**Diverse Elementalist (Credit to Zejety)**

Your studies do not focus on just a single energy type.

**Prerequisites:** Elementalist track

**Benefit:** The energy type of your Elementalist circles does not rely on your initial choice. Instead, you chose all circles's energy types individualy either when you acquire them or take this feat, whatever happens last.

Credit to mystify for the rest...

Prismatic caster[Iconic]

You learn to utilize a variety of energy types in your magic

Prerequisite: Elementalist or Spellcasting track

Benefit: When you use a spell or spell-like ability that deals elemental damage, you randomly determine what type of damage it deals.

Roll a d4, and use the following energy type based on the result:

1: fire

2: electricity

3: cold

4: acid

If the ability has other effects dependent on the type of energy, they are chosen based on the new energy type.

starting at 5ht level, once per e you may choose the energy type instead of rolling. You may use this ability an additional time per encounter at 10th, 15th, and 20th level.

Unusual heritage[Iconic]

You have a touch of an unusual heritage, whether from a tainted bloodline or from an arcane ritual.

Benefit: Pick a race and racial track you do not possess. You may access its 1st circle ability.

Sweet ride [Iconic][Skill]

Requirements: Vigilante track, Signature Ride, Ride as a trained skill

Description: Your signature ride is significantly more awesome that one would expect.

Benefit: You may add in the qualities of a point buy mount to the mysterious contraption you call forth with Signature Ride. You must meet all of the normal requirements to have a mount of that tier, including the item slot consumed. The signature ride cannot be destructible.