

Dark Sun Conversion Notes by Sammy Grimes (Grimes@uark.edu)

I was skeptical about the D&D 3e as I heard news report after news report about it, but now that I have the PH I am sold. Since Dark Sun is not going to be released anytime soon, I give you this set of conversions.

Updates: Hopefully, this is the last update I do until the DMG (and the poison rules come out). I added the skill points for traders, changed all the races with strength bonuses so that they would have a net -2 penalty, changed the spell table for templars at levels 18-19 so that it was closer to the original table, and corrected my e-mail (they just changed e-mail systems on us, its always chaos when systems change ;).

Ability Scores

Roll 4d4+4 six times for ability scores. All characters have a base range of 8-20 and nonhumans can have scores from 2 to 26 starting.

Character Races

Unless noted, races do not gain the abilities of their standard counterparts in the Player's Handbook. All Athasian races have Psion or Psychic Warrior as a favored class in addition to any other (i.e. psion or psychic warrior never counts when determining uneven levels in character classes). No Dark Sun race has a restriction on initial languages (as long as it is not a secret language). All characters know common and their racial language. Half-giants have no racial language. Half-elves and Muls know the language of their nonhuman parent. Water requirements for a character are two gallons per day unless noted otherwise in the race description.

Aaracokra

Ability Score Modifiers: -2 Strength, +4 Dexterity, -2 Constitution

Medium sized but may fly at base 90 feet (good maneuverability), and walks at base 20 feet

Hollow Bones: takes +1d4 damage from bludgeoning attacks

Natural Attack: Unarmed the aaracokra does 1d4 damage twice per round at the same base attack (aaracokra monks would do size L monk damage).

Claustrophobia: Aaracokra have a -2 to all rolls when in an enclosed space where they cannot spread their wings (wingspan is x2 height).

Feats: Aaracokra get the Fly-by attack feat for free and may buy the Hover, Snatch, and Wingover feats as if they were normal feats.

Favored Class: Cleric

Dwarves

Ability Score Modifiers: +2 Strength, +4 Constitution, -4 Dexterity, -4 Charisma

Medium sized

Base movement 20 feet

Darkvision 60 feet

+2 racial bonus vs. poison

+2 save vs. spell and spell-like effects

+2 to Appraisal and Craft rolls

Focus: A dwarf may choose a task that takes no less than a week to perform, he gets a +1 to all saves, and a +2 on all skill checks when pursuing this task.

Favored Class: Fighter

Elves

Ability Score Modifiers: +4 Dexterity, -4 Constitution, +2 Intelligence, -2 Wisdom

Medium Sized but base movement is 45 feet (30 in heavy or medium armor)

Low-light Vision

Resistant to normal extremes of heat and cold

+2 to Bluff, Hide, and Move Silently Checks

Favored Class: Defiler

Add Constitution (in miles) to daily movement rate

Elf run	
Con + 1d20	Days before
	Penalties
10 or less*	1
15-19	2
20-24	3
25-29	4
30-34	5
35-39	6
40+	7

*or a natural "1" or no attempt to prepare for run

Elven leaders may add their Charisma modifier to the roll for a mass elf run.

Half-elf

Ability Score Modifiers: +2 Dexterity, -2 Constitution

Half-elves get a +2 bonus to wilderness lore checks

At 5th level a half-elf gains an **animal companion** as per druid

Favored Class: Any

Half-giant

Ability Score Modifiers: +6 Strength, +4 Constitution, -4 Dexterity, -6 Intelligence, -4 Wisdom, -4 Charisma (Half-giants had a racial maximum of 15 in Dark Sun)

Large-sized (-1 to hit M sized targets, -1 AC vs. M sized targets, 1d6 base damage in hand to hand, double carrying capacity, equipment may cost twice as much, needs twice the water per day of a human, base 40 foot movement)

Double all Hit die rolls (but not constitution or toughness hit point modifiers) at all levels

Shifting Alignment (all alignments must be allowed by class)

Favored Class: Fighter

Halfling

Ability Score Modifiers: -4 Strength, +4 Dexterity, -2 Constitution, +4 Wisdom, -2 Charisma

Favored Class: Druid

Needs half the water of a human because of size

Though Athasian halflings are quite different from their standard counterparts in psychology, they gain the exact same abilities as in the Player's Handbook unless noted above.

