

Coiled Strike

When you make a melee attack against a creature that has not yet acted this encounter, deal +2d6 Physical damage.

Constriction

When you successfully Grapple, you may spend 3 stamina to deal 2d6 Physical damage (1/turn).

Toxic Edge

Choose one damage type, your weaponless attacks may deal that type instead. Weaponless attacks deal +1d8 damage.

Ambush Predator

When attacking a creature that is unaware of you, the attack deals +2d10 damage.

Hold Breath

If you take the Deep Breath action, your next check to maintain Stealth this turn gains one point of favor.

Wall Grip

You may climb vertical surfaces at half Speed without tests.

Shedding Flesh

You may spend 4 stamina to end any one condition affecting you.

Dormant Recovery

When you take the Deep Breath action while hidden, regain +1d6 SHP and +1d6 stamina.

Still Patience

You gain +1 Favor on tests to hide, wait, or ambush when not moving.

Reptilian Focus

When you deal damage to a target you have damaged before, you may spend 3 stamina to regain 1d4 SHP.

Regenerative

When you take the Deep Breath action, regain 1d6 SHP.

Reptile/Amphibian

2d4 Block Rating, 2d12 Dodge Rating, 3 Constitution, 6 Endurance, 3 Effervescence
You are gifted in 2 subtraits of your choice.

You can breath both air and water and only require food once every 7 days.

You cannot wear body armor, but each of your defenses increases by 1.

Your size is Small or Medium.