

Body Part	Skill Name	Type	Effect Description
Heavy Shell	Withdraw	Action	Pull your limbs and head inside your shell to gain +5 AC until the start of your next turn.
Heavy Shell	Bulwark	Passive	You are immune to Critical Hits; attacks striking your shell become nonlethal.
Sticky Toe	Wall Crawl	Passive	You can walk on vertical surfaces and ceilings without needing to make an Acrobatics check.
Sticky Toe	Grip	Reaction	Advantage on saving throws to resist being disarmed or knocked off a surface.
Forked Tongue	Taste the Air	Action	Detect the presence of poisons, magic, or fresh blood within 60ft by tasting the air.
Forked Tongue	Tracker	Passive	You gain Advantage on Survival checks to track a creature you have smelled.
Long Jaw	Snap	Action	Make a bite attack with Reach (10ft range).
Long Jaw	Drag	Bonus	If you have a creature Grappled in your mouth, you can move them up to 10ft.
Webbed Claw	Mud Slinger	Action	Kick up mud or sand into an adjacent enemy's face. They are Blinded until the end of your next turn.
Webbed Claw	Swimmer	Passive	You gain a Swim Speed equal to your Walk Speed.
Shifting Scales	Active Cam	Action	Change your skin color to match the environment, gaining Advantage on Dexterity checks to hide.
Shifting Scales	Flash	Reaction	When hit by a spell attack, shift colors to reflect the energy, gaining Resistance to that spell.
Tail Rattle	Warning Shout	Action	Rattle loudly. Enemies within 15ft must save (Willpower) or be Frightened until the end of your next turn.
Tail Rattle	Lure	Bonus	Shake softly to mimic an insect buzz, distracting a target to give an ally advantage on attack rolls.
Bony Knobs	Spiked Arm	Passive	Your natural Armor Class increases by +1.
Bony Knobs	Headbutt	Bonus	Make an unarmed strike with your head. If it hits, the target is shoved back 5ft.
Hooked Claw	Latch On	Action	Jump onto a creature larger than you and attach. You move with them as they move.
Hooked Claw	Dig In	Passive	You cannot be moved against your will (Shoved/Pulled) while you are clinging.
Heavy Tail	Tail Sweep	Action	Spin in a circle. All creatures within 5ft must save (Reflex) or be knocked prone.
Heavy Tail	Counter-Balance	Passive	You have Advantage on Acrobatics checks to maintain balance on narrow surfaces.
Retractable Venom	Inject	Bonus	If you hit with a bite, inject venom. Target takes 1d6 Poison damage.
Retractable	Concealed	Passive	You appear unarmed even when inspected. You have Advantage on Dexterity checks to hide.
Curved Teeth	No Escape	Passive	Enemies have Disadvantage on checks to escape your Grapple (teeth hold).
Curved Teeth	Rend	Action	Bite a target. If they are already bleeding or below half HP, deal double damage.
Head Crest	Frill Display	Action	Flair your crest. Make an Intimidation check against a target's Insight to frighten them.
Head Crest	Thermoregulation	Passive	You recover from Exhaustion twice as fast during a Short Rest by regulating body temperature.
Vertical Pupils	Hypnotic Gaze	Action	Lock eyes with a target. They are Charmed by you until you or your allies break the gaze.
Vertical Pupils	Night Vision	Passive	You can see in Dim Light as if it were Bright Light.
Throat Pouch	Booming Call	Action	Amplify your voice to be heard up to 1 mile away, or to deal Thunder damage.
Throat Pouch	Breath Hold	Passive	You can hold your breath for up to 1 hour.
Heavy Eyelids	Nictitating Membrane	Passive	You are immune to being Blinded by sand, dust, or bright light.
Heavy Eyelids	Feign Torpor	Action	Enter a state that perfectly mimics a statue or dead body. Perception checks to detect you are at disadvantage.
Heat Pits	Thermal Signature	Action	Detect living creatures within 30ft even through darkness, fog, or invisibility.
Heat Pits	Cold Sense	Passive	You automatically detect sudden drops in temperature or the presence of ice.
Neck Gills	Amphibious	Passive	You can breathe air and water.
Neck Gills	Filter Feeding	Reaction	Advantage on saving throws against inhaled poisons or gas clouds.
Back Fins	Hydrodynamic	Passive	While swimming, you can Dash as a Bonus Action.
Back Fins	Stabilizer	Reaction	When hit by a water-based attack or current, you remain upright and are not knocked prone.
Long Tongue	Lash	Action	Make a Grapple attempt or disarm attempt against a target 10ft away.
Long Tongue	Sticky Trap	Reaction	Snatch a small projectile (arrow/rock) out of the air to reduce damage taken.
Angular Eyes	Peripheral Vision	Passive	You can see 180 degrees. You cannot be Flanked.
Angular Eyes	Focus	Bonus	Analyze a target. Your next attack against them has +2 Accuracy.
Glider Fins	Glide	Reaction	When falling, you can move 2ft horizontally for every 1ft you fall.

Glider Fins	Slow Fall	Passive	You take no damage from falls of 30ft or less.
Metallic Sc	Reflection	Reaction	When hit by a Radiant or Light-based attack, reduce damage by half.
Metallic Sc	Dazzle	Action	Reflect light into an enemy's eyes. They must save or be Blinded for 1 tu
Skill Name	Required B	Effect	
Nat_Armor	Heavy Shel	Base AC is 12 + Def Stat.	
Tail_Club	Heavy Tail	Unarmed Dmg + Shove Bonus Action.	
Lash	Long Tongu	#ERROR!	
Regen_Min	Regenerati	Regain 1 HP after Short Rest.	
Wall_Walk	Sticky Pads	Move on vertical surfaces.	
Lock	Curved Tee	You cannot be disarmed or forced to drop (Jaw lock).	
Latch	Hooked Cl	Automatically Grapple target on Hit.	
Heat_Sens	Heat Pits	Detect invisible/hidden foes 10ft (renamed from Third_Eye).	
Warmth	Frill / Crest	Recover from exhaustion faster (Thermoregulation).	

distance to that damage type for the hit.

and have Advantage on attacks against them.

ception checks regarding your threat level.

necks to spot life have Disadvantage.

