

Background Feats

A character in the Land of Fate is defined not only by what she does by also by where she comes from. Background feats accomplish two purposes: They give the character a link to a location or group in Zakhara which can generate roleplaying opportunities, and they help to better flesh out the character's personality and motivation.

There are four types of background feats: hometown, tribal, racial, and patron deity. However, a character may select only one background feat - the background that the player feels has had the most influence on the character.

For example, a character who is a mesa dwarf in Huzuz whose family follows Kor can select from City of Delights (a hometown background feat), Child of the Mesa (a racial background feat), or Faithful of Kor (a patron deity background feat). Since the player sees the character as being primarily cosmopolitan in outlook, she decides to take City of Delights when she is able to choose a feat.

A background feat is not a bonus feat; it must be chosen like any other at first level or later. If a first level character does not select a background feat, she may choose one at a later level, assuming that she maintains contact with those of the same background. (If you leave your hometown and never return, you can't pick up the hometown feat later in life.)

Not all characters will have a background feat; the average inhabitant of the Land of Fate is pretty non-descript. However, most important NPCs tied to a specific location or group probably will possess the appropriate background feat.

Hometown Background Feats

Hometown feats can be chosen by any character who grew up in or spent a great deal of her time in one of the settled cities of Zakhara.

All hometown feats grant the following bonuses, in addition to the listed benefits.

- +2 circumstance bonus on Diplomacy checks with natives of the hometown
- +2 circumstance bonus on Gather Information checks within the hometown
- +2 circumstance bonus on Knowledge (local) checks within the hometown

City of Chaos [Background]

The people of Hawa, are independent, self-reliant, and dangerous.

Region: Hawa

Benefit: You gain a +2 bonus on Swim checks, and a +1 circumstance bonus on attack rolls when fighting on a ship.

City of Charity [Background]

Mahabbans are fearful of strangers and, to some degree, their own rulers.

Region: Mahabba

Benefit: You gain a +2 bonus on Listen checks and Move Silently checks.

City of Coins [Background]

The people of Sikak live from the sea.

Region: Sikak

Benefit: You get +2 bonus on Profession (sailor) and Survival checks made at sea or on beaches.

City of Confessions [Background]

I'tiraf's residents are staunchly moralist, extremely lawful, and exceedingly gracious -- at least to one another.

Region: I'tiraf

Benefit: You gain a +2 bonus on Sense Motive and Knowledge (religion) checks.

City of Delights [Background]

The people of Huzuz are by nature as tolerant as they are diverse.

Region: Huzuz

Benefit: You may purchase additional languages for one skill point each. Choose any one skill; it is now a class skill for you.

City of Free Men [Background]

The combination of barbarian and enlightened views in Utaqa have produced a very independent attitude toward the world that is neither of Zakhara nor of the world outside. The city's people are basically honest and blunt, often to the point of seeming rude.

Region: Utaqa

Benefit: You gain a +1 bonus on Will saves and a +2 bonus on Intimidate checks.

City of Humility [Background]

Hudid has the greatest university in the Land of Fate

Region: Hudid

Benefit: All knowledge skills are class skills for you. You get a +2 bonus on a specific knowledge skill of your choice.

AQ 3.5: Background Feats

City of Intrigue [Background]

The people of HiyaI have a reputation for being untrustworthy, duplicitous, and sharp in their business dealings with each other and outsiders.

Region: HiyaI

Benefit: You gain +2 on all Bluff and Appraise checks.

City of Kindness [Background]

The people of Hilm are even-tempered. Unlike the citizens of other Pantheist cities, they are relatively patient even with the "unenlightened."

Region: Hilm

Benefit: You gain a +2 bonus on Diplomacy and Knowledge (religion) checks.

City of Kings [Background]

The people of Muluk are proud of their city's history and noble tradition.

Region: Muluk

Benefit: You gain a +2 bonus on Knowledge (nobility) and Knowledge (history); these are class skills for you.

City of Multitudes [Background]

Residents of Jumlat are dependent upon the seasonal pearl trade for their livelihood.

Region: Jumlat

Benefit: You get a +2 bonus on Swim checks and a +2 bonus on Perform (oratory) checks.

City of Power [Background]

The people of Qudra are by and large obedient, hard-working, and honest. Surprisingly, they are not warlike, for that role is taken up entirely by the mamluks.

Region: Qudra

Benefit: You gain a +3 bonus on any Profession or Craft skill of your choice.

City of Questing [Background]

The natives of Talab are insular and secretive. They keep private matters private and show a public face of reserved concern.

Region: Talab

Benefit: You gain a +2 bonus on Bluff and Diplomacy checks.

