

### Chitin Serration

Your weaponless attacks deal **2d6 Physical** instead of 1d6.



#### Multi-Limb Strikes

Once per turn, when you make a successful weaponless attack, you may spend 2 stamina to make a second attack at -2 accuracy.



#### Venomous Edge

Once per attack, you may spend 3 stamina to deal +2d8 Heat or Psyche damage.



#### Exoskeletal Breaker

When you hit a creature wearing armor or natural armor, deal an additional 2d10 Physical damage.



### Hive Logic

You gain Favor on Engineering tests related to construction, breaking, or altering structures.



#### Pheromone Sense

You may spend 1 turn action to learn the nearest path taken by a creature who passed through the area within the last hour.



#### Efficient Burrower

You may spend 5 stamina to excavate 1 cubic meter of dirt, sand, or soft material as a turn action.



#### Colony Builder

When crafting mundane structures or fortifications, you require 1 less material and complete work in half the normal time.



### Rigid Carapace

You gain +1 Physical Defense.



#### Molting Cycle

When you complete a Long Rest, you may remove one condition affecting your body (Bleeding, Poison, Slowed, etc.).



#### Regenerative Molt

When you take the Deep Breath action, regain 1d4 SHP.



## Crawling Insect

**3d4 Block Rating, 1d12 Dodge Rating, 4 Constitution, 3 Endurance, 2 Effervescence**  
**You are gifted in 2 subtraits of your choice.**

You cannot be Grappled by creatures the same size or smaller than you.

You cannot wear head or body armor, but each of your defenses increases by 2.

You are Small.