

Character Races

Dwarf, elf, halfling, and mul characters start with 20 Discipline points and 8 Proficiency points. Half-giants and thri-kreen start 18 Discipline points and 8 Proficiency points.

Dwarves: +2 Endurance, +1 Strength, -1 Agility, -2 Presence. Dwarves must pick a Focus as normal, and gain +2 on all Proficiency checks and +1 to Physical and Mental Resistance checks while performing any task relating to their Focus. Due to their small size, they cannot use weapons of class F or kite shields.

Elves: +2 Agility, +1 Intellect, -1 Presence, -2 Endurance. Elves may enter a trance and run for a number of hours equal to their Endurance score, and for an additional hour after that for every successful Running check made. Their running speed is also increased by 10' per point of their Initiative Modifier. Elves have low-light vision.

Half-Elves: +1 Agility, -1 Endurance. Half-elves have low-light vision.

Half-Giants: +4 Strength, +2 Endurance, -2 Agility, -2 Presence, -2 Intellect. Half-Giants increase all automatic Health Point rewards by 50% (starting and per-level), rounded up, but must pay double for any gear—and sometimes more than that for transportation or lodging—due to their great size, and require four times the food and water of the smaller races.

Halflings: +2 Agility, -2 Strength. Halflings gain a +1 bonus to all Resistance checks against magic or poison. Due to their small size, they cannot use weapons of class F or kite shields.

Mul: +2 Strength, +1 Endurance, -1 Intellect, -2 Presence. Muls may perform strenuous labor for days at a time without rest, and even then need only eight hours of sleep to return to prime condition.

Thri-kreen: +2 Agility, +1 Endurance, -1 Presence, -2 Intellect. Thri-kreen have a chitinous shell that absorbs 1d4 points of damage from all attacks, but cannot normally wear armor or use many magical items made for humanoids (cloaks, armor, rings, etc.) They have four clawed arms (1d4 damage) and a bite (1d4+1 damage). They never sleep, and require only one gallon of water per week instead of per day. Thri-kreen have the equivalent of infrared vision due to their antennae, but only within 15 feet.

Racial Disciplines

Health Point: (*modified for Half-Giant only*) Half-giants gain 2 health points every time they purchase this Discipline.

Insectoid Jump: 2 skill points (*Thri-kreen only*). The thri-kreen's base jumping distance becomes 10 feet for a high jump or a standing broad jump and 20 feet for a running broad jump, and each grade of the Jumping

proficiency adds 2 feet for a high jump or standing broad jump and 5 feet for a running broad jump. Their target number goes up by 1 per additional foot jumped (instead of +2 per foot).

Iron Skin: (*modified for thri-kreen only*) This Discipline is not available to thri-kreen.

Poisonous Bite: 4 skill points (*Thri-kreen only*). The thri-kreen's bite delivers a potent paralytic poison. Anyone bitten must succeed on a Physical Resistance check of 10 or be paralyzed for 1d8 rounds.

Quick Bite: 4 skill points (*Thri-kreen only*). The thri-kreen may bite in addition to making unarmed attacks or making a weapon attack during a round.

Swift Movement: 3 skill points (*Elf and Thri-kreen only*). The character's base speed increases to 150' per round.

Tribal Weapon Familiarity: 2 skill points (*Elf only*). The elf gains +1 to hit with long bows or long swords made by themselves or by members of their tribe.

Unarmed Combat: (*modified for Thri-kreen only*). As written, but the damage of a thri-kreen's claws increases to 1d6 at grade I, 1d8 at grade II, 1d10 at grade III, and 2d6 at grade IV.

New/Modified Disciplines

Chosen of the [Element]: 2 skill points \times grade, requires Faith Magic Potential and Spell Circle (Faith) equal to the grade. The disciples of the Elemental Lords who gain the favor of their masters are granted a number of powers that grow in might as their own power does. Each grade of this Discipline has a separate benefit, and the benefit varies depending on the character's chosen element.

