

<p><b>Read the Opening</b></p> <p>After observing a creature attack once, you gain +1 Favor on your next attack against it (1/creature).</p> <p>0 1 0</p>	<p><b>Tool User</b></p> <p>You may treat improvised tools as proper tools for tests.</p> <p>0 1 0</p>	<p><b>Instinctive Shift</b></p> <p>Once per encounter, you gain Favor on a test of your choice.</p> <p>0 1 0</p>
<p><b>Cooperative Gift</b></p> <p>When an ally is within 2 meters of your target, your melee attacks deal +1d6 damage.</p> <p>2 0 0</p>	<p><b>Natural Engineer</b></p> <p>When interacting with doors, gates, simple mechanisms, or obstacles, gain Favor on the test.</p> <p>1 1 0</p>	<p><b>Situational Focus</b></p> <p>When you roll a test with Disfavor, you may spend 3 stamina to remove 1 Disfavor after rolling.</p> <p>1 1 0</p>
<p><b>Exploit Weakness</b></p> <p>When you hit a creature you have damaged before, you may spend 3 stamina to deal +2d8 Physical damage.</p> <p>2 1 0</p>	<p><b>Field Repair</b></p> <p>You may spend 3 stamina and 1 minute to restore 1d6 SHP to an item, structure, or vehicle.</p> <p>0 2 0</p>	<p><b>Prodigy</b></p> <p>Choose one subtrait. You become Gifted in it.</p> <p>0 3 0</p>
<p><b>Flow of Battle</b></p> <p>After making a melee attack, you may either gain +1d12 Dodge or +1d4 Block until start of next turn.</p> <p>2 1 0</p>	<p><b>Rapid Improviser</b></p> <p>Once per encounter, you may create a single-use improvised object (tool, wedge, noise-maker, fire-starter, etc.) without materials.</p> <p>1 2 0</p>	

## 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.

**Your size is Small.**