combat, he and his compatriots gain +1 to all attack rolls and suffer no morale penalties.

Multiple specialization (10): The PC can specialize in multiple weapons. The PC must pay the initial CPs to become proficient with each weapon as well as the additional CPs required to specialize.

Teaching ability (5): At 3rd level, a fighter can train students to be proficient in any weapon the fighter has specialized in as listed in *AoH*.

War machines (10): At 4th level, the PC can operate heavy war machines, including bombardment engines, crushing engines, and siege towers.

Weapon specialization (5): The PC can specialize in a single weapon. The

CP cost for acquiring the specialization must be met in addition to paying for this option.

Gladiator abilities

Standard abilities: Armor optimization, attract followers, automatic weapon proficiency, multiple specialization and unarmed combat.

Arena opponent (5): The gladiator has been trained in the arena to fight one particular race of demi-humans or humanoids with greater finesse, granting the gladiator a +2 to hit on all attack rolls against that race.

Armor optimization (10): As the gladiator advances, he learns to move and position armor so it absorbs blows better than normal. For every 5 levels of experience, the gladiator gains a +1 AC bonus, provided the gladiator is wearing some form of armor, as per *AoH*.

Attract followers (10): A gladiator attracts followers when he reaches 9th level, as detailed in *AoH*.

Automatic weapon proficiency (15): The gladiator is automatically proficient in all weapons, as per *AoH*.

Critical kill (10): The PC has been specially trained to deliver crippling if not fatal blows in combat. If he strikes a human, demi-human, or humanoid opponent with a weapon in which he specialized and the player rolls four or more higher than the required attack roll, the PC causes double damage.

Feign death (5): The PC has learned to fake his death and thus hopefully end a combat without being slain. Once per day, the PC can *feign death* as per the wizard spell.

Greater hit points (10): The PC rolls a d12 for hit points.

Local hero (5): The PC is considered a hero in any city where he has fought more than five arena combats and won. The PC is instantly recognized and treated as a local celebrity. Shopkeepers lower prices by 15–25% for the PC to show the populous that the "city hero" prefers their stores. Lower-class citizens follow the gladiator around the city, hoping for some display of bravado or a piece of his cloak, hair, etc. Templars and local officials turn a blind eye to minor infractions. The gladiator gains a +4 to all reaction rolls in the city. Of course, if the gladiator commits a serious crime, the populace may turn against their local hero, depending on the nature of the offense.

Multiple specialization (10): A gladiator can specialize in multiple weapons

as a reward for years of training and discipline. The gladiator must pay the initial CPs to become proficient with each weapon, as well as pay the additional CPs required to specialize.

Patron (10): At 7th level, the PC's successes in the arena have attracted the attention of a wealthy patron. The patron pays for luxurious food and lodging for his gladiator and supplies a generous allowance (10 times the gladiator's level in gold pieces per month) provided that the gladiator fights and wins in any city arena four times a year. Only death frees a gladiator from this obligation. A gladiator who does not live up to his end of the bargain (by continual losses or refusing to fight) is marked for assassination by the patron.

Unarmed combat (5): The gladiator is an expert at unarmed combat as per *AoH*.

Weapon specialization (5): The PC can specialize in a single weapon. The CP cost for acquiring the specialization must be met in addition to paying for this option.

Ranger abilities

Standard abilities: Attract followers, empathy with animals, elemental priest spells, hide in shadows, move silently, special enemy, two-weapon style, and tracking ability.

Animal bond (10): With extensive training, the PC has forged a unique, almost symbiotic bond with a particular animal. When fighting alongside his animal, both ranger and animal gain a +1 to all attack rolls and a +1 bonus to AC, as the two are effectively able to coordinate attacks on a primitive level. A ranger is allowed to have only one trained animal at a time.

Attract followers (10): At 10th level, the PC begins to attract followers as per *AoH*.

Bow bonus (5): The PC gains a +1 attack bonus when using any bow.

Empathy with animals (5): When dealing with a domestic or non-hostile animal, the PC can approach and befriend it automatically. A ranger's adeptness with both trained and untrained animals is presented in the *PHB*.

Elemental empowerment (10): The PC's elemental spells have either a double effect or double duration. The ranger must also select the elemental priest spells option.

Elemental resistance (5): At 8th level, the PC is rewarded by the elemental powers he worships and receives +2 to

all saves against attacks from his chosen element.

Elemental priest spells (10): Starting at 8th level, the PC can learn priest spells from one elemental sphere of his choice as per *AoH*.

Hide in shadows (5): The ranger can hide in shadows as described in *AoH*.

High wisdom bonus (5): The PC receives bonus spells for high wisdom the same as priests.

