

Chitin Serration

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



Multi-Limb Strikes

Once per turn, when you make an attack, you may spend 2 stamina to make a weaponless attack for free.



Venomous Edge

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



Exoskeleton Breaker

When you deal damage to a creature, you may spend 2 stamina to deal bonus damage equal to the target's defense against that attack's damage type.



Colony Builder

You gain favor on Engineering tests related to creating, destroying, or modifying structures and buildings.



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. The excavated soil acts as an obstacle for the purposes of Take Cover.



Hive Protector

When an ally within 6 meters of you makes a dodge or block check, you can spend an interrupt action and 4 stamina to give them a point of favor.



Rigid Carapace

You gain +2 Physical defense.



Alien Mind

You gain +4 Psyche defense.



Regenerative Molting

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



Crawling Insect

3d4 Block Rating, 1d12 Dodge Rating, 5 Constitution, 5 Endurance, 2 Effervescence

You are gifted in 2 subtraits of your choice.

You have two extra hands.

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

Your size is Small.