

Chapter Six: Description

Religion

Athas is a godless world. That is not to say, however, that there are no faiths or religions, but their role in each athasian society varies greatly.

The Sorcerer Queen of Gulg, Lalai-Puy, has her subjects think of her as the Oba, the forest goddess, and most of them worship her as such. In Urik, citizens respect the power of their King and fear his wrath, but do not openly worship him as a God. Even the templar don't always believe in the cults established by their kings, but continue to gain power as long as they serve their lord's interests.

Some revere the elements as great forces of the world, but there is no established dogma for elemental worship, even among the elemental clerics. As long as their patron element is serviced properly, clerics receive their powers.

Druids have a great respect for the land and the spirits which are bound to it, but do not revere them as distinct entities.

Some races and cultures follow other cults and rituals, such as praying to the moons or the stars, paying homage to ancestors or worshiping exotic and powerful creatures and beings, whether they be real or imaginary.

Finally, others are simply agnostics or atheists and adhere to different philosophies to guide their lives.

As such, faith has less influence on the mechanics of Athas than in other worlds, though it does add to the flavor of the character to determine her beliefs.

A description of elemental patrons, powers and domains is provided in Chapter 8: Magic.

Name

Athasian names depend on the race and the gender of the character, and most of all, its mother language. The following names are categorised according to each language.

Note that surnames are extremely rare in the cultures of the Tyr region, and most athasians have only one given name.

Common

Races: Half-giant, mul

Male names: Crag, Gall, Grik, Hurgen, Jaryx, Mag'r, Mersten, Pegen, Tomak.

Female names: Atrocla, Brita, Nesa, Osa, Sona.

Dwarven

Races: Dwarf, mul.

Male names: Birgaz, Bontar, Caelum, Daled, Ghedran, Gralth, Jurgan, Kov, Murd, Veso, Yarig, Zareb.

Female names: Fyra, Kesi, Lazra.

Elven

Races: Elf, half-elf.

Male names: Abyuuk, Arien, Borjaanu, Dukkoti, Eevuu, Guvaano, Jaarati, Keyvas, Lobuu, Mutami, Nuuko, Radurak, Sellak, Toramund, Vandrellen, Yaynil.

Female names: Alaa, Areela, Celba, Deryssa, Enala, Esylk, Ittee, Jentil, Kiiretti, Keelorr, Luubarra, Mistella, Perian, Rhayn, Santhaal, Tamana, Vinia, Yalana.

Halfling

Races: Halflings (feral and rhul-thaun)

Male names: Cha, Derlan, Lokee, Nok, Pauk, Zivlil.

Female names: Anezka, Grelzen, Horga, La, Tar.

Gender

Your gender can be either male or female. There is no restriction on either genders towards meeting class, class abilities, skills or feats requirements. However, some prestige classes may have gender requirements.

Some cultures of athas make little distinction between males or females on matters of social situations and roles. However, it is rare that no distinction is present at all, and in many cases, each gender is associated with stereotypes which are more or less hard to shake off.

Variant: Gender Ability Adjustment

Though some races, like the thri-kreen, have little physical differences between males and females, the females of most races are physically less imposing than their males counterparts, though they often have heightened awareness and more pleasant demeanors.

As such, the following table provides gender adjustments to females of the different player races of Athas. These adjustments stack with racial adjustments.

Note that half-elves females are somewhat disadvantaged by their natural abilities. Though their personality remains introverted, they develop a keener sense of awariness than most other species in order to survive. As such, though they have a negative ability adjustment, they gain the Alertness feat for free.

Table 6-1: Gender Ability Adjustment

Race, female	Ability adjustment
Aarakocra, Silvaarak	-2 Strength, +2 Wisdom
Dwarf	-2 Strength, +2 Wisdom
Elf	-2 Strength, +2 Charisma
Half-elf*	-4 Strength, +2 Wisdom
Half-giant	-2 Strength, +2 Wisdom
Halfling, Feral	-2 Strength, +2 Wisdom
Halfling, Rhul-thaun	-2 Strength, +2 Charisma
Human	-4 Strength, +2 Wisdom, +2 Charisma
Mul	-2 Strength, +2 Wisdom
Pterran	-2 Strength, +2 Charisma
Thri-Kreen, Jeral	None
Thri-Kreen, To'ksa	None

* Half-elf females also receive the Alertness feat for free.