Move silently (5): The PC moves silently as described in the *PHB*.

Pass without trace (5): The ranger can *pass without trace* as per the priest spell.

Special enemy (10): The PC may pick one species enemy. Against a species enemy, the PC gains a +4 attack bonus. A PC will always attack a species enemy first, possibly ignoring other, deadlier threats.

Speak with animals (5): At 5th level, the PC may *speak with animals* twice per day as the druid ability.

Two weapon style (5): The PC can fight with two weapons and suffer no penalties to his attack rolls. Excluding thri-kreen rangers, no shield can be used when a ranger fights in this manner.

Tracking ability (5): The PC receives the standard ranger tracking ability as per the *PHB*.

Weapon specialization (10): The PC can specialize in a single weapon. The CP cost for acquiring the specialization must be met in addition to paying for this option.

Wizards

Optional restrictions

A wizard can gain bonus points to spend on the above abilities by accepting the following voluntary restrictions on normal abilities:

Limited magical item use (+5): A wizard with this restriction disdains enchanted items and refuses to use magical items from certain categories: potion-fruits/oil-fruits/scrolls; rings/rods/staves/wands; miscellaneous magic; magical weapons/magical armor. The wizard gains 5 points for each restriction selected.

Defiler/preserver abilities

Standard abilities: The standard options for both defilers and preservers grants them access to all eight schools of magic plus the Path Bonus option. The Threefold Path that all Athasian wizards follow is detailed in *Defilers & Preservers of Athas*.

Notes on defilers: All defilers gather spell energy as per the Gathering Spell Energy Through Defiling Magic table in *AoH*. This ability and the Path Bonus option are free for defilers and do not cost any CPs. While this might initially appear as a boon for defilers, it is not. The vile nature of defiling locks defilers into a rigid way of handling magic, thereby limiting the options available to them as a sub-class (thus explaining the differing starting amount of CPs given to defilers and preservers). Defilers continue to suffer a loss to Charisma from the defiling taint, as per *AoH*.

Access to schools: It costs 5 points per school to which the preserver or defiler has access. Normally, wizards spend 40 points to cast spells from all eight standard schools: abjuration, alteration, conjuration/summoning, enchantment/charm, divination, illusion/phantasm, invocation/evocation and necromancy.

Armored wizard (10): The PC may wear scale mail, hide armor, or lighter and still be able to cast spells.

Automatic spells (5): When a PC with this option gains access to a new level of spells, the PC automatically gains a spell of choice from that level.

Block defiling (5): Using his special understanding of magical energy and its connection to all life, the PC can attempt to prevent a defiler from leeching the life-force of the land by temporarily severing the defiler's ability to tap that life-force. The defiler is allowed a save vs. spells. If failed, the defiler can power spells only with his own life energy at a rate of 1 hp per spell level for the next 24 hours. A successful save indicates that the defiler is unaffected. A wizard may attempt this once per day.

Constitution adjustment (5): The PC uses the constitution-based hit point bonus allowed to warriors.

Detect magic (5): PCs purchasing this ability can *detect magic* once a day for every 3 levels.

Greater hit points (10/20): The 10-point option allows the PC to use d6 when rolling for hit points. A PC selecting the 20-point option rolls a d8 for hit points.

Hide in shadows (5): Despised and hunted by most of the world, the PC has learned to escape detection by hiding. The wizard can hide in shadows as a ranger of the same level.

Path bonus (15): The wizard receives a +15% bonus to his chance of spell

learning from spells belonging to his "path" (Path Sinister for defilers and Path Dexter for preservers). Regardless of whether this option is taken, all wizards suffer a -15% penalty when learning spells from the opposing path. All wizards learn spells from the Path of Concurrence without penalty or bonus. This option is automatically taken free of CP cost by all defilers and cannot be substituted for any other option.

Read magic (5): PCs purchasing this ability can *read magic* once a day for every 3 levels.

Sacrifice (5): The PC can voluntarily substitute his own life force to power defiling spells at the rate of 1 hp per spell level provided that the wizard is within 100' from where the defiling occurs. This sacrificing prevents the land from being defiled. However, a wizard can never die from sacrificing (e.g., never be reduced below 1 hp). This option is open to both preservers and defilers.

Warrior wizard (10): The PC uses the rogue's THACO in melee.

Weapon specialization (10): PC can specialize in a single weapon. The CP cost for acquiring the specialization must be met in addition to paying for this option.

Priests

Elemental cleric abilities

Standard abilities: As a granted ability, the cleric naturally has major access to his chosen elemental sphere (no CP cost). The standard Athasian cleric has the following abilities: Gate element, ignore element, cosmos sphere access - minor, and turn undead. DMs using the clerical powers in the *Earth, Air, Fire & Water* should consider these abilities as a free bonus from the elemental powers.

