

# Chapter One: Abilities

## Rolling Method

PCs roll 5d4 six times, totaling the results for each roll, then applying each total to a different ability as the player sees fit.

## Standard Point Buy Method

PCs dispose of a certain amount of points which they use to determine their attributes by purchasing each score for a certain amount of points given determined by a specific cost as indicated on the following table.

**Table 1-1: Ability Scores and Point Costs**

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

The DM has to decide the amount of points the PCs dispose of to purchase their ability scores depending on the difficulty of the campaign he assumes to run. Examples of amounts of points corresponding to challenge levels are given in the following table.

**Table 1-2: Point Amount by DARK SUN Campaign type.**

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

Note that these tables do not correspond to the standard D&D tables for the Point Distribution Method and they supersede them when creating PCs for a DARK SUN campaign.

## Rerolling

Since the average ability scores of athasian PCs are slightly higher than that of the standard D&D PC, the underpowered character values are also raised. Your ability scores (before changes according to race) are considered too low if:

- Your highest score is 14 or less.
- Your total of all ability modifiers equals +2 or less.

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