

## Read the Opening

After observing a creature attack once, you gain +1 Favor on your next attack against it (1/creature).



### Cooperative Gift

When an ally is within 2 meters of your target, your melee attacks deal +1d6 damage.



### Exploit Weakness

When you hit a creature you have damaged before, you may spend 3 stamina to deal +2d8 Physical damage.



### Flow of Battle

After making a melee attack, you may either gain +1d12 Dodge or +1d4 Block until start of next turn.



## Tool User

You may treat improvised tools as proper tools for tests.



### Natural Engineer

When interacting with doors, gates, simple mechanisms, or obstacles, gain Favor on the test.



### Field Repair

You may spend 3 stamina and 1 minute to restore 1d6 SHP to an item, structure, or vehicle.



### Rapid Improviser

Once per encounter, you may create a single-use improvised object (tool, wedge, noise-maker, fire-starter, etc.) without materials.



## Instinctive Shift

Once per encounter, you gain Favor on a test of your choice.



### Situational Focus

When you roll a test with Disfavor, you may spend 3 stamina to remove 1 Disfavor after rolling.



### Prodigy

Choose one subtrait. You become Gifted in it.



# Medium Mammal

**2d4 Block Rating, 2d12 Dodge Rating, 3 Constitution, 3 Endurance, 3 Effervescence**  
**You are gifted in 2 subtraits of your choice.**

You have versatile locomotion. You ignore the first 1 meter of movement penalty from difficult terrain and have Favor on tests to climb natural surfaces.

**Your size is Small.**