City of Riches [Background]

The people of Gana are wealthy and successful thanks to the pearl and frankincense trade.

Region: Gana

Benefit: You get +2 bonus on Swim checks and +4 bonus on checks to hold your breath.

City of Searching [Background]

Fahhas reflects the mood of its caliph; its people are sullen, brooding, and joyless in their tasks.

Region: Fahhas

Benefit: You get a +2 bonus on Fortitude saves.

City of Secrets [Background]

A sinister feeling extends to the people of Hafaya. Intense loyalties are hidden beneath subterfuge, and no one is sure if a comrade would come to his or her aid in a time of need.

Region: Hafaya

Benefit: You gain a +2 bonus on Initiative rolls and a +2 bonus on Spot checks.

City of Solitude [Background]

As a group, the people of Halwa are known for their haggling skill and sharp-witted dealing.

Region: Halwa

Benefit: You gain +2 bonus on all Sense Motive and Diplomacy checks.

City of Spires [Background]

Rog'osto has a thriving business of art and craft, catering to the wizards of the city, who often require the finest material for their research.

Region: Rog'osto

Benefit: You gain a +2 bonus on any Craft skill of your choice, and a +2 bonus on Knowledge (arcana) checks. Knowledge (arcana) is a class skill for you.

City of Trade [Background]

The people of Tajar reflect a meeting of cultures. The Tajari are proud, boisterous people, quick to take offense.

Region: Tajar

Benefit: You get +2 bonus on Perform checks and a +2 bonus on initiative rolls.

City of Wands [Background]

The natives of Qadib are intelligent, conversational, and well-informed, as one would expect in a center of learning.

Region: Qadib

Benefit: All knowledge skills are class skills for you. You gain a +2 bonus on Diplomacy checks.

City of Wonders [Background]

The people of Ajayib are proud of their frontier nature. They are independent, strong-willed, and opinionated.

Region: Ajayib

Benefit: You get a +2 bonus on Survival checks and +1 on Will saves.

The Gateway City [Background]

The residents of Dihliz are energetic, curious, progressive, and above all, acquisitive.

Region: Dihliz

Benefit: You gain a +2 bonus on Sleight of Hand and Appraise checks.

The Middle City [Background]

The people of Wasat are neither lazy nor diligent, fanatical nor unholy. Their most notable aspect is a refusal to be surprised -- regardless of the situation.

Region: Wasat

Benefit: You gain a +1 bonus on all Will saves and a +2 bonus on Concentration checks.

Tribal Background Feats

The Al-Badia do not live in cities like the Al-Hadhar; instead of feats based on location, the background feats for the nomadic tribes are based on one's tribal affiliation.

Some of the tribal background feats listed here describe hometown benefits with regard to certain cities; this refers only to the bonuses on Diplomacy, Gather Information and Knowledge (local) granted by a hometown background feat, not to the benefits gained for the feat itself.

All tribe feats provide the following bonuses, in addition to their other benefits:

- +2 circumstance bonus on Diplomacy checks with members of the same tribe
- +2 circumstance bonus on Knowledge (geography) checks relating to the tribe's territory
- +2 circumstance bonus on Survival checks within the tribe's territory (Haunted Lands or High Desert)

Children of the Bull [Background]

The land of the House of Thawr is currently in the southeastern spur of the desert, where the tribe supplements trade by raiding the border regions for horses and supplies.

Region: High Desert (House of Thawr)

Benefit: You gain a +2 bonus on Ride and Handle Animal checks.

Children of the Lion [Background]

The people of Asad are proud to the point of arrogance. They are easy with their friendship but also easy to offend.

Region: High Desert (House of Asad)

Benefit: You gain a +2 bonus on Will saving throws.

Clan of the Young Camel [Background]

Most of the House Bakr, an enlightened tribe, now lives in and around the city of Tajar, where Sheikh Ali al-Hadd rules.

Region: High Desert (House Bakr)

Benefit: You gain hometown benefits whenever you are in the city of Tajar, and you gain a +2 on initiative rolls.

Ghost-Warrior [Background]

The unenlightened people of the House of Tayif roam the entire length of the High Desert, surviving solely through raiding.

Region: High Desert (House of Tayif)

Benefit: You gain a +2 bonus on initiative rolls and a +1 morale bonus on attack rolls when attacking while mounted.

House of Hanif [Background]

As a people, the House of Hanif has an intense loyalty to the throne and is known for rescuing thirsty pilgrims lost en route to Huzuz. The people are brave, honest to a fault, and open to strangers in their lands.

Region: Haunted Lands (House of Hanif)

Benefit: You gain hometown benefits whenever you are in the city of Huzuz. You gain a +4 morale bonus against fear effects.

