**Expansion Pack - 8/30/13**

**Racial Traits**

**Crystalline** (1) [Created by kajisora]

Your race is composed of crystal instead of flesh and blood. Most carnivores will not consider you as food or prey and your body is slightly transparent and refractive. Once per day you can curl up and slow your metabolism, dulling your natural luster in order to impersonate an ordinary rock. If so hidden, a DC 30 Perception or Arcana roll is required to distinguish you from normal, non-sentient stone.

**Utility Talents**

**Flashback -** 1/Day [Created by Paper Shadow]

Prerequisite: Memory ot Mist

Preparation Time: Instantaneous

Choose a creature you can see that is not involved in combat. You learn anything important (DMs discretion) that creature remembers from the past 10 minutes. You may spend a magic point to change the target’s memories of those 10 minutes, be it changing conversations or actions that any creature in the memory did. The creature must make a Perception check with DC 35 to recognize the altered memory. [\*]

**Perceptive Eye**

*Prerequisite*: Arcane Eye

You gain an additional +10 bonus to perception checks made through your Arcane Eye.

**Archmage’s Eye**

*Prerequisite*: Arcane Eye, Perceptive Eye

You are considered to have line of effect for the use of utility talents through your Arcane Eye in addition to line of sight - effectively meaning that you can use your utility talents through your Arcane Eye.

**Mook** - 5/Day

Preparation Time: 1 Minute

You create a medium sized minion of some kind, like a zombie or a robot. It can’t fight, has 3 in all skills, and it obeys your every command with no regard for it’s own life. It disappears, crumbles to dust or vanishes after 3 hours.