

## Crushing Blows

Your weaponless attacks deal +1d4 Physical damage.



### Overrun

When you move at least 2 meters before attacking, your next melee attack deals +2d8 damage.



### Mauling Grapple

When you successfully Grapple, you may spend 4 stamina to deal 2d6 Physical damage (1/turn).



### Relentless Assault

When you reduce a creature to 0 SHP, you may immediately make a free attack against another creature within reach.



## Thick Hide

Gain +1 Physical Defense.



### Ignore Pain

When you take damage, you may spend 2 stamina to reduce the damage by 1d6 (1/round).



### Unbreakable Stance

You gain Favor on tests to resist being Knocked Prone, shoved, or physically restrained.



### Lasting Fury

When you drop below half SHP, your melee attacks deal +2d8 Physical damage for the rest of the encounter.



## Territorial Surge

Once per encounter, you may gain +1d4 to all Physical damage for 1 turn.



### Predator Focus

When you hit the same target in consecutive turns, gain Favor on the attack.



### Berserk Charge

When you take the Attack action, you may spend 2 extra actions and 12 stamina to attack a random target; the attack's damage is doubled.



# Large Mammal

**3d4 Block Rating, 1d12 Dodge Rating, 4 Constitution, 4 Endurance, 2 Effervescence**  
**You are gifted in Power, Fortitude, and Resolve.**

You have a powerful build. You have Favor on tests to shove, grapple, or break objects. Low center of mass. You cannot be forcibly moved more than 1 meter unless you are Prone. You are Large.