House of Hotek [Background]

The House of Hotek traditionally roams the northwestern corner of the Haunted Lands. Until recently the members lived in peace with the city of Hiyal; the Sheikh's preaching against that city and its sultana have caused their ranks to swell. Clans that have been oppressed, cheated, or harmed by the sultana and her brood have joined forces with this tribe.

Region: Haunted Lands (House of Hotek)

Benefit: You gain a +2 bonus on Sense Motive and Move Silently checks.

House of Sihr [Background]

The sheikhs of the janni tribe all consider themselves to be first among equals and superior to their fellows.

Race: Janni or Jannling.

Region: High Desert (Genies' Anvil)

AQ 3.5: Background Feats

Benefit: You gain a +2 bonus on Diplomacy and Intimidate checks.

House of the Bear [Background]

The House of Dubb, an enlightened tribe, lives in the southwestern corner of the High Desert, hard on the borders of the Al-Suqut Mountains. The tribe is on excellent terms with the people of the city of Ajayib.

Region: High Desert (House of Dubb)

Benefit: You gain hometown benefits whenever you are in the city of Ajayib, and you gain a +1 bonus on Will saves.

Jann of the Haunted Lands [Background]

The Jann of the Haunted Lands are wildly crazy and impulsive, dangerous to themselves and to all who accompany them. They are vindictive, insistent, prone to insult, mischievous, and very powerful.

Race: Janni or Jannling.

Region: Haunted Lands (Great Anvil)

Benefit: You gain a +2 bonus on Intimidate and Bluff checks.

League of the Vulture [Background]

The House of Uqab is made up of outcasts from the desert and their descendants. They consider themselves enlightened, but their respect for the Grand Caliph is slight and their reconciliation of the gods fleeting. Like the creature they pattern themselves after, they are scavengers, living off the success of others.

Region: High Desert (House of Uqab)

Benefit: You gain a +2 bonus on Move Silently and Hide checks.

People of the Eagle [Background]

The House of Nasr roams the northern reaches of the High Desert and maintains the Desert Mosque, a haram (holy site) of great importance to the desert tribes.

Region: High Desert (House of Nasr)

Benefit: You gain a +1 bonus on all saving throws.

Sons of the Wolf [Background]

The House of Dhi'b has allied with or against most of the other major tribes over the years, depending on the circumstance.

Region: High Desert (House of Dhi'b)

Benefit: You gain a +2 bonus on Ride and Diplomacy checks.

Racial Background Feats

Members of non-human cultures that are distinct from the Al-Badia and Al-Hadhar cultures can take racial background feats.

All racial background feats grant the following bonuses in addition to any other benefits they provide:

- +2 circumstance bonus on Diplomacy checks with members of the same race
- +2 circumstance bonus on Knowledge (history) checks relating to the race's history

Child of the Dunes [Background]

Dune elves can move on the sands like shadows cast by the moon.

Race: Dune elf, half-elf.

Benefit: You gain a +2 racial bonus on Hide and Move Silently checks.

Child of the Lost Gods [Background]

Having been abandoned by the deities who created them, the kheri are less subject to the whims of the gods and their servants.

Race: Cat kheri, falcon kheri, ibis kheri, or jackal kheri.

Benefit: You gain a +1 bonus on saving throws against divine magic.

Child of the Mesa [Background]

Mesa dwarves are great keepers of oral history through song, dance, and drama.

Race: Mesa dwarf.

Benefit: You gain a +2 racial bonus on Knowledge (history) and Perform checks.

Child of the Oasis [Background]

Oasis elves love nothing more than to hear tales of far-away lands.

Race: Oasis elf, half-elf.

Benefit: You gain a +2 racial bonus on Knowledge (geography) checks, and may learn new languages for one skill point each.

Child of the Sandstorms [Background]

Most people find the sandstorm halflings to be rather unpredictable and worrisome, but that's okay, the halflings prefer the company of their ostriches anyway.

Race: Sandstorm halfling.

Benefit: You gain a +2 racial bonus on Intimidate and Handle Animal checks.

Child of the Sewers [Background]

The ears of sewer goblins are sensitive enough to be able to hear problems down the tunnels in which they work.

Race: Sewer goblin.

Benefit: You gain a +2 racial bonus on Listen and Knowledge (engineering) checks.

Patron Deity Background Feats

Patron deity feats represent a specific devotion by the character's family to a god or gods. Although he may later abandon the faith of his ancestors or even adopt another patron deity, the religious lessons of childhood stay with him forever.

