

Read the Opening

You have favor on Block and Dodge checks against creatures who have attacked you before that turn.



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.



Forager's Gift

You gain an additional die of material when foraging.



Natural Engineer

You gain a point of favor when interacting with simple machines, mechanisms, and objects.



Field Repair

You may spend 5 stamina and 1 minute to restore a broken item, structure, or vehicle.



Rapid Improviser

You can spend 10 stamina and one turn action to create a single crude or common consumable item without using any material components.



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

You choose one subtrait to become gifted in.



Medium Mammal

2d4 Block Rating, 2d12 Dodge Rating, 4 Constitution, 4 Endurance, 4 Effervescence

You are gifted in 2 subtraits of your choice.

You ignore the first 2 meters of difficult terrain when traveling.

You gain a point of favor on Stunt checks to surmount obstacles, difficult terrain, etc.

Your size is Medium.