

Dive Strike

When you move at least 3 meters through the Air before making a melee attack, deal +1d6 Physical damage.



Ariel Evasion

When you are in the air, you gain +1 Physical Defense.



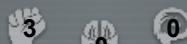
Wingbeat Disruption

When you hit a creature, you may spend 3 stamina to give it Disfavor on its next attack roll.



Sky Predator

Once per turn, when attacking from above your target, deal +2d10 damage.



Hover Step

You may fly in place without spending stamina for movement (no distance gained).



Thermal Riding

Once per encounter, you may fly for 1 turn without stamina cost.



Wind-Sense

You gain Favor on tracking, perception, or navigation tests made outdoors.



Sky Messenger

You can travel indefinitely through the air while outside of combat and carrying no more than a Tiny object.



Lepid Instinct

When rolling Dodge, you may re-roll a single 1 (1/turn).



Light Cycle Metabolism

You may spend 4 turn actions to recover 1d4 stamina (1/encounter).



Pollinating Spirit

When you take the Deep Breath action, you may give one adjacent creature +1 SHP.



Flying Insect

1d4 Block Rating, 3d12 Dodge Rating, 2 Constitution, 3 Endurance, 3 Effervescence

You are gifted in 2 subtraits of your choice.

You have 3 meters of Air travel, at the cost of 3 stamina.

You suffer +1 damage from Physical attacks, but cannot take fall damage.

Your size is Tiny.