All patron deity feats provide the following bonuses, in addition to listed benefits:

- +2 circumstance bonus on Diplomacy checks with followers of the specific religion
- +2 circumstance bonus on Knowledge (religion) checks related to the religion

Faithful of Bala [Background]

The voice was made to sing, and the mind to create praise for all things. Bring news to the unenlightened and joy to the suffering. Speak freely and openly among friends. Strike against those who seek to silence our tongue.

Religion: Bala of the Tidings.

Benefit: You gain a +2 bonus on Move Silently and Perform checks.

Faithful of Hajama [Background]

Trust your feelings and follow your heart. Always dare to try; cowards fail because their great deeds are unattempted. Bravery takes many forms, the easiest of which is in battle. Living through a defeat strengthens the spirit more than dying for an ideal.

Religion: Hajama the Courageous.

Benefit: You gain a +4 morale bonus on saving throws against fear.

Faithful of Hakiyah [Background]

Question and check, then check again. People see what they desire to see, not always what truly exists. All men and women may cast illusions, even those who are not sahers, and even

those who are ignorant of their actions. Danger lies in unquestioning belief.

Religion: Hakiyah of the Sea Breezes.

Benefit: You gain a +2 bonus on Sense Motive and Spot checks.

Faithful of Haku [Background]

Do not burden others. Rely on your own talents. Trust the wisdom of your own experiences. Protect those you love and respect, but do not assume that they will be there to protect you.

Religion: Haku, Master of the Desert Wind.

Benefit: You gain a +1 bonus on Reflex saving throws and a +2 bonus on Survival checks.

Faithful of Jauhar [Background]

Work hard and you will be rewarded as you are due. A holy person is a wealth person. Those who have no food cannot meditate; they think more about their empty stomachs than their empty souls. Wealth is the oil that greases the wheels of the civilized world. Fate gives to those who take.

Religion: Jauhar the Gemmed.

Benefit: You gain a +2 bonus on Appraise and Diplomacy checks.

Faithful of Jisan [Background]

Rewards of the spirit and the flesh may be harvested from the act of applying oneself to a noble task. The gold brought from honest labor is repaid a thousandfold in the good it brings to the spirit. A person who does not work, wastes. Fate brings all things to men and women, but only those who are prepared may take advantage of it. If the sky were raining catfish, would you rather have a net or a parasol?

Religion: Jisan of the Floods

Benefit: You gain a +2 bonus on Appraise and Survival checks.

Faithful of Kor [Background]

Always seek out the wisdom of the elders, and heed their words even if you disagree with them. Learn from your mistakes.

Religion: Kor the Venerable.

Benefit: You gain a +1 bonus on Will saving throws and a +2 bonus on Knowledge (history) checks.

Faithful of Najm [Background]

Achieve, do, and experience. The journey is more important than the destination. Do not be afraid of new things until you learn more about them. Curiosity leavened with caution never hurt anyone.

AQ 3.5: Background Feats

Religion: Najm the Adventurous.

Benefit: You gain a +2 bonus on Reflex saving throws.

Faithful of Selan [Background]

Reveal that which is pleasing. Accentuate the positive. Kind words can override angry curses. Beauty grows over time. Treat others with the sweetness and goodness they deserve.

Religion: Selan the Beautiful Moon.

Benefit: You gain a +2 bonus on Knowledge (local) and Diplomacy checks.

Faithful of the Pantheon [Background]

Only by gathering together, and by combining the best talents of the group, can we succeed. Trust your foes to be jealous of your accomplishments. Excessive actions may be excuses by excessive circumstances.

Religion: The Pantheon.

Benefit: You gain a +2 bonus on Knowledge (religion) and Sense Motive checks.

Faithful of the Ten Thousand Gods [Background]

The gods are aspects of a greater holy power. All mortal beings mirror the diversity of that divine power. All are touched by the same holy radiance. Accept your brothers and sisters. Think well of them and treat them kindly, for they, like you, are divine.

Religion: The Temple of Ten Thousand Gods.

Benefit: You gain a +2 bonus on Knowledge (religion) and Knowledge (history) checks.

Faithful of Vataqatal [Background]

Attain true spiritual peace through testing one's abilities against another. Thinkers may debate, but warriors speak with the strength of their swords and their hearts. Duty stands above all.

Religion: Vataqatal the Warrior-Slave

Benefit: You gain a +1 bonus on Will saving throws.

Faithful of Zann [Background]

Do not destroy what you do not understand. We stand on a mountain built by our fathers, and only a fool would step off that mountain. Learn from the mistakes of others. The written word is our gift to our grandchildren.

Religion: Zann the Learned.

Benefit: You gain a +1 bonus on all Knowledge checks.