



## FAUN

ANCESTRY

*Fauns resemble humanoid goats with curving horns, square pupils, and cloven hooves.*

**Caprine Leap:** You can leap anywhere within Close range as though you were using normal movement, allowing you to vault obstacles, jump across gaps, or scale barriers with ease.

**Kick:** When you succeed on an attack against a target within Melee range, you can **mark a Stress** to kick yourself off them, dealing an extra **2d6** damage and knocking back either yourself or the target to Very Close range.

