

Draconspire Specific Feats

Regional feats are explained in the starting region section.

Initiate feats are available to all Clerics at character creation, a character that multi-classes into cleric must have an affiliation score with their church of 4 or higher before they can take the Initiate feat associated with their organization.

Domain feats represent a character's dedication to a particular religious ideal or tenet. You and your DM should determine a reason for this devotion as part of your character's background. A domain feat always corresponds to one of the domains to which a particular deity grants access. You need not be affiliated with the church of the god that grants the domain feat, although you may find it helpful for background purposes. You can select a domain feat at any level. Once you have chosen one, however, you cannot select another unless the second fits thematically with the first. Furthermore, you can never have more than two domain feats (except as specified in Clerics and Domain Feats, below). Unless otherwise noted, the benefit granted by any domain feat is a spell like ability with a caster level equal to your character level. All such effects are subject to spell resistance, and you can dismiss any continuing effect as a free action. If a Domain feat allows a saving throw, its entry provides the necessary information. If you have the ability to channel energy, you can gain additional daily uses of a Domain feat's benefit by permanently sacrificing daily uses of that ability. Usually, Domain feats go together only if they correspond to the domains offered by the deity you follow. Characters that do not worship a particular deity may still take these feats, however the granted powers are still being bestowed by some greater power. You may not select Domain feats from two different deities granted domains list unless you worship the Sand God, in which case all Domain feats are available to you with the following rule regarding opposing domains.

Opposing Domains: Opposing Domain feats cannot be taken in conjunction. Examples of opposing domains are, Good and Evil domains, Law and Chaos, Healing and Death, Protection and Destruction, Fire and Water and Earth and Air.

In addition Clerics can choose any domain feat corresponding to the list of domains offered by their deity, even if you do not have access to those particular domains. For example, a Cleric of Glitanius could select either the Good or Healing domain, and then select either Plant Devotion or Animal Devotion. In addition, you can choose to give up access to a domain in exchange for the corresponding domain feat, but you cannot prepare domain spells or use the granted power of the sacrificed domain. In essence, you trade in a domain for an extra feat slot that you can spend only on a specific Domain feat. For example, the above Cleric could choose to give up the granted power and spells of the Good domain for the Good Devotion feat.

Lumberjack [Regional]

Many people in Tirmordane have at some point worked in forestry, some however develop a more martial use for an axe.

Region: Tirmordane

Benefit: When wielding a hand axe, battle axe or great axe you gain a +1 Competence bonus on attack and damage rolls. In addition, when performing a skill or ability check, while not being distracted, which involves an axe or a saw you gain a +1 Competence bonus to the check.

Tainted Ancestors [Regional]

The people of Tirmordane have a dark past, you are descended of something otherworldly.

Region: Tirmordane

Benefit: You gain a +1 profane bonus on all saving throws and to armor class. You may not select this feat if you are of good alignment.

Merchant Contacts [Regional]

You know people that know people that sell the things you happen to come by.

Region: Tirmordane

Benefit: When selling art, gems, jewelry or other non magical items of value you can sell the items for 10% more than normal if you are in Tirmordane.

Elven Blessing [Regional]

A friend of the elves in the Greatland forest, you have been blessed with some of their grace.

Region: Tirmordane

Benefit: Your Dexterity is increased by 1.

Strong Rider [Regional]

The lands that produce the best horses often produce the best riders. Living in the Rolling Lands in south Pax Thallos you have mastered the technique of horse riding.

Region: Pax Thallos

Benefit: You may apply your strength bonus to your ride check in addition to your dexterity bonus.

Sandgod's Faithful [Regional]

Your devotion in the one Sandgod is unwavering. Your Will transcends lesser faithful.

Region: Pax Thallos

Benefit: Your Wisdom is increased by 1.

Slaver [Regional]

An experienced slaver, you know how to subdue the most rowdy of cattle.

Region: Pax Thallos

Benefit: You gain proficiency with the net, bolas and whip.

Fireborn [Regional]

Generations of harsh living in the Scorched Lands have not only provided you with immunity to the blazing sun, but have also given you resistance to its fury.

