

Dive Strike

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



Aerial Evasion

Your Dodge rating increases by 1d12.



Wingbeat Disruption

When a creature Blocks or Dodges your attack, you may spend 3 stamina to give them a point of disfavor.



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.



Thermal Riding

You may spend 10 stamina to convert all travel in a single turn to flying.



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.



Light Cycle Metabolism

You may spend 3 turn actions to recover 1d6 stamina.



Pollinating Spirit

When you take the Deep Breath action, all creatures within 4 meters gain 1d4 SHP.



Flying Insect

1d4 Block Rating, 3d12 Dodge Rating, 2 Constitution, 6 Endurance, 4 Effervescence

You are gifted in 2 subtraits of your choice.

You have 4 meters of Air travel, at the cost of 3 stamina.

You have -1 Physical defense, but +1 to both Heat and Chill defense.

Your size is Small.