Grade I

- *Air:* The character may fall any distance and will land softly without being damaged.
- *Earth:* The character never leaves any tracks on earth or stone. They still leave a scent.
- *Fire:* The character may light small fires, such as kindling or matches, within 10 feet with a gesture.
- *Magma:* The character gains +2 on all rolls to resist fire or heat.
- *Rain:* The character may predict the weather for the next day without needing a roll.
- *Silt:* The character may always see clearly no matter how much silt is in the air.
- *Sun:* The character only needs half the normal amount of water. Also, their skin becomes deeply tanned and they can look directly at the sun with no ill effects.
- *Water:* Any water carried on the character's person for more than an hour will heal 2 health points per gallon drunk.

Grade II

- *All Elements:* For the cost of a Second Circle spell slot, the character may ignore the presence of their element for 2 rounds per Circle. Air clerics need not breathe, sun clerics do not suffer heat stroke, silt clerics can breathe in the Silt Sea, and so on.

Grade III

- *Air*: Any air the character breaths is automatically transformed into pure, breathable air.
- *Earth*: The character may meld into the earth, resting underground safely for up to eight hours. For every hour underground, they heal 1 Health Point. They may not move without emerging, casting further spells, or using their power to ignore earth.
- *Fire*: The character may control flames up to campfire size. They can be banked, caused to flare up, or move, as long as they remain in contact with combustible material.
- *Magma*: At the cost of a First Circle spell slot, the character may evaporate 10 gallons of water per Circle. The spell takes 10 minutes per gallon to be performed and cannot be used as an attack.
- *Rain*: The character is immune to natural lightning and gains a +4 bonus to resist any magical electrical attack.
- *Silt*: The character may walk on silt as though it were dry land.
- *Sun*: The character gains +2 on all rolls to resist fire or heat, but -2 on all rolls to resist cold or ice.
- *Water*: The character gains a +4 bonus on all rolls against poison.

Grade IV

- *All Elements*: For the cost of a Fourth Circle spell slot, the character may summon one cubic foot of their worshipped element per Circle (one half-gallon per Circle for water or rain clerics)

Grade V

- *Air*: The winds always swirl slightly around the character, spoiling enemies' aim. They gain +2 Dodge against missile attacks.
- *Earth*: The character may reflexively sacrifice a single Health Point to halve the destruction caused by any defiling spell cast within their line of sight.
- *Fire*: At the cost of a Fourth Circle spell slot, the character may step into a flame of campfire size and immediately heal 2d4 Health Points, be cleansed of dirt and filth, and be able to skip one meal. They take no damage from the flames. This ability may be used reactively when attacked by fire, but it only lasts for one round.
- *Magma*: The character may call whips of magma up from any source of magma to attack. They have +2 to hit, do 3d4+Circle damage per hit, and have a range of 15 feet.
- *Rain*: The character may summon a bolt of lightning for the cost of a Third Circle spell slot. The lightning does 4d6 damage. There must be a storm present to use this power, but the storm from summoning rain suffices.
- *Silt*: The character may manipulate silt, up to one cubic foot per circle. Such silt may be used to obscure vision or suffocate their enemies.
- *Sun*: The character may summon a *sunray* for the cost of a Third Circle spell slot. A sunray does 3d6 damage, and any undead hit must make a Physical Resistance check of 10+PC or be instantly destroyed. There must be sunlight available to summon the *sunray*.
- *Water*: Any water carried on the character's person for more than an hour will bring the dead back to life as long as it is poured down their throat within three rounds of death. The character loses one Health Point for as long as the target remains alive, but it returns on their death.

Faith Magic Potential: (*modified*) A character with this Discipline must be either a templar of one of the

sorcerer-kings or a cleric of one of the elements: Earth, Air, Fire, or Water, or one of the Paralements, Magma, Rain, Silt, or Sun.