Human

Humans are basically the same as in the Player's Handbook except their ability score ranges are 8-20, they gain automatic psionic talents, and psion or psychic warrior never counts against them when determining uneven levels. Humans also are by far the majority species and all the sorcerer-monarchs (who are not really sorcerers) are all human (well, sort of).

Lizard Man

Lizard Men are rare in the Tyr region, they are mainly found in the Last Sea region (q.v. Mind Lords of the Last Sea). Note: This is a combination of the Spelljammer, Athasian, Jarak-Sinn, and Bakali lizard men to allow for a decent (for Dark Sun) range of abilities.

Ability Score Modifiers: +4 Strength, +4 Constitution, -4 Intelligence, -2 Wisdom, -4 Charisma. Lizard Men have a somewhat teasing and patronizing manner about them, and in the Tyr region have a reputation for being maneaters (even among the people of Saragar and the Last Sea, who know better, the old legends persist).

Medium-sized: But with a 20 foot land movement. They may swim at 30 feet

Favored Class: Fighter

Base +5 to AC

Nictating Membranes: +1 to all saves against bright or flashing light

Natural Attacks: In unarmed combat may Claw/Claw/Bite for 1-2/1-2/1-6 normal damage at full attack bonus or may strike with their tails for 1d8 damage. In weapon combat they may add their bite at full attack bonus. If the tail is grabbed it will come off (a new tail will regrow in 1d4+8 weeks).

Chameleon Skin: For every full round action a lizard man takes he may get a bonus of +2 to his Hide checks (maximum +8 bonus). In ranged combat he is -2 to be hit.

Spittle: Lizard Men have an acidic spittle they may fire with a range increment of 5 feet (maximum five range increments). It will do 1d4 damage unless a reflex save (vs. DC 15) is made. Lizard men may produce up to 3 + Con modifier spits per day and it will last one round

Dark Vision: Has up to 60 feet.

Cold Vulnerability: Lizard men take +1 damage per die from cold.

Muls

Ability Score Modifiers: +4 Strength, +4 Constitution, -2 Intelligence, -4 Wisdom, -4 Charisma

Medium sized: base movement 30 feet

Mul Exertion (as per the Dark Sun book)

Favored Class: Gladiator

Ptterrann

Ability Score Modifiers: +2 Strength, -2 Dexterity, +2 Wisdom, -4 Charisma

Medium sized

Base +2 bonus to AC

In unarmed combat may claw, claw, bite for 1d4/1d4/1d6 at full base attack. May add a bite at full base attack in addition to normal attacks.

Ptterrann get a +2 Alchemy, Craft, Hide, Move Silently, and Ride (Ptterrann)

Ptterrann get a +5 to Innuendo when they communicate in Ptterrann

Ptterrann's need half the water of a human

Favored Class: Fighter

Thri-kreen

Ability Score Modifiers: +4 Dexterity, -2 Intelligence, +2 Wisdom, -4 Charisma

Medium sized

Base Movement: 45 feet

Thri-kreen do not need to sleep and suffer less aging penalties than any other race

Base +5 to AC

Immune to charm and hold person spells

Need only 1/7 the water of a human

In unarmed combat may claw(x4)/bite for 1d4(x4)/1d6 damage at full attack bonus. When attacking with weapons may add a bite at full attack bonus.

When they take the jump skill they use their full length (approx. 11 feet) rather than their height to determine maximum leaping distances, they cannot leap backwards at all.

At 5th level they may manufacture a paralytic poison as per the Dark Sun rules, they may manufacture up to 3 + Con modifier doses per day.

