Unusual Origins

Not all half-humans come about via intermingling of distinct races. Sometimes an eldritch power, the will of the divine, or unknowable destiny involves itself in an individual's birth. Such is the case for the enigmatic gillmen, the accursed dhampirs, the dire fetchlings, and the mystical changelings. Characters of any of these unusual races may take the following new feat.

Unusual Origin

Your heritage is strange or difficult to trace, and people fear your otherworldly powers.

**Prerequisite:** Changeling, dhampir, fetchling, or gillman.

**Benefit:** Varies; see below.

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**GILLMEN**

**Benefit:** As a so-called “Low Azlanti,” you have abilities supposedly tied to mysterious ancestors who still watch over you and your ilk. Your divination spells and spell-like abilities manifest at a caster level higher. In addition, once per day while fully immersed in water, you can cast augury as a spell-like ability.

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**DHAMPIRS**

**Benefit:** Your undead progenitor left you with more than a hint of vampiric nature. You gain a natural bite attack that deals 1d4 points of damage. Once per day upon making a successful bite attack, you can choose to deal an additional 1d4 points of bleed damage to the creature struck.

**Special:** You can only select this feat at 1st level.

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**FETCHLINGS**

**Benefit:** You have the mysterious ability to see into the Shadow Plane, but only in your dreams. Once per day while sleeping, you can create a magical sensor, as arcane eye except this sensor can view only your current location as it exists on the Shadow Plane. This effect lasts for 1 minute per character level, and can be used during any point while you sleep.

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**CHANGELINGS**

**Benefit:** Your mother was part of a powerful hag coven, and it shows when you are near your kin. As long as you are within 30 feet of at least two other changelings, you gain a +2 bonus on concentration checks and dispel checks. If at least two of these changelings also have this feat, these bonuses increase to +4.

**Special:** This version of Unusual Origin is a teamwork feat.