

### 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.



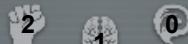
### Shedding Flesh

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, 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.**