Has the following feats free at the following levels: Blind-fighting (due to antennae), Exotic Weapon (Gytha), Exotic Weapon (Chatkcha, at 5th level), Missile Deflection (at 7th level). If they buy these earlier or get them free from another character class they do not get anything to replace them.

Favored Class: Druid

Character Classes

Athasian Character Classes

Barbarians, Monks, or Sorcerers may be used unchanged on Athas. Barbarians come from the primitive tribes in the Tyr region, but mainly consist of halflings and thri-kreen. Monks may be found in monestaries that can be found in the most remote and inaccessible areas. Sorcerers are a new addition to Athas, they cannot defile as their magic comes from within. Psions and Psychic Warriors have a long tradition in the Tyr region and are the only character types who may practice supernatural abilities (besides Templars) without arousing suspicion. Paladins do

not exist on Athas, though some good aligned undead from the Green Age may possess those abilities. However, the DM may allow them because of the desperation of the people. However, none will find a living mentor. They will instead be pioneers of their class and will be constantly out of place with the pace of Athasian society (and they will not get access to an elemental domain).

The Bard

Athasian bards do not have the ability to cast arcane spells. They retain the abilities of bardic music and lore. Athasian bards get 8 + Int bonus skill points per level as per rogues. Also once per level a bard gets the ability to manufacture a poison. Choose types from the DMG (when it comes out, for now use the old system, I will update this as soon as possible after September 12).

Skills: Alchemy (Int), Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (Int), Listen (Wis), Move Silently (Dex), Open Locks (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), Swim (Str), Tumble (Dex), Use Magic Device (Cha)

The Cleric

There are a few differences between the Athasian Cleric and clerics of other worlds. Clerics may only have one domain of these four Earth, Air, Fire, or Water (though there are rumors of paraelemental domains: Silt, Sun, Rain, and Magma). Athasian Clerics do not automatically get the granted power provided by the domain, but may choose it later from among a list of minor granted powers.

Turn/Rebuke Undead: Athasian clerics cannot rebuke or command undead, they can only turn them. The undead are overwhelmed by the power of the cleric's element.

Major Granted Powers:

Ignore Element

Clerics may ignore their chosen element at 5th level for a number of rounds equal to their level.

Gate Element

Clerics may gate one cubic foot of their chosen element per level above 6th once per day at 7th and higher level.

Minor Granted Powers:

At each of the following levels 3, 5, 7, 11, and 13 the cleric may choose one of the following powers based on his element:

Affect Normal Fires (Fire): This works just like the arcane spell. It is useable once per day.

Body of Water (water): A water cleric partially transforms his body, his body constant filters and sweats out impurities. He gains a +4 fortitude save v. poisons. The cleric must be at least 5th level before he can buy this ability.

Clean Air (Air): Any unhealthy air or vapor is turned into clean, breathable oxygen as it enters the cleric's nose or mouth. It can only be used once per day and lasts one round per level.

Cleansing Flame (Fire): The cleric may use this once per day. It affects all fires, normal or magical of campfire size or larger and lasts for only one round (after which the cleric takes damage normally). It heals the cleric of 1d4 damage, allows him to skip one meal, and allows him a second saving throw against poisons.

Control Flame (Fire): The cleric may make a fire smaller than a torch smother, spread, move or jump. It can only move up to 6 inches per level of the cleric.

Control Winds (Air): This works just like the divine spell. It is useable once per day.

Eliminate Tracks (Earth): The cleric has a constant pass without trace on himself. He must walk barefoot and can only do it on sand, dirt, or hard earth (no mud or snow).

Encasement (Earth): If an earth cleric with this power buries himself in the ground he will regain 1 hit point per hour. The character cannot cast spells with a somatic component while buried and cannot move from that spot without emerging without using his ability to ignore element.

