**Expansion Pack - 8/16/13**

**Racial Traits**

**Focused Evolution** (1)

Creatures of your race gain 6 extra racial trait points. Creatures of your race cannot have magic points or Magic Drain talents. Only a creature that would otherwise have one or more magic points may take this trait.

**Utility Talents**

**Steady Hoofed//Handed** – Magic Drain

Whenever you would roll a natural 1 on a d20 outside of combat, you may reroll the die with a +5 bonus. You cannot have magic points. You may only take 1 Magic Drain talent.

**Flash Teleport** - 2/Day

Preperation Time: Instantaneous

Teleport 30 feet to anywhere you can see.

**Recycle Crazy Contraption** - 1/Day [Created by Paper Shadow]

Prerequisite: Create Crazy Contraption

You recreate a Crazy Contraption that you have already made today.

**Dispel Magic** - 2/Day [Created by Zamuel Now]

You may make an Arcana check with a +10 bonus to dispel or stop an ongoing magical effect as though you were using the utility talent *Magecraft*. [\*]