Cosmos sphere access - Minor (10): The PC is granted minor access to spells from the sphere of Cosmos.

Cosmos sphere bonus (5): If the PC takes the sphere of cosmos - minor option, he now gains access to 4th-level spells from that sphere.

Elemental spell bonus (10): The PC casts elemental spells as if two levels higher with regard to duration, range, area of effect and the spell's effects (i.e., damage, number of creatures affected, etc.).

Elemental wizard spells (10): The PC has access to all wizardly magics of his chosen element. A list of wizard spells by element can be found in the *Tome of Magic* and *PLAYER'S OPTION: Spells & Magic*.

Gate element (10/15): At 7th level, the PC can gate in 1 cubic foot per level above 6th level of his chosen element as per *AoH*. The 15-point option allows a cleric at 7th level to gate in 1 cubic foot of his element per level possessed.

Greater hit points (10): The PC rolls d10 for hit points.

Ignore element (10/15): At 5th level, the PC can ignore his chosen element for as many rounds as levels possessed once per day. The 15-point option allows the cleric to ignore his element for one turn per level per day.

Sacrifice (5): A cleric with this option powers defiling magic performed in the cleric's presence with his own single weapon. The CP cost for acquiring the specialization must be met in addition to paying for this option.

Druid abilities

Standard abilities: conceal, cosmos sphere access: major, elemental sphere access - major, elemental sphere access - minor, shapechange, speak with animals, speak with plants and sustenance.

Conceal (5): On his guarded lands, the PC can remain concealed against normal forms of detection. The PC cannot move or cast spells while concealed.

Cosmos sphere access - major (10): The PC gains major access to the sphere of the Cosmos.

Cosmos sphere access - minor (5) The PC gains minor access to the sphere of the Cosmos.

Defiler knowledge (5): The Spirit of the Land immediately informs the PC when and precisely where a defiler has entered the druid's guarded lands.

Elemental sphere access - major (10): The PC gains major access to one elemental sphere of spells provided that the chosen element is associated with the druid's guarded lands. Note that a druid choosing a minor elemental sphere must select an element different from the major elemental sphere.

Elemental sphere access - Minor (5): The PC gains minor access to one elemental sphere of spells provided that the chosen element is associated with the druid's guarded lands.

Magic resistance (10): The Spirit of the Land provides the druid with a magic resistance equal to 2% per level of the druid.

Return to guarded lands (10): Once per week, the PC can *teleport* back to his guarded lands from anywhere on Athas. This ability takes one round and allows only one-way travel to the guarded lands.

Sacrifice (5): A PC with this option absorbs all damage caused to his guarded lands by defiling spells. This ability is always on and affects the PC wherever he is on Athas. The PC suffers 1 hp of damage per level of the defiling spell to be powered and can be killed by powering defiler magic in this way.

Shapechange (10): At 10th level, the PC can shapechange three times per day into creatures common to his guarded lands, as per the *AoH*.

Speak with animals (5): At 3rd level, the PC can speak with animals on his guarded lands. At 7th level, the PC can speak with all animals regardless of location.

Speak with plants (5): At 5th level, the PC can speak with plants on his guarded lands. At 9th level, the druid can speak with all plants regardless of location.

Strength from the spirit (5): Once per week, the druid may draw on the strength of the Spirit of the Land to temporarily raise his Strength score to 25 for 1 turn + 1 round per level.

Sustenance (5): As long as the PC remains on his guarded lands, the character does not need to eat or drink, as he now draws nourishment and life-energy from his guarded lands.

Templar block (5): The PC and the Spirit of the Land seek to weaken sorcerer-kings wherever possible. A templar on the druid's guarded lands is effectively cut off from his Sorcerer-King and cannot request new spells. The templar can still cast any spells already memorized.

Weapon specialization (15): The PC can specialize in a single weapon. The CP cost for acquiring the specialization must be met in addition to paying for this option.

Templar

Standard abilities: Accuse, command undead, create scrolls and potions, enter house, judgment, order slave/pass judgment, palatial access, pardon, requisition soldiers, spells from the sorcerer-king, and treasury use.

Accompaniment (5): At 8th level, the PC is allowed to take an accompanying person into any area that the templar has access to without being refused.

Accuse (5): At 4th level, the PC can accuse a freeman of disloyalty (or similar crimes) with no regard for evidence. At 10th level, the PC can now accuse a noble. The accused can be locked up in the city dungeons for as long as the templar desires.