Endure (Any): Clerics are dedicated to protecting Athas from the defilers. Whenever the character is within x2 the destruct radius of a defiler he may channel the energy so the radius is halved. Requirement: 5th level.

Enflame (Fire): The cleric may summon a flame the size of a matchstick fire at will.

Feather Fall (Air): This works just like the arcane spell. It is useable once per day.

Healing Draft (Water): Before he can use this ability, the priest must have carried a skin of water on his person for at least an hour. After that, anyone who drinks from the skin will be cured of light bleeding, and regain 1 to 2 hit points. Enough water may be enchanted to heal 10 people. An individual may drink as much of the water as he desires, but it will have no additional effect other than to quench his thirst. The priest may only carry one such skin.

Meld into Stone (Earth): The character may meld into stone once per day as per the cleric spell.

Missile Stream (Air): The cleric gets a breeze that aids him with missile weapons. He gets a +1 to hit with any missile that can be affected by a breeze. The power only works outdoors.

Missile Reflection (Air): The cleric has a +1 AC bonus against any missile weapons that can be affected by a breeze. It only works outdoors, or indoors where there is a considerable wind. Requirements: 5th level.

Quench Thirst (Water): A water cleric can chew on anything and extract moisture from it. Mud, plant matter, even rock will yield up to one-third of the character's daily water requirement.

Refreshing Breeze (Air): A constant breeze caresses the cleric's skin whenever he is outdoors. The cooling reduces his water requirement in half and grants him a +1 reaction bonus because of his relaxed composure. The priest barely sweats, but may suffer from sunburn and heatstroke.

Resistance to Element (any): The cleric gets a +2 bonus to save v. the effects of the character's element. However, he gets a -2 penalty to save v. the effects of the element opposed to his. If the character buys this twice then the penalty goes away (but the bonus is never higher than +2). The character is so tied to the environment he will lose 1 hit point if he is inside a defiler's destruct radius.

Spark of Life (water): A water cleric may resurrect any creature that has been dead for three rounds or less (must have at least -12 hit points). The priest pays 1 hit point in order to resurrect the creature which the cleric cannot regain until the creature dies or a raise or resurrect spell is used on the creature. Requirements: 7th level, Healing Draft.

Turn/Rebuke Elemental (any): The cleric may turn or rebuke elements as per the domain descriptions in the Player's Handbook.

The Defiler

Alignment: Any non-good

Level	Base Atk Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day												
						0	1	2	3	4	5	6	7	8	9			
1	+0	+0	+0	+2	-2 CH; Summon Familiar, Scribe Scroll	3	1	-	-	-	-	-	-	-	-	-	-	-
2	+1	+0	+0	+3		4	2	1	-	-	-	-	-	-	-	-	-	-
3*	+1	+1	+1	+3		4	3	2	-	-	-	-	-	-	-	-	-	-
4	+2	+1	+1	+4		4	3	2	1	-	-	-	-	-	-	-	-	-
5	+2	+1	+1	+4	Bonus Feat	4	3	3	2	-	-	-	-	-	-	-	-	-
6	+3	+2	+2	+5	-4 CH	5	4	3	2	1	-	-	-	-	-	-	-	-
7	+3	+2	+2	+5		5	4	3	3	2	-	-	-	-	-	-	-	-
8	+4	+2	+2	+6		5	4	4	3	2	1	-	-	-	-	-	-	-
9	+4	+3	+3	+6		5	4	4	3	3	2	-	-	-	-	-	-	-
10	+5	+3	+3	+7	Bonus Feat	5	5	4	4	3	2	1	-	-	-	-	-	-
11	+5	+3	+3	+7	-6 CH	6	5	4	4	3	3	2	-	-	-	-	-	-
12	+6/+1	+4	+4	+8		6	5	5	4	4	3	2	1	-	-	-	-	-
13	+6/+1	+4	+4	+8		6	5	5	4	4	3	3	2	-	-	-	-	-
14	+7/+2	+4	+4	+9		6	5	5	5	4	4	3	2	1	-	-	-	-
15	+7/+2	+5	+5	+9	Bonus Feat	6	5	5	5	4	4	3	3	2	-	-	-	-
16	+8/+3	+5	+5	+10	-8 CH	6	5	5	5	5	4	4	3	2	1	-	-	-
17	+8/+3	+5	+5	+10		6	5	5	5	5	4	4	3	3	2	-	-	-

