

PRIMAL MAW ASPECT

You channel your ferocity into hunger and survival. This is the fundamental primordial force: eat or be eaten.

When you channel this force you fight like a wild beast. There is no friend or foe, there is only your pack and your prey.

1ST LEVEL

ASPECT FEATURE

Primal Maw- Kit + Hunt

HUNT

Your strikes rend your enemies, stripping them of strength and skill. Whenever you use a signature ability or a free strike, you may choose to add one of the following effects:

BODY PART	EFFECT
HEAD	The creature suffers a -1 to attributes for the purpose of resisting potencies (EoT).
TORSO	Rolled damage against the creature gains a surge which must be spent on that ability (EoT).
ARMS	The creature suffers a bane on ability rolls (EoT).
LEGS	The creature's stability is reduced by -2 (EoT).

You may impose more than one of these effects on a creature at a time but effects of the same kind do not stack.

PRIMAL MAW GROWING FEROCITY

Ferocity	Benefit
2	Your grabs gain an edge. Whenever you make a strike against a creature you have grabbed, gain temporary Stamina equal to your Might score.
4	The first time you grab a creature on your turn, or if you start your turn with an enemy grabbed, you gain 1 surge.
6	Surges spent to add damage to a strike also heal stamina for an amount equal to the damage they added.

8 (4th level)	The first time you grab a creature on a turn, you gain 2 surges instead of 1.
10 (7th level)	You have a double edge on the Grab and Knockback maneuvers
12 (10th level)	Whenever you use a heroic ability, you gain 10 temporary Stamina. Additionally, whenever you have a creature grabbed, any ability roll made against that creature gains a bonus to its potency equal to your Might score.

ASPECT TRIGGERED ACTION

PROTECT THE PACK

It's hard to attack when you are threatened on all sides.

Keywords: Ranged

Type: Triggered Action

Distance: Ranged 10

Target: One enemy

Trigger: An enemy targets an ally with a damage dealing ability.

Effect: The target receives a bane on the triggering ability and you may shift your speed towards them.

Spend 1 Ferocity: You may make a melee free strike against the triggering creature.

2ND LEVEL

ASPECT FEATURE

PREY LOCK

You add your Might score to your effective size for the purpose of interacting with creatures and objects, such as for determining whether you can lift an object, whether you are affected by forced movement, and so forth. This has no effect on whether you can be grabbed.

Additionally, if you are force moved while you have a target grabbed, it is moved with you as if that force movement was voluntary movement.

2ND LEVEL ASPECT ABILITY

Choose one of the following abilities.

FANG (5 FEROCITY)

You fight with more than just your hands!

Keywords: Weapon, Melee, Strike

Type: Main Action

Distance: Melee 1

Target: One creature

≤11 6 + M damage; A<Weak grabbed.

12–16 9 + M damage; A<Average grabbed.

17+ 13+ M damage; A<Strong grabbed.

Effect: Creatures that start their turn grabbed by this ability take 5 damage and suffer a bane on attempts to escape the grab. You may grab a target with this ability even if you already have a target grabbed.

AMBUSH PREDATOR (5 FEROCITY)

You hide, then pounce!

Keywords: --

Type: Maneuver

Distance: Self

Target: Self

Effect: You gain 10 temporary stamina and may shift equal to twice your Agility score and hide. You can hide even if you are observed and don't initially have cover or concealment.

While you are hidden in this way, your next melee strike gains the 'charge' keyword, and you gain 2 surges which must be used on the strike.

3RD LEVEL

ASPECT FEATURE

SCAVENGE

You may take 10 minutes to absorb some of the essence of a dead creature by eating it.

When you do so, you may learn one thing that the creature knows and may communicate with creatures of the same species even if you do not share a language with them.

Additionally, sating your hunger gives you vitality for the next hunt! The first time per respite that you do this, gain temporary stamina equal to 10 + the creature's level.