Guardian of the Land: *2 skill points x grade, requires Ritual Magic Potential and Spell Circle (Ritual) equal to the grade.* The Guardian of the Land Discipline allows the character to make a pact with the spirit of a particular area of land, promising to serve as its protector in exchange for several benefits. Each grade of this Discipline has a separate benefit:

1. The character may speak with all plants and animals native to their guarded lands
2. The character may perfectly hide while in their guarded lands. As long as they remain still, they cannot be detected by any mundane methods, though magic may still detect them.
3. The character no longer needs to eat or drink while in their guarded lands.
4. The character may cast *Polymorph* for one Blood and one Gaea Spell Point while in their guarded lands, but may only transform into those animals native to their guarded lands.
5. The character may summon all members of a single species in their guarded lands for 3 Gaea and 1 Stitch Spell Points. All able creatures will immediately move to the character's location at top speed and obey all their commands, provided the character remains in the animals' midst.
6. The character may summon the Spirit of the Land to their location for 1 Gaea Spell Point. Misusing this will anger the spirit, with appropriate consequences.
7. The character may teleport throughout their guarded lands for free. Treat this as a spell with a casting time of -1, but it costs no Spell Points and may be retried if interrupted.
8. The character may seal their guarded lands for 5 Gaea Points. This lasts for 24 hours and completely seals access to the lands—no one may pass in or out, including the character. The barrier may be a shrieking sandstorm, a dome of magma, a wall of swirling obsidian shards or any other natural appearance the character wishes.

All levels above 5 require Fifth Circle Ritual Magic to purchase.

Heat Protection: *5 skill points.* A character with the Heat Protection Discipline has learned how to use their clothing and personal pacing to withstand the rigors of the Dark Sun's heat. With a successful Physical Resistance check (target varies depending on circumstances), the character can survive for a day with half the normal water requirement or put off the effects of heat exhaustion due to metal armor for an additional round.

Literacy: *4 skill points.* Other than the modified cost and the fact that no character automatically begins with Literacy regardless of their Intellect score, this Discipline is the same.

Poisoner: *4 skill points.* The character knows how to safely prepare poisons, either from plants (using the Herbalism skill) or from animal ingredients, as well as how to store them safely so that they retain their potency. Characters with this Discipline need never roll when harvesting poison from an animal corpse.

Templar of [name]: *2 skill points x grade, requires Faith Magic Potential and Spell Circle (Faith) equal to grade.* The character is a templar, one of the feared lieutenants of the sorcerer-kings. This Discipline represents the character's increased authority as they move up in the ranks of the templars. Each grade of this Discipline has a separate benefit:

1. The character may pass judgement on a slave, no matter who owns them. The character may sentence the slave to any fate, up and including death, or may pardon them as the whim strikes. Sentences may only be nullified by a higher-ranking templar or by the sorcerer-king. The character may also enter the home of any freeman without requiring permission.
2. The character may requisition troops from the sorcerer-king's armies. Up to 1d6 droops per grade of this Discipline may be so ordered at any given time, and they will follow the templar's orders, but will not leave the city without the sorcerer-king's permission.
3. The character may accuse a freeman of disloyalty, causing them to be locked in the dungeons for as long as the templar wishes. They also gain access to restricted areas of the palace.
4. The character may pass judgement on a freeman in exactly the same way as they pass judgement on a slave.
5. The character may withdraw funds from the city treasury. Up to 1d10 gp x grade may be withdrawn per month, and no questions will be asked barring gross misuse.
6. The character may accuse a noble of disloyalty in exactly the same way as a freeman.
7. The character may pass judgement on a noble in exactly the same way as a slave.
8. The character may grant a pardon to any condemned or imprisoned character.

A character does not need this Discipline to be a templar, but without it the only authority they have is ordering slaves and expecting instant obedience.

New/Modified Skills

Bargain: *1 skill points per grade (Presence).* The character knows how to haggle over cash and service transactions to get a better deal. A successful check typically allows the character to buy for 10% less or sell for 10% more than the listed price.