18	+9/+4	+6	+6	+11		6	5	5	5	5	5	4	4	3	3
19	+9/+4	+6	+6	+11		6	5	5	5	5	5	4	4	4	4
20	+10/+5	+6	+6	+12	Bonus Feat	6	5	5	5	5	5	4	4	4	4

Gathering spell energy through defiling magic table

Surrounding Terrain	Result of Int + 1d20 check		
	20 or less*	21-30	31+
Lush	-1 spell/level	Usual	+3 spells/level
Abundant	-1 spell/level	Usual	+2 spells/level
Fertile	-1 spell/level	Usual	+2 spells/level
Infertile	-2 spells/level	Usual	+1 spell/level
Barren	-2 spells/level	Usual	+1 spell/level

*Or the result of rolling a natural "1" on a d20.

Usual: The defiler does not get a penalty or bonus to his number of spells per day.

The Druid

Druids retain all their normal abilities from the Player's Handbook, but with the following changes.

Woodland Stride: There are very few woodlands on Athas. This ability applies to the druid's guarded lands, no matter what the terrain is.

Wild Shape: This only applies to creatures native to the druid's guarded lands. He cannot shapechange into creatures alien to that land. Druids cannot shapechange into an elemental form.

Domain Access: Druids get access to one domain based on the inherent nature of their guarded land. They do not gain any bonus spells, nor do they gain the granted power of that domain. They just gain access to those spells.

Druids gain the following new powers:

The Sacrifice: Druids who are within x2 of a defiler's destruction radius may sacrifice their own life energy to prevent the land from being defiled. The druid takes 1 hit point of damage per level of the spell the defiler casts.

Concealment: If the character is in his guarded territory and makes no attempt to move or cast spells then he cannot be found by searchers.

Speak with Animals: Druids may speak with animals in his guarded lands at will at 3rd level and higher. The druid may speak with all animals at 7th level and higher.

Speak with Plants: Druids may speak with any plant in his guarded lands at 5th level and higher. The druid may speak with all plants at 9th level and higher.

Nourishment from the land: At 7th level the druid needs no food or water when on his guarded lands. However, when he leaves he must take nourishment normally.

The Fighter

The fighter remains unchanged, but they have a few extra feats that they may spend their bonus feats on:

Weapon Training: A fighter may teach a class in a specific weapon in which he has proficiency. The class lasts everyday for one month. At the end of that month every student makes an intelligence check vs. DC 25. Success means that they learn the weapon without having to fill a feat slot. The student may only be trained once in that specific weapon regardless of success. Requirements: 3rd level

Heavy War Machines: This feat is much like the other weapon feats. This allows the fighter to command a crew or operate himself a war machine including bombardment engines, crushing engines, and siege towers. Requirements: 4th level.

Supervisor: With this feat a fighter can supervise the creation of defenses. Requirements: 6th level.

Command: This allows a fighter to command a large number of troops (about 100 per level with aides). Requirements: 7th level.

The Gladiator

Weapon and Armor Proficiency: Gladiators are proficient in all weapons (simple, martial, and exotic), shields, and all armors (light, medium, and heavy).

Multiple Specialization: Gladiators are allowed weapon specialization as per fighters, they have no restriction on levels and may buy specialization at 1st level. They may buy specialization multiple times, once for each weapon they have bought weapon focus with.

Unarmed Combat: Gladiators have increased damage in hand to hand combat. Size M gladiators do 1d6 normal damage with their fists, Size S gladiators do 1d4 and Size L gladiators (half-giants) do 1d8. They are considered to have the Improved Unarmed Strike feat for free.