Templar spell progression

Templar Level	1	2	3	4	5	6	7
1	—	—	—	—	—	—	—
2	1	—	—	—	—	—	—
3	1	1	—	—	—	—	—
4	2	1	—	—	—	—	—
5	3	2	—	—	—	—	—
6	3	2	1	—	—	—	—
7	3	2	2	—	—	—	—
8	3	3	2	1	—	—	—
9	3	3	3	1	—	—	—
10	3	3	3	2	—	—	—
11	4	3	3	2	1	—	—
12	4	4	3	3	1	—	—
13	4	4	4	3	2	—	—
14	5	5	4	4	2	1	—
15	6	6	5	5	3	2	1
16	7	7	6	6	4	3	1
17	7	7	7	7	5	4	2
18	8	8	8	8	6	4	2
19	9	9	9	9	7	5	3
20	9	9	9	9	9	6	4

Bounty hunt (5): For the express purpose of hunting outlaws, a templar who has requisitioned soldiers may take them out of the city for a number of weeks equal to the templar's level.

Close establishment (5): At 5th level, the PC can close any establishment or market on any charge levied. No evidence need back up this charge. The establishment is closed until the PC decides it can reopen.

Command undead (5): The PC can command undead. Up to 12 undead can be commanded. A "T" result means the undead automatically obey the PC, while a "D" means the undead become completely subservient to the templar until turned, commanded, or destroyed.

Create scrolls and potions (5): At 6th level, the PC can create scrolls. At 8th level, the templar can create potions.

Enter house (5): At 2nd level, the PC can enter the house of any freeman without being refused. If the occupants refuse, they risk the wrath of the templar and possible legal actions against them.

Imprison templar (5): At 6th level, the PC can order the imprisonment of any templar at least 5 experience levels beneath him. An imprisoned templar must be tried within one week or released. A released templar cannot be arrested again by the same templar more than once a year.

Judgment (5): At 7th level, the PC can pass judgment on a freeman. At 15th level, the PC can pass judgment on a noble. The person judged must be at least two levels lower than the templar. Judgment can take any form such as torture, imprisonment, execution, etc. that the templar sees fit. No evidence is needed to support this judgment.

Legislation (5): At 7th level, the PC can introduce and pass minor laws that take

effect immediately. Most often, the laws solely benefit the templar or his associates such as a personal tax exemption, free land grant, personally assigned guards, etc. These laws are usually kept quiet and are often ruled illegal should another person of influence learn of their existence and cause a fuss.

Order public works (5): At 9th level, the PC can direct the building of a public work. The work must serve some public service, but it can also have secondary purposes that might benefit the templar (i.e., laboratory, secret hideout). The PC may spend 20 times his level in gold per month in costs that go to paid labor, slaves, materials, etc. Extra gold is held over for next month's costs. Any public work that takes more than 24 months to complete is considered a drain on the city-state and is taken over by an appointee of the sorcerer-king.

Order slave/pass judgment (5): The PC can order any slave to do his bidding at any time. Failure usually results in the slave's immediate execution at the templar's hands. The rank of the slave's owner is not a concern.

Palatial access (5): At 5th level, the templar gains access to all areas of the sorcerer-kings palace and temples that were previously denied, such as libraries and council chambers. Orders forbidding access from high-level templars must be obeyed however.

Pardon (5): At 17th level, the PC can pardon any condemned man. Only the sorcerer-king can nullify these pardons.

Requisition soldiers (5): At 3rd level, the PC can call up to 1d4 soldiers per level at any time. These soldiers are all 1st-level fighters except for one 2nd-level supervisor. The soldiers cannot be ordered to leave the city without the express permission of the sorcerer-king.

Reverse decision (10): At 10th level, the PC can reverse the decision or act of any other templar that is at least two levels lower than the PC.

Spells from the sorcerer-king (10): The PC receives major access to the sphere of Cosmos and all elemental spheres as a result of his direct link with his sorcerer-king.

Summon templars (10): At 5th level, the PC can call upon 2d4 templars to assist him in some pressing matter within the city (riots for water, food, etc.). Templars are of varying levels but all are at least one level below the summoning templar. The summoned templars try their best to deal with the matter at hand but most likely flee a deadly situation rather than die.

Treasury use (5): At 6th level, the PC can draw on city funds in gold pieces once per month. The number of gold pieces that can be drawn is equal to the templar's level times a roll of 1d10 and then again multiplied by 10.

Weapon specialization (15): The PC can specialize in a single weapon. The CP cost for acquiring the specialization must be met in addition to paying for this option.

Rogues

All Rogues have access to any standard Rogue thieving skill listed below provided that each skill is paid for with CPs.

