

Chapter 4

Skills & Feats

Feats

Any of the feats listed in the PHB are perfectly appropriate for use. In addition, here are some other ones that characters may take.

Divine Birth [General]

The story of your birth is the stuff of legends (the stars foretold your birth, you were hidden from evildoers trying to kill you, etc.).

Benefit: You receive a +6 bonus to diplomacy checks with regard to people from your nation or city-state, +4 with regard to people of your race, and +2 otherwise.

Special: It does not matter if the story is true. What matters is that people you meet think it is. As such, this feat is not restricted to beginning characters.

Evil Eye [General]

You are able to curse another with the Evil Eye.

Prerequisite: Djinntouched only.

Benefit: Once a day, you may invoke the Evil Eye. If done during combat, this works as a gaze attack. The target must roll a Will save with a DC of 10 + your character level. If she fails, she receives a -2 penalty to all saving throws. After each day there is a 20% chance that this will go away.

Greater Evil Eye [General]

You are able to curse another with a more severe Evil Eye.

Prerequisite: Djinntouched only, Evil Eye.

Benefit: As Evil Eye, except the penalty is -5 to all saving throws. After each day there is a 10% chance that it will cure itself. In addition, you may use the ordinary Evil Eye twice per day.

Improved Blindsight [Racial]

You have honed your fa'ari hearing, and are able to sense objects from farther away.

Prerequisite: Fa'ar only.

Benefit: You have blindsight with a radius of 20 feet. Silence still nullifies this.

Normal: Fa'arim usually have blindsight with only a 10 foot radius.

Water Resistant [Racial]

You have developed some resistance to moisture.

Prerequisite: Lizardfolk only, Con 15+.

Benefit: You receive a +5 bonus to all saving throws against water and its resulting wasting disease.

New Skills

Knowledge, Djinn

Djinn are an important part of any fantasy Arabian campaign. This skill represents knowledge of their ways and customs, and gives the character a better chance of surviving an encounter with one of them.

Check: As any Knowledge check.

Special: The chapter on Djinn contains specific information that you may know at each rank. If it is appropriate, your GM will give this to you.

Speak Language:

The following languages are common in an Al-Danak campaign:

Language	Alphabet
Midani/Common	Midani
Djinn	Djinn
Fa'ari	Fa'ari
Hyenaspeak (D'abi)	—
Lizardspeak (Zabbahi)	—
Maradiki	Midani
Seraphi	Seraphi

New Uses For Old Skills

Not every new task in an Arabian world requires a whole new skill. Many of those listed in the PHB have new applications.

Begging

Begging is far more accepted than it is in a Western setting. In some cases a character may be able to make a living at it (albeit a poor one).

Skill Used: Bluff

Check: The character makes the Bluff check, representing a day's worth of begging. The DC is as determined below.

(table here)

Retry: Given another time investment, one may always try again.

Haggling

Haggling is an old tradition in the markets of Arabian cities. In fact, typical asking price is usually more than one would pay elsewhere, as some haggling is expected.

Skill Used: Sense Motive/Bluff

Check: A buyer may make a Sense Motive check against the seller's Bluff check. If the seller wins by 5 or more, she will not sell for less than the asking price (normal price plus 10%-25%). If the buyer wins by 5 or more, he may purchase for a like reduction.

Retry: Usually no. If the market is large enough, you may be able to wait a day and try again.

Special: The Appraisal skill grants a +2 synergy bonus to both checks.