AC Bonus: The gladiator get this bonus to his AC whether in or out of armor (it does not count as a dexterity bonus). However, he does not get it if caught flatfooted.

Skills: Balance (Dex), Bluff (Cha), Craft (Int), Disguise (Cha), Handle Animal (Cha), Jump (Str), Perform (Cha), Ride (Dex), Sense Motive (Wis), Tumble (Dex)

Level	Base Attack Bonus	Fort Save	Ref Save	Wil Save	AC Bonus
1	+1	+2	+0	+0	+0
2	+2	+3	+0	+0	+0
3*	+3	+3	+1	+1	+0
4	+4	+4	+1	+1	+0
5	+5	+4	+1	+1	+1
6	+6/+1	+5	+2	+2	+1
7	+7/+2	+5	+2	+2	+1
8	+8/+3	+6	+2	+2	+1
9	+9/+4	+6	+3	+3	+1
10	+10/+5	+7	+3	+3	+2
11	+11/+6/+1	+7	+3	+3	+2
12	+12/+7/+2	+8	+4	+4	+2
13	+13/+8/+3	+8	+4	+4	+2
14	+14/+9/+4	+9	+4	+4	+2
15	+15/+10/+5	+9	+5	+5	+3
16	+16/+11/+6/+1	+10	+5	+5	+3
17	+17/+12/+7/+2	+10	+5	+5	+3
18	+18/+13/+8/+3	+11	+6	+6	+3
19	+19/+14/+9/+4	+11	+6	+6	+3
20	+20/+15/+10/+5	+12	+6	+6	+4

The Monk

Aaracokra, Half-giant, Pterran and Thri-kreen Monk Damage

Level	Damage
1-3	1d8
4-7	1d10
8-11	1d12
12-15	1d20
16-20	2d12

Half-giant, elf, and Thri-kreen Movement rates

Monk Level	Half-giant	Elf or Thri-kreen
1-2	40	45
3-5	50	55
6-8	65	75
9-11	75	90
12-14	90	100
15-17	100	110
18-20	110	120

The Preserver

Preservers are in all ways exactly like normal wizards in the D&D Player's Handbook. However, preservers may attempt to defile and roll on the gathering spell energy through defiling magic table. The first time each level they try they do not have to make a roll. Each time afterwards they must make a fortitude check against DC 10 + 5 DC every time after two they defile (even if he loses or does not gain any spell power because of it). If a preserver fails he will permanently loses 1d4 constitution points, one class level, and becomes a defiler (and if he's good aligned he will have to change alignment). To become a preserver again the character must forgo all magic use until he can regain the class level he lost and perform a quest or great personal sacrifice to show his commitment to the preserver way of magic. If the redeemed preserver crosses the line again then he becomes a defiler to his dying day.

Psion

(Just notes so far, hopefully enough until March 2001)

Hit dice: d4

Combat Ability: As per sorcerer, wizard

Psionic powers divided into 10 (0 to 9th level) levels of ability

Powers should be divided up based on their nearest equivalent in the Arcane spell list (or by 2nd edition cost or by power score/MAC if no equivalent can be found)

Gain 8 + Wisdom modifier + Intelligence modifier + Constitution Modifier in PSPs at 1st level

Gain 1 + Wisdom modifier per level thereafter in PSPs

Number of psionic powers known is as per the sorcerer's spells known chart.

Powers cost 2 points per level, talents (0-level abilities) cost 1 point

Saves: Fortitude (Good), Reflex (Poor), Will (Good)

The Psychic Warrior

(Just notes so far, hopefully enough until March 2001)

Hit dice: d8

Combat Ability: As per barbarian, fighter, ranger, and paladin

Weapons and Armor allowed: All except exotics (Arcane spell failure applies)

Psionic powers are divided into 7 (0 to 6th level) levels of ability

Number of psionic abilities known is equal to the bard's spells known chart.