Region: Pax Thallos

Benefit: You can exist in harsh climates where heat is a concern. You suffer no ill effects from temperature up to 150 degrees. You need only drink ½ of what a human must consume to avoid dehydration. In addition, you gain fire resistance 5. This fire resistance does not stack with fire resistance gained from any other source.

Democratic [Regional]

Region: Xar Zanth

Benefit: Gain a +4 bonus on diplomacy checks. In addition, you may make a rushed diplomacy check as a standard action instead of a full round action.

Militia Training [Regional]

You have served the Republic in times of need as a soldier. As a result you have been trained in several martial and protective items.

Region: Xar Zanth

Benefit: You gain martial weapon proficiencies with the short sword, long sword, war hammer, glaive, halberd, ranseur, longbows and short bows. You gain light armor, medium armor and shield proficiency.

Guild Suave [Regional]

Some people gravitate to organizations for support and advancement, you on the other hand have a certain suave that organizations can't seem to get enough of.

Region: Xar Zanth

Benefit: When granted membership into an organization you can treat your affiliation score as though it were 3 points higher. If you are a member of multiple organizations you may apply this bonus to any single organization of your choice, you may change the organization that this bonus is applied to when you gain a new character level. You must then wait if you wish to change which organization this bonus applies to until you advance another character level.

Metropolitan [Regional]

Coming from the big city grants a person knowledge that most others lack.

Region: Xar Zanth

Benefit: Your intelligence is increased by 1.

Radiant Fervor [Regional]

The sermons and teachings of the Hand of Radiance have struck up power within you.

Region: Castros

Benefit: Gain weapon proficiency with the long sword, if you already have long sword proficiency you gain weapon focus with the long sword instead. If you later obtain proficiency with the long sword you automatically gain weapon focus with the long sword. At 4th level or after you may obtain weapon specialization with the long sword as though you were a fighter. In addition, when wielding a long sword in two hands the long sword sheds light as a torch.

Hearty [Regional]

The people of your land are tough, tougher than most.

Region: Castros

Benefit: Your constitution increases by 1.

Far Traveler [Regional]

If there is one thing that Castros has in abundance it's roads, and you've walked them all. You've learned how to avoid trouble, and how to start it.

Region: Castros

Benefit: You can increase (double) or decrease (half) the chance of a random encounter when traveling in the wilderness. If you choose to increase the chance of a random encounter it is obvious to your party members with a successful sense motive check DC 15 per chance of random encounter.

Born Adventurer [Regional]

Your ancestor was or is a seasoned adventurer, and has taught you a trick or two to help you on your way.

Region: Castros

Benefit: Once per day you may add +2 to any saving throw. You may add this after the saving throw is rolled but must announce that you are doing so before saving throw results are announced. In addition, you begin play with one of your items (your choice) being of masterwork quality for free.

Mysterious [Regional]

There's something strange about you. You don't seem to fit in with the tapestry of Tharstelding.

Region: Kal

Benefit: Your charisma is increased by 1.

Barbaric [Regional]

Kal raiders are known for ferocity beyond measure. Even the simplest of Kal can be fearsome when rage overtakes them.

Region: Kal

Benefit: Once per day you may rage as a 1st level barbarian. If you have levels in barbarian you gain one more daily use of your rage, in addition you can extend your rage by 3 rounds per daily use of rage expended while raging. You expend uses of rage in this manner as a free action.

Elemental Soul [Regional]

You learn more from the languages of elementals than simple communication.

Region: Kal

Benefit: You gain resistance to fire 5 if you can speak Ingan, resistance to electricity 5 if you can speak Auran, resistance to acid 5 if you can speak Terran and resistance to cold 5 if you can speak Aquan.

Druidic Acolyte [Regional]

You have been accepted into the Circle of Nazus, and have learned from the great druids of Kal.

Region: Kal

Benefit: You may cast three 0 level druidic spells per day as though you were a druid of your character level. You must still have the required Wisdom of 10 to cast such spells. In addition, druidic is a bonus language available to you. If you already are a druid or later gain druid levels you lose this ability, however you may now treat druid as your favored multi-class and you may treat your druid caster level as though it were four levels higher, to a maximum of your character level.

Trustworthy [General]

Being a servant of the God of Truth people are more likely to believe you.

Benefit: You get a + 2 bonus to Diplomacy and Sense Motive checks. If you have more than 10 ranks in one of these skills the bonus for that skill increases to +4.

