**Expansion Pack - 8/2/13**

**Racial Traits**

**Bioluminescence** (1)– At Will

Preparation Time: 5 Seconds

Characters of your race may use a certain part of their body, chosen at character creation, to emit light. This light is omnidirectional and may light an area up to 50 feet in diameter.

**Webspinner** (2) [Created by Azureink and Zarhon]

You can create strands of web at 1 foot per second, and may choose to make them sticky (they can adhere to the surfaces that a creature with the *Spider Climb* racial trait can). Your webbing is ¼ inch in diameter. Your webbing can support up to 500 lbs. of weight and has the durability to steel wire - except that it is flammable and easily corroded. You can make up to 100 feet of web per day. [\*]

**Utility Talents**

**Imposing**

You may use your brawn score in place of your sense score when making persuasion checks to intimidate someone.

**Items**

**Training Diploma** - 4000 Gold

Trinket

When you purchase this item, choose two traits that you meet the prerequisites for. While you have the Training Diploma equipped, you are considered to have the chosen traits. You may equip more than one Training Diploma at once, as long as the traits they supply are different from one another.

**Combat Talents**

**Skype**

**Warlock**

[-X] **Lifesap** - Reaction Utility [Created by Dusk Raven and Zarhon]

Trigger - You deal damage to one or more creatures.

Effect - Gain up to 3 hp for each energy spent. However, you cannot gain more hp than the total damage you dealt.

**Druid**

[-3] **Spider Web** - Standard Attack

Roll 1d10. Up to six target creatures suffer a penalty to damage equal to the roll result (save ends).

**Tabletop**

**Warlock**

[-X] **Lifesap** - Reaction Utility [Created by Dusk Raven and Zarhon]

Trigger - You deal damage to one or more creatures.

Effect - Gain up to 3 hp for each energy spent. However, you cannot gain more hp than the total damage you dealt.

**Druid**

[-3] **Spider Web** - Standard Attack

Range: Burst 2 within 10

Creatures in the burst are restrained (save ends). The burst creates a zone of webbing that lasts until the end of your next turn. Any creature that enters or starts its turn in the zone is immobilized (save ends).

Also coming soon: [The Destiny Upgrade](http://ponytales.forumotion.com/t653-the-destiny-upgrade?highlight=destiny)