Soulshorn

"Some quote about soulshorn here"

Encyclopedia entry here

On Soulshorn

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Soulshorn Traits

Soulshorn heroes have access to the following traits.

Signature Trait: Lightweight

Your body is light for a creature of your height. Your size is considered 1S when being force moved by another creature.

Signature Trait: Pupate

You can use the following ability:

Pupate	
You shear the soul from the recently slain and consume it to evolve.	
KW: –	**Type**: Triggered
Distance: Self	**Target**: Self
Trigger: An adjacent enemy dies.	
Effect: You gain 10 temporary Stamina.	

Purchased Soulshorn Traits

You have 4 ancestry points to spend on the following traits.

Adhesive Pads (Costs 1 Point)

Your hands have small disc-shaped bristles. You gain an edge on tests that use the Climb skill and on power rolls made to grab.

Death Mask (Costs 1 Point)

When you fail a Presence test, you can roll a d6. You lose Stamina equal to the roll and improve the result of your test by one tier. You can use this perk only once per test.

Hatch (Costs 1 Point)

While you have temporary Stamina, when you take damage, as a free triggered action, your movement gains the Fly keyword until the end of your next turn.

Rotting Blood (Costs 2 Points)

While you are bleeding, your Weapon attacks deal an extra SURGE of rot damage.

You Are What You Eat (Costs 2 Points)

Having consumed many of their souls, you gain a purchasable trait that costs 1 ancestry point from any ancestry. You can take this trait multiple times, selecting a new cost 1 trait from your previous ancestry each time you take this trait.