

### Raptor Dive

When you move at least 4 meters before a melee attack, deal +1d6 Physical.



### Wingguard Roll

While flying, you gain +2 Physical Defense.



### Talon Rend

Your weaponless attacks deal 2d8 Physical damage instead of 1d6.



### Sky Execution

When attacking a creature below your elevation, deal +2d10 Physical damage.



### Mimic Call

You may perfectly imitate any sound you have heard in the last day.



### Decoy Call

You may spend 3 stamina to create an audio distraction in a point within 15m. Creatures must pass an Awareness test ( $TD = 10 + \text{your Language mod}$ ) or treat the sound as a valid threat for 1 round.



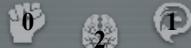
### Warbird's Cry

As a turn action, you may spend 4 stamina to mark a creature you can see. Until the start of your next turn, allies gain +1d6 damage against that creature.



### Flock Execution

When a creature marked by your Warbird's Cry is damaged by an ally, you may spend 2 stamina (no action) to deal +1d6 Physical damage to the same target.



### Adept Flier

You gain +1d12 Dodge rating.



### Cooperative Instinct

When an ally within 5m succeeds on a test, you may spend 2 stamina to gain Favor on your next test.



### Soaring Spirit

When you take the Deep Breath action while outdoors, you regain 1d4 stamina.



## Avian

**1d4 Block Rating, 3d12 Dodge Rating, 3 Constitution, 4 Endurance, 5 Effervescence**

**You are gifted in Speed, Awareness, and Appeal.**

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

You have Favor on Awareness tests that rely on sight.

**Your size is Small or Medium.**