

Lemur

1. You possess a keen sense of smell.
2. So quick-eyed that you can recognize a lie one out of six times.
3. Master calligrapher. Impresses the hell out of those who like such things.
4. You are afraid of the dark.

Feather

1. Can catch fish with your bare hands.
2. You have cat-like quickness and cannot be knocked off your feet.
3. You have an innate sense of what kind of weather is coming.
4. You can jump or fall double the standard distances without any lasting harm.

Sphinx

1. You understand the chirping/songs of birds; can tell when danger/food/water is near.
2. You know plants and have a green thumb. Your garden grows the tastiest squash.
3. Fools dislike you but the wise value your opinions. You have a home in courts throughout the land.
4. You love puns and riddles and will plague friends and enemies with them.

Cyclops

1. Your abs impress those into big muscles; can easily hook up with fighters.
2. Bad sense of direction; often go in circles and end up lost.
3. Back muscles are so on fleek that artists seek you out and ask to sketch you. They pay.
4. Your obvious strength causes people to think you are stupid.
Even when you say really smart things!

Quartz

1. Skeptical of all superstitions, religions, and legends.
2. Can drink all night long without even a hangover the next day.
3. Gem cutter: You can identify and cut fine stones.
4. Mundane poisons have an even chance of not affecting you.

Narwhal

1. You are so healthy that sick people seek you out and ask for a diagnosis. They pay.
2. Not even cold water stops you--you can swim anywhere without discomfort for hours.
3. You absorb damage like a champ; damage hurts as normal but doesn't at all phase you.
4. Your heightened senses can detect even small changes in the surrounding environment.

Lyrebird

1. You can mimic human voices with uncanny precision.
2. You can mimic animal noises with uncanny precision.
3. You have detailed knowledge of the laws of the lands.
4. You tend toward overt showmanship and utterly ridicule those who oppose you.

Fox

1. Your reputation causes wariness amongst magic users. They are less likely to use magic in your presence.
2. Even when your actions are altruistic, you are suspected of ulterior motives.
3. You are a master of jury-rigging both impromptu items and clever traps.
4. Thou art truly loquacious and a champion of erudite word choice.

Will-o'-the-wisp

1. Innkeepers give you exceptional treatment.
2. You have a penchant for really nice hats.
3. You can hypnotize willing subjects and prime them with suggestions.
4. Wild animals love you and approach for treats and strokes.

Sloth

1. You can hide in trees with ninja level success.
2. You can tirelessly climb up trees, pillars and the like.
3. As clumsy as you are strong. Tend to smash small breakable items.
4. You prefer talking and resting to acting and doing.

Sage

1. Ability to recognize valuable stones/weapons/books/whatever.
2. You understand the intricate process of brewing, and can create both beer and (non-magical) potions.
3. People seek you out for studied advice and careful opinions. They pay.
4. You have strong longings to live alone on a distant mountaintop.

Quokka

1. Hagglers: ability to negotiate 05-20% percent off listed price with merchants.
2. Traditionally hostile creatures of 1HD must save vs. your CHA or else be Charmed.
3. People buy you drinks and meals in alehouses around the world.
4. Those attracted to your sex generally find you to be gorgeous.