

### Quick Scramble

When you successfully dodge, you may move 1 meter for free.



### Evasive Dash

When you move at least 6 meters in a turn, gain +1d12 Dodge until the start of next turn.



### Opportunistic Strike

When you fully dodge or block an attack, you may spend 3 stamina to make a weaponless or quick weapon attack as an interrupt.



### Hit and Scatter

After making an attack, you may spend 2 stamina to immediately move 2 meters.



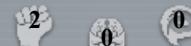
### Burrower's Start

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 2 meters 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 1d6 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, 3 Constitution, 4 Endurance, 5 Effervescence**  
**You are gifted in Dexterity, Awareness, and Resolve.**

You have a small build and may squeeze through spaces 1/2 your width.

You have Favor on Awareness tests made to detect creatures larger than you.

**Your size is Small.**