Rogue thieving skills: 55 points

The initial values of each Rogue skill and its racial modifiers are detailed in *AoH*. Modifiers based on Dexterity and armor worn are found in the *PHB*. These skills can be improved as the rogue advances in level, but these improvements vary according to class. Bards and traders add nothing to their base skill values at first level; however, each time a bard or trader advances a level, the player receives 20 points to distribute among these skills (no more than 10 points can be assigned to a single skill). Bards may not raise any skill above 95%, while traders may not increase any skill over 80%. Thieves receive 30 points per level starting at first level and have no restrictions on the distributions of those points. Since DARK SUN PCs do not start at first-level, all rogues have additional points dependent on their sub-class to distribute when starting out.

Bribe officials (5): The PC can bribe an NPC with gifts of money or merchandise to sway the NPC's reaction as listed in *AoH*.

Climb walls (5): The PC can climb smooth or vertical surfaces.

Detect noise (5): The PC can hear sounds that others normally cannot.

Escape bonds (5): The PC has a chance to break out of bonds as per *AoH*.

Find/remove traps (5): The PC can attempt to locate and disarm traps.

Forge documents (5): This ability allows the PC to forge documents as per *AoH*.

Hide in shadows (5): The PC can try to hide amongst the shadows.

Move silently (5): At one-third movement rate, a rogue can attempt to move without making a noise.

Open locks (5): The PC has learned the art of lockpicking.

Pick pockets (5): The PC can attempt to pick pockets.

Read languages (5): The PC can attempt to read unknown languages.

Bard

Standard abilities (in addition to all standard Rogue skills): Alter moods, history, master of poisons, and rally friends

Alter moods (5): A bard can influence reactions as described in the *PHB*.

Charm person (10): Once per day, the bard can cast a *charm person*. At 9th level, the bard can cast *charm monster* instead of *charm person*, once per day.

Charm resistance (10): As a master of wily charms, the bard is better able to discern charming attempts against her. The bard gains a +2 to all charm/enchantment spells and effects.

Detect poison (10): Twice per day, the PC can detect poison. The bard has a 10% chance per level to identify the precise type of poison. A second successful check lets the PC know of any antidote that could counteract the poison.

History (10): The PC knows a "little bit of everything," as described in the *PHB*.

Master of poisons (15): The PC has learned to be a master of poisons both in their manufacture and use as per *AoH*.

Musical assault (5): The PC can play a musical instrument at such an ear-rending pitch so as to cause 2d4 hp damage to all within 30'. It takes two rounds of non-stop playing to reach the painful notes, at which point the instrument has a 50% of breaking for each round of continual, agitated play. Once broken, the instrument is rendered useless.

Poison resistance (10): The PC receives a +2 to all poison saves.

Rally friends (5): Music, stories, and poetry performed by the PC can be inspirational, as per the *PHB*.

Weapon specialization (10): The PC can specialize in a single weapon. The CP cost for acquiring the specialization must be met in addition to paying for this option.

Thief

Standard abilities (in addition to all standard thieving skills): Backstab, patron, scroll use.

Backstab (10): The PC can attack an opponent with a vicious backstab as detailed in the *PHB*.

Backstab bonus (5): A PC who has chosen Backstab now attacks with a +6 to all backstab attacks.

Defensive bonus (10): An unarmored and unencumbered thief gains a +2 to his AC.

Detect illusion (5): The PC has a 5% chance per level of detecting illusions once per day.

Greater hit points (10): Thief rolls d8 for hit points.

Patron (10): For every level beyond 9th, the PC has a 5% chance per level of attracting a patron as detailed in *AoH*.

Scroll use (5/10): At 10th level, the PC can use magical spell scrolls. If the 10 point option is used, the thief can read scrolls at any level. Consult the table below to determine the success rate when a thief tries to read a scroll. If the attempt fails, the spell usually backfires with oftentimes disastrous results.

Thief Level	% Chance
1-2	10%
3-4	20%
5-6	30%
7	40%
8	50%
9	60%
10	70%
11 & up	80%

Weapon specialization (15): The PC can specialize in a single weapon. The CP cost for acquiring the specialization must be met in addition to paying for this option.

Trader

Standard abilities (in addition to all standard thieving skills): Attract agents, fast talking, and new languages

Attract agents (10): At 10th level, the PC attracts agents as per *AoH*.

Danger sense (5): As a master of the art of trading and dealing in all sorts of sticky situations, traders are innately able to perceive when they are being "set-up" (8% chance per level of discern-

ing that a set-up is underway). Set-ups can include but are not limited to: false deals where the trader is to be cheated of merchandise or given shoddy merchandise; an undercover templar trying to purchase contraband; ambushes, etc. The PC does not learn how he is being set-up, only that he is being set-up.

