**Expansion Pack - 7/26/13**

**Utility Talents**

**Pick of the Litter** [Created by Kajisora]

You gain 1 racial trait points. You may take this talent multiple times.

**Highborn**

*Prerequisite*: Pick of the Litter

You gain 2 racial trait points. You may take this talent multiple times, but you may only take it once for each time you have taken Pick of the Litter.

**Green (Hooves/Thumb)** - 7/day [Created by Zarhon]

Preparation time: 1 minute

Choose one of the following:

-) Touch a withering, wounded or diseased plant. That plant is revitalized to full health.

-) Touch a plant, causing it to suddenly grow at an accelerated rate by a single stage (causing a tree's fruits to ripen, a vegetable to grow in size, a flower to open, a seed to sprout into a sapling, etc...).

You may expend 2 uses to use this talent instantaneously

**Combat Traits**

**Tough**

Your starting and max hp is increased by 10. You are still considered ‘bloodied’ at 15.

**Items**

**Skype**

**Spellbook** - 500 Gold

Weapon

When you start a battle with this weapon equipped, you may bring all of your combat talents into battle (instead of choosing 5).

**Guardian's Shield** - 3500 Gold

Weapon

At the beginning of your turn, you may choose an ally. Until the start of your next turn, that ally is subject to your “Guard.” You may also use the following combat talent

[0] **Shield the Blow** - Interrupt Utility

Trigger - An ally subject to your “Guard” is targeted by an attack.

Effect - The attack targets you instead.

**Tabletop**

**Spellbook** - 500 Gold

Weapon

When you start a battle with this weapon equipped, you may bring all of your combat talents into battle (instead of choosing 5).

**Guardian's Shield** - 3500 Gold

Weapon

At the beginning of your turn, you may choose an ally. Until the start of your next turn, that ally is subject to your “Guard.” You may also use the following combat talent

[0] **Shield the Blow** - Interrupt Utility

Trigger - An enemy targets an ally within 6 spaces of you with a melee or ranged attack

Effect - If that ally is subject to your “Guard,” move to a space that is between that ally and the triggering enemy, or adjacent to both. The attack targets you instead.