

### 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 +2 Physical defense.



#### Alien Mind

You gain +4 Psyche defense.



#### Regenerative Molting

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.  
**Your size is Tiny.**