Discern fakes (10): The PC can automatically discern precious gems and other valuables from clever fakes. This includes fake valuables created by magical means.

Fast talking (5): The trader is able to fast-talk his way through deals, scams, sticky situations, etc. as per *AoH*.

Greater hit points (10): The PC rolls d8 for hit points.

New languages (10): At every third level, the PC learns a new language which is added to his list of proficiencies.

Traveling lore (5): As a person who travels the tablelands over and over selling wares and swapping secrets, the PC comes to know the ins and outs of the cities and villages he visits. Within the Tyr region or along trade-routes, the trader has a 10% chance per level of knowing (or discovering) the location of local contacts, safest contacts, closest villages, oases, rare plants & minerals, etc.

Weapon specialization (15): The PC can specialize in a single weapon. The CP point cost for acquiring the specialization must be met in addition to paying for this option.

Psionicists

Optional restrictions

A psionicist can gain bonus CPs to spend on the above abilities by accepting the following voluntary restrictions on normal abilities:

"No armor" restriction (15): PCs with this option refuse to wear any armor choosing instead to employ psionic powers to augment their natural defensive abilities.

"No weapons" restriction (15): PCs who are purists regard the mind and body as the ultimate weapon. They disdain the use of any unnatural weapons, preferring their natural weapons and psionic abilities. A psionicist who refuses all weapons receives this bonus.

Standard abilities: All disciplines, all defense modes, all attack modes, and student followers.

Access to disciplines (10/50): Each discipline costs 10 points or 50 points for all five.

Table X: Nonweapon proficiencies

Proficiency	Point cost	Initial rating	Ability score	Source
General				
Bargain	3	7	Wisdom/Willpower	AoH
Bribery etiquette	3	7	Wisdom/Intuition	DPA
Chitinworking (Thri-Kreen)	2	9	Dexterity/Aim	TKA
Cliff fighting (Halfling)	4	n/a	Dexterity/Balance	WJC
Contact*	5	n/a	Wisdom/Willpower	AoH
Defensive tactics	4	6	Wisdom/Intuition	DPA
Gardening	2	7	Intelligence/Knowledge	DPA
Heat protection	4	6	Intelligence/Knowledge	AoH
Intimidation	2	7	Charisma/Appearance	DPA
Mediation	3	6	Charisma/Leadership	DPA
Life shaping (Halfling)	4	n/a	Intelligence/Knowledge	WJC
Mental armor	4	n/a	Wisdom/Willpower	AoH
Prestidigitation	3	7	Dexterity/Aim	DPA
Psionic detection	4	5	Wisdom/Intuition	AoH
Psychic detection	4	5	Wisdom/Intuition	W&W
Ritual knowledge (Halfling)	2	n/a	Intelligence/Reason	WJC
Sailing	2	6	Dexterity/Balance	MLLS
Sailboarding	3	5	Dexterity/Balance	MLLS
Sign language	2	8	Dexterity/Aim	AoH
Surfing	4	5	Dexterity/Balance	MLLS
Teaching	2	8	Charisma/Leadership	DPA
Tending (Halfling)	3	6	Wisdom/Intuition	WJC
Water find	3	6	Intelligence/Knowledge	AoH
Windancing (Halfling)	3	n/a	Wisdom/Intuition	WJC
Windriding (Halfling)	4	n/a	Intelligence/Reason	WJC
Warrior				
Arena acting (Glad.)	2	7	Charisma/Appearance	CGH
Armor optimization	2	6	Dexterity/Balance	AoH
Dirty tricks (Glad.)	3	6	Wisdom/Intuition	CGH
Massage (Glad.)	2	8	Dexterity/Aim	CGH
Tactics	2	7	Intelligence/Knowledge	AoH
Taunting (Glad.)	2	7	Wisdom/Willpower	CGH
Weakness identification (Glad.)	4	6	Wisdom/Intuition	CGH
Weapon improvisation	2	6	Wisdom/Intuition	AoH
Wizard				
Lens crafting	4	5	Intelligence/Knowledge	DPA
Path lore	4	6	Intelligence/Knowledge	DPA
Planes lore	4	5	Intelligence/Knowledge	DPA
Planetology	3	6	Wisdom/Intuition	DPA
Psionic mimicry	3	6	Intelligence/Reason	DPA
Sensory alteration	3	6	Intelligence/Knowledge	DK
Spellweaving	2	8	Dexterity/Aim	DPA
Somatic concealment	2	5	Dexterity/Aim	AoH
Priest				
Bureaucracy	3	8	Charisma/Leadership	AoH
Planes lore	4	5	Intelligence/Knowledge	DPA
Planetology	3	6	Wisdom/Intuition	DPA
Psionic mimicry	3	6	Intelligence/Reason	DPA
Somatic concealment	2	5	Dexterity/Aim	AoH
Rogue				
Information gathering	2	6	Intelligence/Knowledge	AoH
Psionicist				
Crystal focus	3	6	Wisdom/Willpower	W&W
Harness subconscious	4	6	Wisdom/Willpower	WotP
Hypnosis	3	7	Charisma/Leadership	CPS
Lens crafting	4	5	Intelligence/Knowledge	DPA
Meditative focus	3	5	Wisdom/Willpower	WotP
Planes lore	4	5	Intelligence/Knowledge	DPA
Planetology	3	6	Wisdom/Intuition	DPA
Power manipulation	5	5	Intelligence/Reason	W&W
Psionic lore	2	6	Intelligence/Knowledge	W&W
Rejuvenation	3	6	Wisdom/Intuition	WotP