Dweomercraft (Botanical): *2 skill points per grade (Intellect).* The character knows how to properly tend to *trees of life* to make them produce more potion fruits or to grow a tree from a potion fruit themselves. It does not allow them to enchant potion fruits from scratch. Trees typically take 1d6 weeks to grow, and how many potion fruits they produce depends on the results of the skill check: 0 (9 or less), 1 (10 – 16), or 2 (17+)

Wilderness Lore: (*modified*) This is the skill for finding sources of water in the wastelands. Like Animal Handling, it has multiple separate areas of effectiveness, and the character must pick a terrain type where it applies: Boulder Fields, Forest, Mountains, Rocky Badlands, Salt Flats, Sandy Wastes, Scrub Plains, or Stony Barrens.

Weapon/Armor Changes

Materials

- *Wooden weapons* are -2 damage (minimum 1), except for weapons that are natively wood like quarterstaves or clubs.
- *Stone/Obsidian weapons* are -1 damage (minimum 1)
- *Bone weapons* are normal damage.
- *Metal weapons* ignore 2 points of armor.

Breakage

With wooden, stone/obsidian, or bone weapons, on an hit with a natural 20, the weapon has a chance to break. Roll a d20. On a 1, the weapon breaks.

New Weapons

- Chatkcha (Class J, 1d6+1, range as dagger)
- Gythka (Class D, 1d8+2)
- Quabone (Class B, 1d6)
- Wrist Razor (Class U, +2 unarmed damage)

Armor Changes

To emphasize the generally poor quality of Athasian weapons compared to most game worlds, and to provide a reason to wear metal armor despite the effects of heat exhaustion, the range of protection has been increased:

- Padded: 1
- Leather: 1d2
- Studded Leather: 1d3
- Ring: 1d4
- Chain: 1d4+1
- Scale: 1d6+1
- Splint: 2d4
- Banded: 1d8+1
- Plate: 2d6
- Full Plate: 3d4+1

Any armor of chain or above must be made of metal.

Heat Exhaustion

Anyone wearing metal armor may fight in the hot sun for a number of rounds equal to their Endurance Skill Modifier (minimum 1) without penalty. Every round after that, their attacks receive a cumulative -1 penalty until they collapse after a number of rounds equal to their Endurance score. For every two levels of the Armor Use Discipline the character possesses, they may fight for one additional round before heat penalties begin accruing.

In order to revert penalties to zero, the character must rest in the shade for at least one minute per point of penalty accrued. If the penalty has risen higher than the character's Endurance Skill Modifier, they must take off the armor and rest to remove the penalty. Otherwise, it remains in place and begins incrementing where it left off the next time combat begins.

Psionics

This assumes access to the *Dark Sun Revised Campaign*

Setting revision of the psionics rules, or to the *Players' Option: Skills and Powers* revision (though that does not include powers found in *The Will and the Way* or *Dragon Kings*).

Using Psionic Powers

Psionicists or Wild Talents treat their mind as a weapon (Weapon Class M) for the purpose of activating powers. Each psionic power has an an MAC that can easily be converted into a required check number of 10 + (10 – MAC). So, a power with MAC 8 requires a roll of 12 or higher to beat. Treat bonuses and penalties to the power check similarly.

PSPs work the same as well. Psionicists start with 15 + the sum of their Endurance, Intellect, and Presence skill modifiers in PSPs. Wild Talents start with 10 + the highest of their Endurance, Intellect, or Presence skill modifiers. Psionicists gain 3 more per level + the sum of their Endurance, Intellect, and Presence skill modifiers, and Wild Talents gain 1 more per level plus their highest applicable skill modifier.

All psionic powers grant the appropriate Resistance check, Physical or Mental, as befits their effects. The target number is usually the same as that required to activate the power.

Contact

Contact is done using a Weapon Class M attack against the target's mental defenses. This is typically 10 + the higher of their Mental Resistance check modifier or Charm Resistance modifier, plus any Psionic Defense Modes they're using.

When using Telepathy powers that require Contact, the psionicist may either attempt to do them covertly or overtly. A covert power use simply requires a Weapon Class M attack to beat the target's mental defenses to establish Contact, after which the power may be used as normal. The target may still make a Resistance check.

An overt use of Contact involves mental combat as described in *Psionic Combat*. Once the target's PSPs are reduced to 0, further powers may be used, and the target *may not* make a Resistance check.

