

Crushing Blows

Your weaponless attacks deal +2d8 Physical damage.



Overrun

When you move at least 6 meters before attacking, your next melee attack deals +2d8 damage.



Mauling Grapple

When you successfully Grapple, you may spend 4 stamina to deal 2d6 Physical damage (1/turn).



Relentless Assault

When you reduce a creature to 0 SHP, you may immediately make a free attack against another creature within reach.



Thick Hide

Gain +2 Physical defense.



Ignore Pain

When you take damage, you may spend 2 stamina to reduce the damage by 1d6.



Winter Coat

Gain +2 Physical defense and +2 Chill defense.



Lasting Fury

When you drop below half SHP, your melee attacks deal +2d8 Physical damage for the rest of the encounter.



Territorial Surge

Once per encounter, you may gain +1d8 to all Physical damage for 1 turn.



Predator Focus

When you hit the same target two turns in a row, gain 1d6 damage on the first attack each turn.



Berserk Charge

When you take the Attack action, you may spend 2 extra actions and 12 stamina to attack a random target; the attack's damage is doubled.



Large Mammal

3d4 Block Rating, 1d12 Dodge Rating, 6 Constitution, 4 Endurance, 2 Effervescence

You are gifted in Power, Fortitude, and Resolve.

You gain one point of favor on tests to shove, grapple, or break objects.

Allies can use you as an obstacle to take cover behind.

Your size is Large.