Age

As *PHB*, but use the following tables.

Table 6-2: Random Starting Ages

Race	Adulthood	Barbarian Gladiator Rogue	Bard Cleric Fighter Ranger PsiWarrior	Druid Psion Sensei Wizard
Aarakocra, Silvaarak	10	+1d4	+1d6	+2d4
Dwarf	25	+2d6	+4d6	+6d6
Elf	15	+1d6	+2d6	+3d6
Half-elf	15	+1d4	+1d6	+2d6
Half-giant	20	+2d6	+3d6	+4d6
Halfling, Feral	25	+1d4	+1d6	+2d6
Halfling, Rhul-thaun	25	+2d4	+2d6	+3d6
Human	15	+1d4	+1d6	+2d6
Mul	15	+1d4	+1d6	+2d6
Pterrann	12	+1d4	+1d6	+2d4
Thri-Kreen, Jeral	5	+1d2	+1d3	+1d6
Thri-Kreen, To'ksa	5	+1d2	+1d3	+1d6

Table 6-3: Aging Effects

Race	Middle Age	Old	Venerable	Maximum
Aarakocra, Silvaarak*	-	30	-	1d10
Dwarf	100	150	200	3d20
Elf	50	65	80	2d10
Half-elf	40	55	70	2d10
Half-giant	60	90	120	2d20
Halfling, Feral	45	60	75	2d10
Halfling, Rhul-thaun	45	60	75	3d10
Human	35	50	65	2d10
Mul	30	40	50	1d10
Pterrann*	-	40	-	1d10
Thri-Kreen, Jeral*	-	25	-	1d10
Thri-Kreen, To'ksa*	-	25	-	1d10

* These races have only one stage of aging effect, which has the Old adjustments. Maximum age is added to this number.

Height and Weight

As *PHB*, but use the following table.

Table 6-4: Random Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Aarakocra, Silvaarak, male	6'6"	+2d8	90	x1 lb.
Aarakocra, Silvaarak, female	6'2"	+2d8	75	x1 lb.
Dwarf, male	4'2"	+2d4	170	x(2d4) lb.
Dwarf, female	4'0"	+2d4	160	x(2d4) lb.
Elf, male	6'5"	+2d6	150	x(1d6) lb.
Elf, female	6'0"	+2d6	120	x(1d6) lb.
Half-elf, male	5'10"	+2d6	120	x(1d6) lb.
Half-elf, female	5'8"	+2d6	90	x(1d6) lb.
Half-giant, male	10'5"	+2d10	1400	x(2d12) lb.
Half-giant, female	10'0"	+2d10	1300	x(2d12) lb.
Halfling, Feral, male	3'0"	+2d4	50	x1 lb.
Halfling, Feral, female	2'10"	+2d4	45	x1 lb.
Halfling, Rhul-thaun, male	3'0"	+2d4	55	x1 lb.
Halfling, Rhul-thaun, female	2'10"	+2d4	50	x1 lb.
Human, male	4'10"	+2d10	120	x(2d4) lb.
Human, female	4'5"	+2d10	85	x(2d4) lb.
Mul, male	5'6"	+2d6	220	x(2d4) lb.
Mul, female	5'4"	+2d6	180	x(2d4) lb.
Pterrann, male	5'0"	+2d8	160	x(2d4) lb.
Pterrann, female	4'10"	+2d8	150	x(2d4) lb.
Thri-Kreen, Jeral, male	6'10"	+1d4	450	x(1d6) lb.
Thri-Kreen, Jeral, female	6'10"	+1d4	450	x(1d6) lb.
Thri-Kreen, To'ksa, male	7'0"	+1d4	420	x(1d6) lb.
Thri-Kreen, To'ksa, female	7'0"	+1d4	420	x(1d6) lb.