

# Ursine Sapien

**Back to [xenos](#)**

You can push yourself twice for strength based checks for an additional 1 stress, each consequent double push gains level 1 harm (over extended). If used in battle, this ability can cause uncontrolled bloodlust (attacking characters indiscriminately)

In hot environments take Level 2 harm (heat exhaustion) every 2 hours.

-1d to command if the intended effect is specific and requires speech.

Any harm caused by these abilities can be healed by hibernating for 48 hours. Level 2-3 harm grants the crew one Gambit.

From:

<https://curufea.com/> - **Curufea's Homepage**

Permanent link:

[https://curufea.com/doku.php?id=roleplaying:scumandvillainy:ursine\\_sapien](https://curufea.com/doku.php?id=roleplaying:scumandvillainy:ursine_sapien)

Last update: **2021/03/17 21:49**

