

Coiled Strike

When you make a melee attack against a creature that has not yet acted this encounter, deal +1d6 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 (Physical / Heat / Energy / Psyche): your weaponless attacks may deal that type instead.



Ambush Predator

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



Hold Breath

You may remain underwater or without breathable air for 10 minutes without testing.



Wall Grip

You may climb vertical surfaces at half Speed without tests.



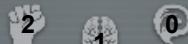
Shedding Flesh

You may spend 4 stamina to end one condition affecting your body (Bleeding, Grappled, Restrained, etc.).



Dormant Recovery

When you rest in a warm environment, 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 1 SHP.



Regenerative

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



Reptile/Amphibian

2d4 Block Rating, 2d12 Dodge Rating, 3 Constitution, 4 Endurance, 2 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.

You are Small.