Turn Plants [General]

Level: 1st Level Cleric of Glitanus

Prerequisite: Channel positive energy class feature.

Benefit: You can, as a standard action, use one of you uses of channel positive energy to cause all plant creatures within 30 feet of you to flee as if panicked. Plants creatures receive a will save to negate this effect. The DC for this will save is equal to 10 + ½ your cleric level + your Charisma modifier. Plants that fail their save flee for 1 minute. Intelligent plants receive a new saving throw each round to end the effect. If you use channel energy in this way, it has no other effect (it does not heal or harm nearby creatures).

Turn Oozes [General]

Level: 1st Level Cleric of Rafar

Prerequisite: Channel energy class feature.

Benefit: You can, as a standard action, use one of your uses of channel energy to cause all ooze creatures within 30 feet of you to flee as if panicked. Ooze creatures receive a will save to negate this effect. The DC for this will save is equal to 10 + ½ your cleric level + your Charisma modifier. Oozes that fail their save flee for 1 minute. Intelligent Oozes receive a new saving throw each round to end the effect. If you use channel energy in this way, it has no other effect (it does not heal or harm nearby creatures).

Heroic Manipulation [General]

Benefit: Upon selecting this feat you gain 1 Hero Point. As a standard action you may transfer one Hero Point from yourself to another willing PC. In addition, as a standard action you may accept one Hero Point from a willing donor. Physical contact must be maintained during the transfer, this is a supernatural effect.

Initiate of Sardack [Initiate]

Prerequisite: Cleric level 1st, patron deity Sardack.

Benefit: As a favored in the church of Sardack increase your affiliation with the Four Fold Path by 1. The great libraries in the Hall have taught you a great many things. Once per day you can attempt a knowledge check even if you have no ranks in the knowledge. If the knowledge check is one that you have at least one rank in you may add your Cleric level as a bonus to the check.

1st: Force of Words

3rd: Greater Force of Words

5th: Blessing of Sardack

7th: Greater Blessing of Sardack

Initiate of Glitanius [Initiate]

Prerequisite: Cleric level 1st, patron deity Glitanius

Benefit: As a favored in the church of Glitanius add +1 to your affiliation score with the Gates of Panacea. In addition, once per day as a standard action, you can bestow fast healing with a touch. The effect lasts a number of rounds equal to half your Cleric level rounded up, and heals a number of hit points per round equal to the recipients constitution modifier, minimum 1. This is a supernatural effect.

1st: Spark of Life

3rd: Greater Spark of Life

5th: Earth's Avatar

7th: Rebirth

Initiate of Ravis [Initiate]

Prerequisite: Cleric level 1st, patron deity Ravis

Benefit: As a favored in the church of Ravis add +1 to your affiliation score with the Shadow Sanctum. You gain a +4 profane bonus to saves against poison. In addition, you can speak with ravens as if continuously under the effect of a *Speak with Animals* spell.

1st: Shadow Bolt

3rd: Greater Shadow Bolt

5th: Shadow Life

7th: Dark One's Blessing

Initiate of Radiance [Initiate]

Prerequisite: Cleric level 1st, patron deity Radiance.

Benefit: As a favored in the church of Radiance add +1 to your affiliation score with the Burning Crux. When casting spells with the fire descriptor your caster level is treated as 1 higher. In addition, the saving throw DC to resist spells with the fire descriptor that you cast is increased by 1.

1st: Radiance's Shield

3rd: Greater Radiance's Shield

5th: Blinding Light of Radiance

7th: Radiance's Favor

Initiate of Rafar [Initiate]

Prerequisite: Cleric level 1st, patron deity Rafar

Benefit: As a favored in the church of Rafar add +1 to your affiliation score with the Bedlam Road. You gain light fortification as a supernatural ability. Every time you are subject to a critical hit or sneak attack there is a 25% chance that the extra damage is negated, and that damage is rolled normally.

1st: Chaos Shard

3rd: Greater Chaos Shard

5th: Dragon Lord's Gift

7th: Mask of Chaos

Initiate of the Sand God [Initiate]

Prerequisite: Cleric level 1st, patron deity Sand God

Benefit: As a favored in the church of the Sand God add +1 to your affiliation score with the Temple of Dunes. In addition, when casting a spell you may choose to burn a single daily use of your channel energy ability to add +2 to your caster level check to overcome spell resistance.

