

Elfblooded(general)**prerequisite: non-elf**

benefit: You gain low-light vision and a +1 racial saving throw bonus against enchantment spells and effects. If you are of a race that already has low-light vision, you gain immunity to magical sleep instead.

special: You may only take this feat at first level.

Gnomeblooded(general)**prerequisite: non-gnome**

benefit: Add +1 to the DC of illusion spells you cast. You have a +1 racial bonus to alchemy checks thanks to your keen sense of smell and you are eligible for the scent feat.

special: You may only take this feat at first level.

Dwarfblooded(general)**prerequisite: non-dwarf**

benefit: You gain a +1 racial saving throw bonus against poison, spells, and spell-like abilities.

special: You may only take this feat at first level.

Halflingblooded(general)**prerequisite: non-halfling**

benefit: You gain a +1 racial saving throw bonus against fear. You gain a +1 racial bonus to jump and listen checks, also.

special: You may only take this feat at first level.

Elf Raised(general)**prerequisite: non-elf**

benefit: You gain all elven weapon proficiencies, and speak elven as an automatic language. Your favored class changes to wizard.

special: You may only take this feat at first level.

Gnome Raised(general)**prerequisite: non-gnome**

benefit: You gain weapon familiarity with gnome hooked hammers. You have a +4 dodge bonus to your AC against giants and a +1 bonus to attack rolls against goblinoids. You speak gnome as an automatic language and your favored class is bard.

special: You may only take this feat at first level.

Dwarf Raised(general)**prerequisite: non-dwarf**

benefit: You gain weapon familiarity with the dwarven waraxe. You have a +4 dodge bonus to your AC against giants and a +1 bonus to attack rolls against goblinoids. You speak Dwarf as an automatic language and your favored class is fighter.

special: You may only take this feat at first level.

Halfling Raised(general)**prerequisite: non halfling**

benefit: You gain a +1 bonus to attack rolls with a thrown weapon. You speak Halfling as an automatic language and your favored class is rogue.

special: You may only take this feat at first level.