Psionic Disciplines

Psionicist: *10 skill points.* The character is a disciple of the Way, able to use the power of their mind to its fullest. They must choose a single psionic discipline: Clairsentience, Psychokinesis, Psychoportation, Psychometabolism, or Telepathy. They begin with one Science and three Devotions of their choice from the selected psionic discipline.

New Psionic Discipline: *7 skill points.* The character gains a new psionic discipline in addition to their current ones. This may only be taken once per 4 skill levels.

High Science: *10 skill points.* A High Science is the ultimate expression of psionic mastery (c.f. *The Will and the Way*, page 61). No psionicist may ever have

more than one High Science.

New Science: *3 skill points.* The character gains a new science. This can only be taken one every 2 skill levels.

New Devotion: *2 skill points.* The character gains a new devotion. This may be taken twice per skill level.

Psionic Potency: *2 skill points x grade.* This functions similarly to the Magic Potency Discipline, except for psionic powers.

Note: Wild Talents may have up to 1 Science and 3 Devotions. All must be from the same Psionic Discipline.

Defiling

Casters who defile may cast their spells at the listed casting speeds. Otherwise, casters subtract an additional -2 from their initiative. Anyone with Hermetic or Hedge magic must choose to defile or not when casting spells.

In addition, casters who defile may spend an extra round casting (or double the normal casting time, if a longer spell) and double the area defiled in order to perform one of the following effects: increase the range by 50%, increase the area of effect by 50%, apply a -2 penalty to an opponent's Resistance check, or increase the amount of damage done by 1 die. No more than one effect can be chosen, and the caster cannot cast for additional rounds to increase the effect even more.

Hermetic Magic Spell Notes

First Circle

Fog: During the heat of the day, this spell only lasts one round/Circle.

Morgan's Vigilant Sentinel: This spell may take the form of a night insect or lizard, at the caster's discretion.

Water Walk: This spell does not allow the target to walk on silt

Second Circle

Protection from Heat: This spell is called *Protection from Flames* and offers no defense against the heat of the sun.

Water-breathing: The target of this spell will still suffocate in silt.

Wind: Casting this near the Silt Sea or in sandy areas will severely limit visibility.

Third Circle

Ice Ray: The ice from this spell vanishes completely when it thaws, as does any water created by it.

Fifth Circle

Creation: This spell does not exist on Athas.

Sixth Circle

Alchemy: Alchemy creatures potion fruits instead of

liquids.

Hedge Magic Spell Notes

First Circle

Fix: This spell cannot affect anything made of metal.

Sense Deception: This spell does not exist on Athas.

Water to Wine: While this spell can convert water into other liquids as normal, it cannot convert any non-drinkable liquid into any drinkable one.

Fifth Circle

Alchemy: Alchemy creates potion fruits instead of liquids.

Faith Magic Spell Notes

First Circle

Water Walk: This spell does not allow the target to walk on silt

Second Circle

Protection from Heat: This spell is called *Protection from Flames* and offers no defense against the heat of the sun.

Sustenance: This spell does not exist on Athas.

Wind: Casting this near the Silt Sea or in sandy areas will severely limit visibility.

Third Circle

Rain: Water from the rainstorm vanishes as soon as it

hits the ground. It *cannot* be used as the basis for an *Alter Weather* spell.

Wave: This spell can also create a wave of silt.

Fourth Circle

Summon Lesser Avatar: This spell does not exist on Athas.

Sixth Circle

Summon Avatar: This spell does not exist on Athas.

Seventh Circle

Elemental Form: The caster may only transform into the type of element that they serve. Templars may choose any form.

Elemental Wall: The caster may only create a wall of the type of element that they serve. Templars may choose any element.

Eighth Circle

Summon Greater Avatar: This spell does not exist on Athas.

Winterkill: The frost from this spell vanishes without leaving behind any drinkable water.

Ritual Magic Spell Notes

Third Circle

Rain: Water from the rainstorm vanishes as soon as it hits the ground. It *cannot* be used as the basis for an *Alter Weather* spell.