Gain 1 + Wisdom Modifier + Intelligence Modifier + Constitution Modifier in PSPs at 1st level.

Gain 1 + Wisdom Modifier every even level there after.

Powers cost 2 points per level, talents (0-level abilities) cost 1 point

A psychic Warrior tends towards combat oriented powers.

Saves: Fortitude (Good), Reflex (Poor), Will (Good)

The Ranger

Domain Access: In addition to normal ranger spells, rangers get access to one elemental domain. The character does not gain bonus spells or granted powers from the domain, just access to the spells.

Botanical Enchantment: This is a magic creation feat allowed to rangers.

The Templar

Alignment: Any nongood

Greater Spell Access: Templars may access all spells available to divine spell casters, this includes paladin, ranger, cleric, druid, and domain spells. They do not get any of the granted powers, extra spells, or special abilities of any domain or character class, just access to those spells. Also, their spell gains accelerate after 14th level because they have entered the highest ranks of their class.

Ex-templars: Any templar that manages to displease his sorcerer-monarch, changes to good alignment, or survives the death of his sorcerer-monarch loses all his templar abilities. He can only retain his saving throw bonuses and attack bonuses. He loses all his special abilities and spell casting ability.

Skills: Appraise (Int), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Listen (Wis), Scry (Int), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis)

Level	Base Atk Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day													
						0	1	2	3	4	5	6	7	8	9				
1	+0	+2	+0	+2	Rebuke Undead; Command/Pass Judgement on Slaves	2	-	-	-	-	-	-	-	-	-	-	-	-	-
2	+1	+3	+0	+3	Legally Enter the House of a Freeman	3	1	-	-	-	-	-	-	-	-	-	-	-	-
3*	+2	+3	+1	+3	Requisition Soldiers	4	2	1	-	-	-	-	-	-	-	-	-	-	-
4	+3	+4	+1	+4	Accuse a Freeman of Disloyalty	4	3	2	-	-	-	-	-	-	-	-	-	-	-
5	+3	+4	+1	+4	Access to all Areas in Palace and Temples	5	3	2	1	-	-	-	-	-	-	-	-	-	-
6	+4	+5	+2	+5	Draw from City Treasury	5	3	3	2	-	-	-	-	-	-	-	-	-	-
7	+5	+5	+2	+5	Pass Judgement on a Freeman	6	4	3	2	1	-	-	-	-	-	-	-	-	-
8	+6/+1	+6	+2	+6		6	4	3	3	2	-	-	-	-	-	-	-	-	-
9	+6/+1	+6	+3	+6		6	4	4	3	2	1	-	-	-	-	-	-	-	-
10	+7+2	+7	+3	+7	Accuse a Noble	6	4	4	3	3	2	-	-	-	-	-	-	-	-
11	+8/+2	+7	+3	+7		6	4	4	4	3	2	1	-	-	-	-	-	-	-
12	+9/+3	+8	+4	+8		6	5	4	4	3	3	2	-	-	-	-	-	-	-
13	+9/+3	+8	+4	+8		6	5	5	4	4	3	2	1	-	-	-	-	-	-
14	+10/+4	+9	+4	+9		6	5	5	4	4	3	3	2	-	-	-	-	-	-
15	+11/+5	+9	+5	+9	Pass Judgement on a Noble	6	6	6	5	5	4	3	2	1	-	-	-	-	-
16	+12/+6/+1	+10	+5	+10		7	6	6	6	6	5	3	3	2	-	-	-	-	-
17	+12/+6/+1	+10	+5	+10	Pardon an accused man	8	7	7	7	7	6	4	3	2	1	-	-	-	-
18	+13/+7/+2	+11	+6	+11		8	8	8	8	8	7	4	3	3	2	-	-	-	-
19	+14/+8/+3	+11	+6	+11		9	9	9	9	9	8	5	4	4	3	-	-	-	-
20	+15/+9/+4	+12	+6	+12		9	9	9	9	9	9	6	5	5	4	-	-	-	-

*Base Starting Character Level

The Trader

Fast-talking: All traders get the bluff skill for free and have it at 3 ranks + 1 rank/level and gain skill focus for bluff for free (in other words they can not spend skill points on bluff nor may they buy skill focus for it).