1st: Burning Fury

3rd: Speed of the Sands

5th: Dune Heart

7th: Portents

Shadow Devotion [Domain]

Your very presence can extinguish even the most powerful of light sources.

Benefit: Once per day, as a standard action, you may nullify all sources of light within 30'. This effect automatically nullifies non-magical sources of light such as torches and campfires. A source of light that has been nullified is still in effect, for example a torch that has been nullified with this ability is still burning, it just does not shed light. Magical sources of light are only nullified if their caster level is below your character level. Light sources that become nullified in this manner remain nullified for 1 minute, after which time they resume illumination as normal. At 10th level this effect nullifies all light sources within 60', at 20th level it nullifies all light sources within 120'.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to channel energy, you gain one additional daily use of this feat for each two daily channel energy attempts that you spend.

Lies Devotion [Domain]

Your lies are so keen, they can turn swords away.

Benefit: Once per day as an immediate action you may make a bluff check in response to being attacked, treat the result of your bluff check as your armor class when resolving the success of that attack. This effect does not help against attacks that do not rely on an armor class, such as combat maneuvers.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to channel energy, you gain one additional daily use of this feat for each two channel energy attempts that you spend.

Truth Devotion [Domain]

Your word is your bond, in action as well as words.

Benefit: Once per day, as a swift action, you may take an oath to vanquish your enemy. Against the stated foe, which must be an individual, you gain a sacred bonus to attacks and damage equal to $1 + 1 / \text{per four character levels}$ (maximum +6 at 20th level). This effect lasts one minute. If you fail to land the blow that kills or disables your named foe you take a -1 penalty to all attacks for the remainder of the duration.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to channel energy, you gain one additional daily use of this feat for each three daily channel energy attempts that you spend.

Balance Devotion [Domain]

Sardack, the God of Balance, grants you the ability to travel even the most dire of paths.

Benefit: Once per day, as a swift action, you gain the ability to ignore the effects of difficult terrain, as does every ally within 30 feet of you. This effect lasts for 1 minute.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to channel energy, you gain one additional daily use of this feat for each two channel energy attempts that you spend.

Fate Devotion [Domain]

You can bend the very fate of those around you.

Benefit: Once per day as an immediate action, you can force any creature within line of sight, friend or enemy, to re-roll a single saving throw. They must accept the result of the new roll, whether it's higher or lower than the original roll.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to channel energy, you gain one additional daily use of this feat for each two channel energy attempts that you spend.

Anarchy Devotion [Domain]

Your attacks shatter objects with anarchic fury.

Benefit: Once per day as a swift action, you can imbue your melee weapon with anarchic power for one round. If you deal damage with a melee weapon during this time you can ignore half of the target's hardness (rounded up). Upon reaching 10th level, you completely ignore the harness of your target.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to channel energy, you gain one additional daily use of this feat for each two channel energy attempts that you spend.

Undeath Devotion [Domain]

You can trick the body of yourself or others into thinking it's dead.

Benefit: Once per day, as a touch attack that does not provoke an attack of opportunity, you can reverse the way that *inflict* and *cure* spells effect an individual. This effect requires that you successfully touch the individual, and allows no save to resist the effect (although the subject is still able to attempt will saves to resist the effects of *inflict* and *cure* spells as normal).If you miss with your touch attack the daily use is still expended. This effect lasts one minute.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to channel energy, you gain one additional daily use of this feat for each three daily channel energy attempts that you spend.

Justice Devotion [Domain]

Your devotion to justice allows you to subdue those that would resist you.

Benefit: Once per day, as a swift action, you can imbue your non-lethal attacks with additional damage. When attacking for non-lethal damage you may add 1d6 to the amount of damage that you deal. This damage increases to 2d6 at 10th level and 3d6 at 15th level. This effect lasts for one minute, and affects all non-lethal attacks that deal damage during that time.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to channel energy, you gain one additional daily use of this feat for each three daily channel energy attempts that you spend.

Halfblood Pedigree [Racial]

In the arena of Halfbloods, your pedigree and mixed breeding shines through.

Prerequisite: Must be selected at 1st level, must be a Halfblood.

