

Quick Scramble

When you Disengage, you may move 1 meter for free.



Evasive Dash

When you move at least 3 meters in a turn, gain +1d12 Dodge until the start of next turn.



Opportunistic Strike

When a creature misses you with an attack, you may spend 3 stamina to make a weaponless or light weapon attack as an interrupt.



Hit and Scatter

After making an attack, you may spend 2 stamina to immediately move 2 meters without provoking attacks.



Burrower's Start

You can Burrow at half your Speed through loose soil or sand.



Scramble Climber

You gain +2 meters when climbing and no longer move at half speed while doing so.



Narrow Escape

When you succeed on a Dodge test by 5 or more, you may immediately move 1 meter without spending movement.



Uncatchable

You gain Favor on tests to avoid being grabbed, grappled, or restrained.



Adrenal Twitch

When you drop below half SHP, gain +1d12 Dodge for the rest of the encounter.



Frenetic Resilience

When you take damage from an attack, you may spend 3 stamina to gain 1 SHP (1/turn).



Survival Priority

When you would drop to 0 SHP, drop to 1 SHP instead and immediately move 2 meters (1/rest).



Small Mammal

1d4 Block Rating, 3d12 Dodge Rating, 2 Constitution, 3 Endurance, 3 Effervescence
You are gifted in Dexterity, Awareness, and Resolve.

You have a tiny build. You may squeeze through spaces 1/2 your width without penalty.
You have keen hearing/smelling. You have Favor on Awareness tests made to detect creatures.
Your size is Tiny.