

Chapter One

Abilities

On Athas, evolution and survival took a whole new meaning. Millenia ago, the Cleansing Wars brought conflict to all the folk of the Green Age. Entire races were exterminated, and even those that survived saw their numbers dwindle and their societies crumble. And then, as Athas suffered equally from the foul magics of the Champions, the survivors were left in a harsh and barren world populated by many twisted and deadly creatures, where shelter is rare and danger is everywhere.

After thousands of years of making a life in this environment, the inhabitants of Athas have gone through a very aggressive selection process. This, however, resulted in a new breed of Athasians, individuals which are made stronger, faster and more cunning in order to survive.

That which does not kill you...

Rolling Ability Scores

DARK SUN characters have slightly higher ability scores than those of other d20 settings. Instead of the normal rolling method, roll 5d4 six times, assigning each score, ranging from 5 to 20, to a different ability score. The average scores of athasian PCs are still 12s and 13s, but they have a better chance of getting higher scores, or avoiding lower ones.

NPCs still use the standard 3d6 rolling method. The exceptional individuals bred under the dark sun are the incarnations of heroes (and villains) of Athas. However, athasian creatures count more elite members within their ranks than on other campaign worlds. More details on this will be given in *Monster of Athas*.

Point Buy Method

Because of the different range of ability scores of DARK SUN characters, the point buy method to generate ability score is altered to allow players to select ability scores ranging from 5 to 20. Each ability score has a different cost than the standard d20 system, and the number of point allocated to purchase the ability scores also differs.

The following tables detail the cost of each ability scores and the amount of points characters may use to purchase their ability scores, depending on the type of campaign the DM wishes to run.

TABLE 1-1: ABILITY SCORE AND POINT COST

Score	Cost	Score	Cost
5	0	13	8
6	1	14	9
7	2	15	10
8	3	16	12
9	4	17	14
10	5	18	17
11	6	19	20
12	7	20	24

TABLE 1-2: POINT AMOUNT BY CAMPAIGN TYPE

DARK SUN Campaign Type	Amount of Points
Low-level	42
Regular	46
Challenging	50
High-Powered	54

Rerolling

As DARK SUN characters have slightly higher ability scores, the minimum requirements for ability scores are also higher. You may reroll your ability scores if the sum of all your modifiers totals +2 or less, or if your highest score is 14.

DARK SUN, ATHAS, DEFENDERS OF THE FAITH, SWORD AND FIST, TOME AND BLOOD, MASTERS OF THE WILD, SONG AND SILENCE, MIND'S EYE, KINGDOMS OF KALAMAR, FORGOTTEN REALMS, MAGIC OF FAERUN, RACES OF FAERUN, UNEARTHED ARCANA, **DUNGEONS & DRAGONS, D&D, ADVANCED DUNGEONS & DRAGONS, AD&D**, the D&D logo, the AD&D logo, the d20 System logo and **d20** are trademarks owned by Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and are used with permission. All titles, and all proper nouns, including character names, locations, and named items are considered Product Identity per Section 1 of the Open Game License v1.0a and are exclusively owned by Wizards of the Coast, Inc.

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