Benefit: You may select an additional racial trait from either your mother or fathers racial traits. This trait may include the racial ability modifiers of one parent, even if you selected the other parents racial ability modifiers. **Special:** This feat may be taken only once, and only at character creation.

Halfblood Versatility [Racial]

Your desired profession is as muddy as the blood throughout your veins.

Prerequisite: Must be of Halfblood ancestry.

Benefit: Select any 3 classes (including prestige classes), you may treat levels that you advance in these classes as your favored class.

Far Traveled [Racial]

You are instilled with the wanderlust normally associated with your race.

Prerequisite: Thirvolan or Halfblood with Thirvolan ancestry.

Benefit: You can make any knowledge check as though you were trained in the appropriate knowledge skill, if you have ranks in the knowledge skill you are attempting you gain a +2 racial bonus to that check.

Vile Claws [Racial]

Your claws deal irritating wounds that others find distracting.

Prerequisite: Thirvolan or Halfblood with Thirvolan ancestry.

Benefit: If you successfully damage an opponent with a claw or rake attack they take a -1 penalty on all attacks until just before your next turn. If you damage your target with multiple claw or rake attacks the penalties stack. This ability has no effect on undead, constructs, elementals or oozes.

Improved Claws [Racial]

You take pride in knowing that your claws are ready for battle.

Prerequisite: Thirvolan or Halfblood with Thirvolan ancestry. Base attack +6

Benefit: Your claws now deal 1d4 damage and threaten a critical hit on a 18-20. This ability does not stack with the *Improved Natural Attack* feat. Normally a Thirvolans claw attack deals 1d3 damage and threatens a critical hit on a 20.

Clawing Charge [Racial]

Knowing how to use your claws to the best of your ability, you can deliver additional strikes after a charge.

Prerequisite: Thirvolan or Halfblood with Thirvolan ancestry.

Benefit: You gain the ability to deliver two claw attacks if unarmed at the end of a charge action, or if armed you may make one claw attack as a secondary attack if you have an available hand

Vicious Rakes [Racial]

You take full advantage of your hind claws when grappling a foe.

Prerequisite: Thirvolan or Halfblood with Thirvolan ancestry.

Benefit: You gain two rake attacks which deal 1d3 points of damage, plus your strength modifier if any. Treat these attacks as claw attacks for any additional feats which modify your claw attacks.

Balancing Tail [Racial]

Your tail offers you more utility than others of your race.

Prerequisite: Thirvolan or Halfblood with Thirvolan ancestry.

Benefit: You gain a +4 bonus to your CMD to resist being bull rushed or tripped when standing on the ground or climbing (but not when otherwise moving such as swimming, flying, riding etc.)

Climbing Talons [Racial]

An experienced climber, you know how to use your claws efficiently on any surface.

Prerequisite: Thirvolan or Halfblood with Thirvolan ancestry.

Benefit: Your racial bonus on climb checks improves from +2 to +8.

Four Legged [Racial]

Similar to your feline relatives you have an enhanced speed when running

Prerequisite: Thirvolan or Halfblood with Thirvolan ancestry.

Benefit: When unarmed and holding nothing in your hands you can run at amazing speeds by utilizing all four of your limbs. When executing the run action you may treat your base land speed as though it were twice its normal rating.

Vomeronasal Attunement [Racial]

You have developed an internal reflex to falling, similar to a cat.

Prerequisite: Thirvolan or Halfblood with Thirvolan ancestry.

Benefit: When falling from any height, or deliberately jumping, you may treat the distance as though it were 10 feet shorter than it actually is for the purposes of determining damage.

Distracting Tail [Racial]

You can whip your tail about in a distracting manner, fooling your quarry.

Prerequisite: Thirvolan or Halfblood with Thirvolan ancestry.

Benefit: When performing a Feint action in combat you gain a +2 racial bonus to your Bluff check, this bonus increases to +4 at 10th level.

Feline Dexterity [Racial]

Nimble and lithe, you move with the grace of your feline relatives.

Prerequisite: Thirvolan or Halfblood with Thirvolan ancestry.

Benefit: You gain a +2 bonus to all Acrobatics checks, furthermore, Acrobatics is always considered a class skill for you.