Weapon and Armor: Because of the cutthroat world of Athasian mercantilism and because of the trader's constant exposure to new and unusual items, all traders are proficient in all weapons (simple, exotic, and martial), all armors (light, medium, and heavy), and shields.

Languages: Traders gain one extra language free every third level

Skill Points: 8 + Int bonus per level

Skills: Alchemy (Int), Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (Int), Listen (Wis), Move Silently (Dex), Open Locks (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Read Lips (Int), Search (Int), Sense Motive (Wis), Speak Language (Int), Spot (Wis), Spellcraft (Int), Swim (Str), Tumble (Dex), Use Magic Device (Cha), Use Rope (Dex)

Psionics Talents

Most Athasians have some sort of minor psionic talent. An athasian with a 10 or better in wisdom will gain 1d3 psionic talents rolled on the chart below. Each costs 1 PSP to use and the character gets 1+Wis modifier in PSPs per day to use + 1 point every three levels. Psions and Psychic Warriors do not get these extra psionic talents.

d% roll

Clairsentent

01-04

Inkling (50% chance to know if intended action is good or bad)

05-09	Know Direction (You know which way is north)
10-15	Detect Psionics (You can detect the presence of psionic activity)
	Metacreation
16-19	Finger of Fire (d3 fire damage)
20-24	Trinket (create a short-lived trinket)
25-28	Bolt (create a short-lived bolt, arrow or bullet)
	Psychokenetic
29-34	Control Shadow (You can control a normal shadow like a puppet)
35-38	Far Hand (like Mage Hand, 5 lbs telekinesis)
39-42	Far Punch (1 hp damage from telekinetic punch)
43-45	My Light (eyes emit light in a 20 foot cone)
	Psychometabolic
46-49	Talons (+1 damage in hand to hand combat)
50-53	Elfsight (Gain night vision as per elf, characters with lowlight vision double ranges)
54-56	Verve (gain temp 1hp)
57-62	Lesser Natural Armor (Character gets +1 AC)
	Psychoportation
63-67	Burst (increase speed with 5')
68-72	Catfall (you recover well from a fall)
73-77	Float (you bouy in water or other liquid)
	Telepathy
78-82	Daze (opponent loses next action)
83-86	Distract (opponent takes a -1 penalty to some actions)
87-90	Missive (one-way telepathic message)
91-94	Telempathic Projection (influence emotion as per the diplomacy skill)
95-00	Character may choose his power

Determine Literacy

Unlike other D&D worlds that assume that most adventuring characters have had some sort of education, Athasians are generally illiterate. In Athas, only the nobles and the templars are legally allowed to be literate, anyone else is guilty of a crime and may be executed (nobles do maintain literate slaves, but once the slaves outlive their usefulness they are executed). Traders have developed their own writing system that does not arouse the suspicions of the Templars, and Defilers and Preservers must be literate in order to use spells (they're fugitives anyway, so what is one more crime?). No other character class may be literate, use the notes for literacy for barbarian in the Player's Handbook to determine what skills the character can and can't have.

Prestige Classes

Prestige Classes include the Order (mainly for Psions and Psychic Warriors), Dragon (mainly for defiler/psions), Avangion (mainly for perserver/psions), Jaszt (mainly for Gladiators and Fighters), Character Elemental (mainly for clerics), Thri-kreen hunters (for Elves), and Spirits of the Land (mainly for druids). For now, the only inappropriate prestige class is the Blackguard (if you want to include them see notes for the Paladin above). I'll get to them when I get to them. That also goes double for monsters, spells, proficiencies, etc.