

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.



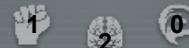
Field Repair

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.

You are Medium.