Attack modes (5/25): The PC selects one attack mode for each five points expended (Ego Whip, Id Insinuation, Mind Thrust, Psionic Blast, Psychic Crush).

Defense modes (5/25): The PC selects one defense mode for each five points expended (Intellect Fortress, Mental Barrier, Mind Blank, Thought Shield, Tower of Iron Will).

Greater hit points (10): The PC uses d8 for hit points.

Mental expertise (10): The PC is highly skilled in the use of one power from each of the disciplines. The PC pays only 50% of the cost to use one specified science or devotion from each discipline. Once a power is selected, the psionicist cannot change it to another one.

More PSPs (10): At every level advancement, the PC rolls 4d4 for more PSPs in addition to what is normally rolled for.

Psionic powers bonus (10): At 3rd level and every 3rd level thereafter, the PC can select one bonus devotion. At 5th level and every 5th level thereafter, the psionicist can add a bonus science. Bonus psionic powers must belong to the psionicist's primary discipline.

Student followers (10): The psionicist receives student followers as described in *WotP* or *S&P*.

Warrior psionicist (10): The PC uses the warrior THACO table.

Weapon specialization (15): The PC can specialize in a single weapon. The CP cost for acquiring the specialization must be met in addition to paying for this option.

5. Character kits

Players may now opt to select a character kit for their PCs. *S&P* lists kits but some of these are unsuitable for play on Athas. Many kits exclusively designed for DARK SUN characters can be found in past and new DARK SUN products. *The City-State of Tyr* accessory lists kits from other AD&D sources that have appeared in the past which are either unacceptable or easily modifiable for use in DARK SUN. The following is a list of all Athasian kits to appear so far and the reference material that contains each kit:

All Classes (City State of Tyr): Draquoman.

Cleric (Earth, Air, Fire, and Water): City cleric, guardian of the shrine, shaman, wanderer.

Elf (The Elves of Athas): Arcanist (wizard), battle dancer (cleric), brown elf (psionicist), element singer (cleric), free wanderer (rogue), procurer (rogue), savage hunter (warrior), thri-Kreen slayer (warrior).

Gladiator (The Complete Gladiator's Handbook): Arena champion, beast trainer, blindfighter, convict, gladiatorial slave, jazst, montare, professional gladiator, reaver.

Halfling (Windriders of the Jagged Cliffs): Chahn terrorist (warrior), climber (warrior/rogue), windancer (rogue) windrider (rogue).

Psionicist (The Will and the Way): Auditor, beastmaster psionicist, mercenary psionicist, noble psionicist, psiologist, sensei, tribal psionicist.

Thri-kreen (The Thri-Kreen of Athas): Kalak (scout) (ranger), kik (raider) (all classes), kiltektet (student missionary)

(all classes), tekchakak (pack psionist) (psionist), tik (hunter) (all classes except priests), tik-tik (guardian) (fighter).

Wizards (Defilers & Preservers of Athas): Advanced being, arena mage, cerulean, chasseur, earth defender, exterminator, free wizard, illusionist, mercenary, necromancer, restorationist, shadow wizard, tribal wizard.

6. Nonweapon proficiencies

At this stage of character development, players spend CPs on nonweapon proficiencies. Standard nonweapon proficiencies by CP cost are listed in *S&P*. DARK SUN warriors, rogues, priests, and wizards receive the same number of CPs for nonweapon proficiencies as the standard AD&D classes given in *S&P*. Psionists receive 6 initial CPs to purchase nonweapon proficiencies.

Note: All single class PCs and those multi-class PCs with at least one class at 3rd level receive 5 additional CPs at this stage. These CPs are given because the character has earned them for being 3rd level.

