

BLUESPINE

Breathe underwater, swim normal speed or "run" 2x Dexterity.

Cosm: Living Land

Contradictory: no



BONE MARKED

Gain +1 **Toughness** and **Armor** +2 from scaly hide, but suffers the "Outsider" penalty (-4 to **persuasion**) among edeinos.

Cosm: Living Land

Contradictory: no



FARWALKER

Eliminates the "Outsider" penalty among non-edeiros, and **persuasion** becomes a Favored skill.

Cosm: Living Land

Contradictory: no



RAZOR SCALES

Any **unarmed combat** attacker suffers her own **Strength +1** damage upon striking the edeinos.

Cosm: Living Land

Contradictory: no



SATA EATER

Activate once per act as a simple action.

For one minute (six rounds) ignore Shock from any source. After one minute the character is KO'ed.

Wounds cause penalties and can KO the character normally.

Cosm: Living Land

Contradictory: no



SKIN SHIFTER

Ranged attacks against suffer a -2 penalty, or -4 when surrounded by jungle or thick undergrowth.

Become invisible when not moving at all, so attempts to find or attack the character suffer a -6 penalty.

Cosm: Living Land

Contradictory: no



BLESSED WEAPON

The blessed weapon (Tech 7 or less) gains a +1 damage bonus, or a +2 damage bonus against creatures of supernatural evil.

Cosm: Living Land

Contradictory: no



CHOSEN OF LANALA

The character now counts as an edeinos for purposes of Perk prerequisites.

Cosm: Living Land

Contradictory: no



FORTIFIED BY FAITH

Use **faith** in place of **Spirit** or **willpower** for fear tests or resisting coercion.

Cosm: Living Land

Contradictory: no



GOTAK

Gain two miracles from the Gotak list, plus the ward enemy miracle.

Cosm: Living Land

Contradictory: no



OPTANT

Gain two miracles from the Optant list, plus the shape plant and ward enemy miracles.

Cosm: Living Land

Contradictory: no



SPIRIT OF TAKTA KER

The character's Spirit attribute increases +1.

Cosm: Living Land

Contradictory: no



VEHEMENCE

Invoke a miracle with a Casting Time of 1 minute or less in a single round. The DN of the miracle increases by +6.

Cosm: Living Land

Contradictory: no



ANIMAL COMPANION (RAPTOR)

The player controls a Raptor. The character can spend his Possibilities (and Destiny cards) for the creature even if they are separated.

Attributes: Charisma 5, Dexterity 10, Mind 5, Spirit 8, Strength 9

Skills: Dodge 11, find 7, intimidation 9, maneuver 11, stealth 11, trick 8, unarmed combat 11

Move: 12; Tough: 10 (1); Shock: 8; Wounds: 2

Special Abilities:

- Bite/Claws: Strength +2 (11).

Cosm: Living Land

Contradictory: no



ANIMAL COMPANION (PTERODACTYL)

The player controls a Pterodactyl. The character can spend his Possibilities (and Destiny cards) for the creature even if they are separated.

Attributes: Charisma 6, Dexterity 12, Mind 5, Spirit 8, Strength 6

Skills: Dodge 13, find 9, intimidation 9, maneuver 13, stealth 13, survival 7, unarmed combat 13

Move: 8; Tough: 6; Shock: 8; Wounds: 2

Special Abilities:

- Bite/Claws: Strength +2 (7).
- Flight: Speed 16 in the air.

Cosm: Pan-Pacifica

Contradictory: no



ANIMAL COMPANION (SABRE-TOOTH TIGER)

The player controls a Sabre-Tooth Tiger. The character can spend his Possibilities (and Destiny cards) for the creature even if they are separated.

Attributes: Charisma 7, Dexterity 10, Mind 5, Spirit 8, Strength 12

Skills: Dodge 14, find 8, intimidation 10, maneuver 12, stealth 14, survival 8, unarmed combat 13

Move: 14; Tough: 12; Shock: 8; Wounds: 3

Special Abilities:

- Bite/Claws: Strength +2 (14).

Cosm: Living Land

Contradictory: no



BEAST AFFINITY

Divert one Wound suffered to a mounted creature, or Soak for a mounted creature when damage is done to it.

Cosm: Living Land

Contradictory: no



BEAST TAMER

Test beast riding against a creature's Spirit.
On a success it may not attack the rider until the end of its next turn.

On a Good Success the rider until Strength or maneuver beats beast riding.

On an Outstanding Success the character may use the creature as though it were a trained mount—including directing its attacks—for the remainder of the scene.

Cosm: Living Land

Contradictory: no



FAST HEALING

The character may test for healing after every scene in addition to the tests granted for normal healing times.

Cosm: Living Land

Contradictory: no



FEROCIOUS

Once per scene, the character gains +1 BD of damage if making an All-Out Attack.

Cosm: Living Land

Contradictory: no



HARDY

Toughness increases by +1.

Cosm: Living Land

Contradictory: no



JUNGLE MASTER

Ignore any penalties to movement from forest or jungle terrain, and survival and tracking are Favored skills in either environment.

Cosm: Living Land

Contradictory: no



SCARRED

The character's Wound limit increases by +1.

Cosm: Living Land

Contradictory: no



SAVAGE STRENGTH

Increase Strength by +1.

Cosm: Living Land

Contradictory: no



VINE MASTER

In any environment with vines, ropes, or similar hanging vegetation the character may climb **Dexterity** meters each round or swing $3 \times \text{Dexterity}$ meters (as a run) to any position at the same elevation or lower. Any tests to climb in such situations count as Favored.

Cosm: Living Land

Contradictory: no



POISON TOLERANCE

Make a **Strength** test immediately when affected by Poison, and if the test succeeds the poison is eliminated without further effect. All tests to resist or end the effects of a Poison count as **Favored**.

Cosm: Any

Contradictory: no



SMASHER

Ignore the Unwieldy property on weapons.

If used two-handed, any Unwieldy weapon that doesn't already have the Stagger property gains it.

Cosm: Any

Contradictory: no



SPRINTER

When the character uses an action to run he moves $4 \times$ **Dexterity** meters. Testing **Dexterity** to gain steps in a foot chase is **Favored**.

Cosm: Any

Contradictory: no



CHEST BEATING

When **intimidation** is an Approved Action, the hero ignores up to eight points of Multi-Target penalties so long as all the targets have a Social Axiom of eight or lower. Animals always count for this purpose.

Cosm: Any

Contradictory: no



PRIMITIVE ALLURE

Persuasion and **beast riding** become **Favored** against anyone with a Social Axiom of eight or less. Animals always count.

Use a Simple Action and pick a single target with the same restriction. The **persuasion** skill (or **beast riding** if the target is an animal) may be used as a defense against that target's attacks until the character's next turn.

Cosm: Any

Contradictory: no