Hardened Scales [Racial]

Your scales provide you with a level of defense.

Prerequisite: Reg'ostran

Benefit: Your natural armor bonus increases by 1. You may not select this feat additional times.

Hulking [Racial]

You can easily be called the physical specimen of your race.

Prerequisite: Reg'ostran

Benefit: Your racial bonus on all climb, jump and swim checks improves from +2 to +4

Inner Fire [Racial]

Being cold blooded means less to you, you have adapted slightly to the colder continent of Tharstelding.

Prerequisite: Reg'ostran

Benefit: The DC to resist the effects of your racial Ectotherm traits are decreased from 15 to 10. In addition, while in a cold climate, you need make constitution checks once a day as oppose to once an hour.

Noble Lineage [Racial]

Born of noble lineage, you are superior to lesser Reg'ostrans.

Prerequisite: Reg'ostran of the listed nest name, this feat can only be selected at character creation.

Benefit: Depending on the noble family from which you are born, you have an additional power.

Tek: The hunger less ones, you do not require food or drink to survive. However you may still partake in such activities if you desire. This is an extraordinary ability.

Sel: The furious ones, once per day you may rage as a 1st level barbarian. If you have levels in barbarian you instead gain one more daily use of your rage ability. If you have the Barbaric regional feat this use is in addition to the one granted by that feat. This is an extraordinary ability.

Kal: The sorrowful ones, your mind constantly dwells on the loss of your homeland. As such you gain a +4 bonus to your saving throws to resist enchantment spells. This is an extraordinary ability.

Tirsk: The tireless ones, you do not sleep. You are immune to sleep effects. You however need to rest as normal to regain spells or similar abilities. This is an extraordinary ability.

Lel: The golden ones, each day you can manifest a number of gold coins equal to your class level +4. Doing so requires a standard action. The coins produced in this manner are treated as alien currency (see the currency conversion table). This is a spell like ability. If the coins are not spent in a 24 hour period they turn to salt and crumble away.

Ult: The banished ones, you gain a +1 racial bonus to hit and damage with any melee weapon you wield. In addition, Reg'ostrans gain a +1 racial bonus to hit and damage with any melee weapon they use against you.

Qualk: The gifted ones, choose any three 0 level spells. You gain the ability to cast the selected spells each 3 times a day as spell like abilities with a caster level equal to your character level.

Brawns over Brilliance [Racial]

Nobody will make fun of the stupid guy, when his arms are as big as tree trunks.

Prerequisite: Reg'ostran, this feat can only be selected at 1st level.

Benefit: Your racial bonus to strength increases from +2 to +4, your racial penalty to intelligence increases from -2 to -4.

Bulk over Brilliance [Racial]

Although you may not be the brightest Reg'ostran in the nest, you can take a punch... or 3.

Prerequisite: Reg'ostran, this feat can only be selected at 1st level.

Benefit: You gain a +2 racial bonus to your constitution. Your racial penalty to intelligence increases from -2 to -4.

Improved Proxy Hammer [Racial]

Your clan has invested in your name, as such your ancestral hammer at Kylmantol is made of precious metal.

Prerequisite: Mountain Dwarf of Ikstall, must select this feat at character creation.

Benefit: Chose one; silver, cold iron or adamantine. Your proxy ancestral hammer was forged of the selected metal.

Hedge Casting [Class]

You are slightly more attuned to spell casting then your fellow Hedge Mages.

Prerequisite: Level 1 or higher in the Hedge Mage class.

Benefit: Select 2 spells of any level spell that you are capable of casting, these spells may be of the same or different levels and may be drawn from either the cleric, bard, wizard/sorcerer or druid spell list You now know these spells and can cast them as normal.

Special: This feat may be selected multiple times.

Extra Temporary Hitpoints [Racial]

Your temporary hit point pool is expanded.

Prerequisite: Badlands Elf, see Desert Elf Alternate Racial Traits

Benefit: You gain an additional amount of bonus hit points to your pool each day equal to your constitution modifier.

Special: This feat may be selected multiple times.

Adaptable Defense [General]

You have trained yourself well, adapt and survive.

Prerequisite: None

Benefit: You gain a +1 floating bonus to a saving throw of your choice, each day at dawn you may select which saving throw to apply your floating bonus to.