The unique DARK SUN nonweapon proficiencies listed on Table X are from the revised campaign setting as well as from past and new DARK SUN products. These proficiencies have been assigned CP costs and initial ratings similar to the proficiencies found in the *PLAYER'S OPTION* references. Descriptions for each one may be found in the reference indicated. Unique PC classes such as gladiators have been placed in their appropriate proficiency group (warriors, etc.) in Table XXVI: Nonweapon Proficiency Group Crossovers in *AoH*. Standard nonweapon proficiencies modified for use on Athas are detailed in *AoH*. A description of standard nonweapon proficiencies for psionists may be found in *WotP* or in *S&P*. Players can also avail themselves of any of the traits or disadvantages listed in *S&P*.

7. Weapon proficiency & mastery

All classes must consult chapter 7 of *S&P* for information on acquiring weapon proficiencies and other weapons skills. DARK SUN warriors, rogues, priests, and wizards follow the same weapons rules as their standard *S&P* counterparts. Proficiency rules for psionists not included in *S&P* are provided below.

❖ Psionists receive an initial 6 CPs at this stage to purchase weapon proficiencies. Psionists pay 3 CPs to

become proficient in any weapon allowed to their class. A complete list of allowable weapons for psionists can be found in *WotP* or *S&P*.

❖ Psionists must spend an additional 2 CPs to become proficient in a weapon normally allowed to priests or rogues (for a total of 5 points). If the psionist wishes to be proficient in a weapon normally limited to warriors, the psionist must spend an additional 3 CPs (for a total of 6 points) to learn that weapon.

❖ Psionists must consult the Nonproficiency Attack Penalties Table in *WotP* or *S&P* for modifiers to attacks when using weapons with which they are not proficient.

❖ A psionist must spend 3 CPs to gain a weapon of choice.

❖ A psionist must spend 5 CPs to receive weapon expertise.

❖ At 7th level, psionists who have opted for weapon specialization must spend an additional 8 CPs to specialize in one weapon.

DMs and players seeking ways to enhance weapon specialization, weapon mastery, and unarmed combat in their DARK SUN campaigns can find more combat-related options in the *PLAYER'S OPTION: Combat & Tactics* reference.

8. Magic

Athas is a world where the practice of wizardly magic is for the most part feared, despised and outlawed. As such, no formalized training or magic institutions are known to exist that could provide specialization in any one particular school of magic. This does not mean, however, that Athasian mages are prohibited from focusing on a particular area of magic. Rather than specializing in a school, both preservers and defilers have a wide variety of magical interests to excel in from harnessing the awesome power of the terrible cerulean storm to mastering the life twisting, necromantic magics found in the Gray; or from becoming a champion defender of Athas's fragile ecology to beginning a life-long quest for immortality as an advanced being. DARK SUN wizards can now explore these types of magic and more via the many new kits and spells offered in the *Defilers & Preservers of Athas* accessory.

Additionally, the *PLAYER'S OPTION: Spells & Magic* reference provides alternative ways for wizards and priests to memorize and cast spells based on a new system of spell point accumulation. It is rec-

ommended that DMs adding the new spell point system to their campaign choose the "Defiler & Preserver" method for wizards as that method best suits spell casting on Athas. Likewise, since Athasian priests channel their energy from a particular source (be it via the elemental planes or through a sorcerering), it is recommended that all Dark Sun priests employ the 'Channeling' method. DMs should not use the preserving spell point system for druids as recommended in *Spells & Magic*, since preserving magic is reserved exclusively for wizards on Athas.

The *PLAYER'S OPTION: Spells & Magic* reference also provides new priest spells. Listed below are priest spells according to their appropriate para/elemental spheres. All other priestly spells in *Spells & Magic* not listed here belong to the sphere of Cosmos.

Air: *Wind column, wind servant, wind-borne, whirlwind*

Earth: *Strength of stone, soften earth and stone, adamantite mace, antimineral shell*

Fire: *Firelight, animate flame*

Silt: *Soften earth and stone*

Sun: *Sunscorch*

Rain: *Weather prediction, produce ice*

Water: *Watery fist, produce ice, tsunami*

9. Psionics

All Athasian PCs have some sort of psionic ability whether they simply possess a single wild talent or are fully empowered psionists. Both psionists and wild talents use the rules in *WotP* or *S&P* to roll for PSPs, determine MTHACO & MAC, and acquire psionic powers. Psionists as a rule do not normally receive wild talents. Conversely, only non-psionists possess wild talents. A wild talent's psionic ability and attack/defense modes are free for PCs and do not cost any points. Wild talents must first purchase the contact non-weapon proficiency if they desire to initiate psionic attacks.



Ed Bonny has worked as a police officer for nine years in the Transit Bureau of the NYPD. No setting has ever appealed to him as much as the DARK SUN campaign.