Dragonborn

* Added to Program, Race List
* Need to Added Enhancements, Feats

Racial Reincarnation

* Need to add to Program

Characters can now undergo a Racial Reincarnation. The Past life feats are as follows, the first for the first reincarnation, the second for the second reincarnation. The third reincarnation is always +1 Racial Action Point:

* Warforged: ~~+1 Repair~~, ~~+1 Constitution~~
* Drow: +~~1 Search~~, ~~+1 Intelligence~~
* Dwarf: ~~+1 Balance~~, ~~+1 Constitution~~
* Elf: ~~+1 Spot~~, ~~+1 Dexterity~~
* Gnome: ~~+1 Use Magic Device~~, ~~+1 Intelligence~~
* Halfling: ~~+1 Move Silently~~, ~~+1 Dexterity~~
* Half-elf: ~~+1 Diplomacy~~, ~~+1 Charisma~~
* Half-orc: ~~+1 Intimidate~~, ~~+1 Strength~~
* Human: ~~+1 Haggle~~, ~~+1 Wisdom~~
* Dragonborn: ~~+1 Spellcraft~~, ~~+1 Charisma~~

Enhancements – Wait till release for Changes

* Vanguard's Melee Power Boost now properly benefits from abilities that grant Extra Action Boosts.
* Vanguard's Melee Power Boost now has a cooldown consistent with other Action Boosts.
* Vanguard's Melee Power Boost is now Melee and Ranged Power.
* Vanguard's Melee and Ranged Power Boost now shares a cooldown with other Action Boosts.
* Ravager's Melee Power Boost now has text properly reflecting that it also grants Ranged Power.
* Battle Engineer's Action Boost: Damage has been changed to Action Boost: Melee and Ranged Power.
* Weapon Attachment's cooldown is now 15 seconds for Warforged, Bladeforged, and Artificers. Its induction time is now 2 seconds, and will no longer disappear when traveling through portals.
* Henshin Mystic's Balance in Dawn's healing now scales properly in Reaper difficulty.
* Many racial enhancement trees have been adjusted. The adjustments are as follows:  
  + Warforged and Bladeforged  
    - Repair Systems has had its cost reduced to 1 Action Point per rank.
    - (Warforged Only): Mithral Fluidity reduces Armor Check by 2/4/6.
    - Warforged's Adamantine Fluidity is now 4/8/12.
    - Bladeforged's Brute Fighting now matches the rest of the game.
    - Improved Power Attack is now 1 AP.
    - (Warforged Only): There is now a new enhancement called Memories of the Last War, which is a Tier 3 and 4 enhancement which requires 15 AP spent in the tree, and costs 1 AP:  
      * Choose from the following:  
        + +15 Determination Bonus to Melee and Ranged Power
        + +25 Determination Bonus to Universal Spell Power
        + +3 Determination Bonus to all Saving Throws.
        + +8 Determination Bonus to Armor Class and Physical Resistance Rating.
        + The Tier 4 version allows a character to make a second choice from the above list that is not the same as the one selected for Tier 3.
  + Half-orc  
    - Orcish Weapon Training is now +1/2/3/4 to-hit and damage with one-handed Melee weapons, and +2/4/6/8 with two-handed Melee weapons.
    - Lock Bash is no longer tied to a Dragonmark or Sunder. This enhancement now has a cooldown, and a new animation. Lock Bash is no longer influenced by or required to have Thieves' Tools.
    - Orcish Rage is now an Action Boost: Orcish Rage now grants +40 Melee Power and a +2 Primal Bonus to Strength, and no longer reduces Physical Resistance Rating. Orcish Rage continues to prevent spellcasting, and causes monks to be uncentered. This Action Boost shares a cooldown with other Action Boosts.
    - Improved Power Attack is now 1 AP.
    - Power Rage now has a third rank, and the Barbarian requirement has been removed.
    - Brutality is no longer specific to two-handed weapons.
    - Raging Crush no longer has limited uses, nor requires Raging. Raging Crush does +3[W] and has a 30 second cooldown.
  + Half-elf  
    - Improved Dilettante has had its cost reduced to 1 AP.
    - Dilettantes now have the following benefits in addition to what they already do, unless indicated:  
      * Artificer: +30 Spell Points
      * Barbarian: +10 (instead of +5) Hit Points
      * Bard: +30 Spell Points
      * Cleric: +30 Spell Points
      * Druid: +30 Spell Points
      * Favored Soul: +30 Spell Points
      * Fighter: +1 to hit
      * Monk: Removed the Centered requirement
      * Sorcerer: +30 Spell Points
      * Wizard: +30 Spell Points
    - Half-elf Dilletante Tier 2:  
      * Spellcasting: Increased Spell Power to +5.
      * Fixed base damage of Sly Flourish to +1[W].
    - Half-elf Dilletante Tier 4:  
      * Barbarian: +10 Hit Points
      * Spellcasting: Spell Power has been increased to +5
      * Rogue: Cooldown is now 30 seconds. The Saving Throw has been updated to properly reflect full character level, and the Bomb DC boost has had scaling added.
    - Diplomatic Immunity now lasts for 60 seconds, or until you attack, and now has a 120 second cooldown.
  + Dwarf  
    - Child of the Mountain no longer reduces Reflex Saving Throws.
    - Dwarven Hands of Stone's DC is now 10 + Character Level + Constitution modifier + Transmutation Bonuses
    - Dwarf Fortress now works when wielding a Thrown Weapon with your Shield.
    - Bonus to damage is now a unique bonus to Melee and ranged Power
  + Drow  
    - Vermin Lore: Damage has been increased to +3/6/9
    - Ambidexterity is now 1 AP per rank.
    - Faerie Fire no longer has a Saving Throw, its effect now lasts for 10 seconds, it no longer uses charges, and now costs 2 Spell Points. The Druid spell version also no longer has a Saving Throw, and lasts for 10 seconds.
    - Darkfire's description has been updated to correct its DC. This SLA now scales with 150% Spell Power, costs 5 Spell Points, and cannot be countered.
    - Darkfire is affected by the Empower, Maximize, Quicken, Enlarge, and Intensify Metamagic Feats.
  + Elf  
    - Nothing is Hidden has had its cost reduced to 1 AP. This also applies to Drow, Morninglord, and Shadar-kai.
  + Shadar-kai  
    - Spiked Chain Attacks (and their upgrade effects) now scale with 200% Melee Power.
    - Winter Favored now scaled with Melee Power.
    - Vicious, Slashing, and Forceful Chain have had their cost reduced to 1 AP.

Epic Destinies

* Legendary Dreadnought's Damage Boost is now Melee and Ranged Power.
* Legendary Dreadnought's Action Boosts should not fail as often when activating several things rapidly.

Reincarnation

Items are preserved in inventory during a Racial Reincarnation, instead of being placed in your TR Cache.  
  
Miscellaneous

* The Captain has been added to the Lamannia Test Dojo. This NPC gives characters all Guild Buffs available.
* Update 35 items can now be found in the Test Dojo.
* The Character Bank tab has been updated to match the Shared Account bank UI. (Note: This is very likely NOT going live until after U35.)