

Body Part	Skill Name	Type	Effect Description
Hooked Beak	Tear Flesh	Action	Make a bite attack. If it hits, the target takes extra Bleed damage equal to 1.
Hooked Beak	Grip	Passive	You have Advantage on checks to maintain a grapple on a target you have Grappled.
Chisel Beak	Sunder	Action	Strike an object or armor. Reduce the target's Armor Class (AC) by 1 until the end of your next turn.
Chisel Beak	Bore	Utility	You can drill a small hole through wood or stone (1 inch/minute) to spy on what's inside.
Black Plum	Omen	Action	Fluff your feathers and stare. Target must save (Willpower) or be Frightened.
Black Plum	Shadow Bleat	Passive	Advantage on Stealth checks when in Dim Light or Darkness.
Sharp Eyes	Spot Weakness	Bonus	Analyze a target. Your next attack against them scores a Critical Hit on a roll of 19-20.
Sharp Eyes	Telescopic	Passive	You suffer no penalties on Perception checks due to distance. You can see twice as far.
Wide Wings	Gust	Action	Flap powerfully to create a 15ft line of wind. Creatures must save (Strength) to resist being Bludgeoned.
Wide Wings	Soar	Passive	You can fly for hours without exhaustion if you are high enough to catch air currents.
Mottled Feathers	Static Camouflage	Action	Press yourself against tree bark or stone. You become Invisible as long as you remain still.
Mottled Feathers	Blur	Reaction	When targeted by a ranged attack, shake your feathers to distort your outline.
Large Syrin	Mimicry	Action	Perfectly imitate a voice or sound you have heard (e.g., a baby crying, a door closing).
Large Syrin	Dual Tone	Passive	You can produce two distinct sounds at once (e.g., speaking while whistling).
Oily Feathers	Waterproof	Passive	You are immune to the soaked condition and resist Cold damage from water.
Oily Feathers	Slick Escape	Reaction	Advantage on checks to escape a Grapple or bindings (ropes/nets).
Large Talon	Snatch	Action	Fly by a target smaller than you. You can Grapple them and continue moving.
Large Talon	Crush	Bonus	If you have a target Grappled, deal Bludgeoning damage equal to your Strength modifier.
Sharp Beak	Precision Peck	Action	Make an attack against a specific body part (eyes/hands) with a -2 penalty.
Sharp Beak	Shell Crack	Passive	Your bite attacks ignore Resistance provided by natural armor or chitin.
Throat Muscles	Project Voice	Action	Your voice carries clearly over loud noises (storms, battle) up to 300ft.
Throat Muscles	Gullet Stomach	Utility	You can swallow an item up to the size of a potion bottle and hold it safely.
Barrel Chest	Deep Breath	Passive	You can hold your breath for 15 minutes (high altitude adaptation).
Barrel Chest	Resonance	Action	Hum a low frequency. Allies touching you recover from the Frightened condition.
Tail Fan	Display	Action	Spread your tail. Creatures in a 15ft cone must save (Charisma) or be Charmed.
Tail Fan	Air Brake	Reaction	When falling or flying too fast, spread your tail to stop instantly or take 1d4 damage.
Forward Strike	Charge	Action	Move at least 20ft straight toward a target and attack. Deal +2 damage.
Forward Strike	Aggressor	Passive	You gain a +2 bonus to Initiative rolls.
Vocal Tone	Inspire	Bonus	Sing a chord to give one ally a d6 Inspiration Die to use on their next roll.
Vocal Tone	Harmony	Passive	Advantage on Persuasion checks when speaking to intelligent creatures.
Wide Eyes	Night Vision	Passive	You can see in Dim Light as if it were Bright Light.
Wide Eyes	Vigilant	Reaction	You cannot be Surprised while you are awake.
Webbed Feet	Surface Dash	Action	You can run across the surface of water for one turn without sinking.
Webbed Feet	Paddle	Passive	You gain a Swim Speed equal to your Walk Speed.
Barbed Throat	No Escape	Passive	If you swallow a creature (Small or Tiny), they cannot escape your stomach.
Barbed Throat	Regurgitate	Action	Expel stomach contents as a projectile weapon (Acid damage) or to feed allies.
Head Crest	Signal	Bonus	Raise/Lower crest to send a silent coded message to allies within sight.
Head Crest	Sense Current	Passive	You automatically detect changes in air pressure (incoming storms or rising tides).
Large Pupil	Allure	Reaction	When a humanoid attacks you, use "Cute Eyes." They must make a Willpower save (DC 15) or be Charmed.
Large Pupil	Light Sensitivity	Passive	You have Superior Darkvision (120ft), but Disadvantage on attacks in dim light.
Bobbing Head	Stabilize	Passive	You suffer no penalties to Perception or Ranged Attacks while moving a bit.
Bobbing Head	Rhythm	Action	Entrancing movement. A target watching you has Disadvantage on Wisdom checks.
Foot Talons	Rake	Action	Make a kick attack. If the target is Prone, this attack deals Critical Damage.

Foot Talons Perch Passive You can sleep comfortably on narrow branches or ropes without falling.

Light Build Lift Off Reaction When an enemy moves within 5ft of you, you can fly 10ft away without provoking an attack of opportunity.

Light Build Fragile Species Passive Your Fly speed increases by +10ft, but your max carrying capacity is halved.

Skill Name Required By Effect

Safe_Fall Feathers / V Reduce fall damage by 20ft.

Mimicry Large Syrin: Replicate any voice/sound heard.

Signal Throat Music: Message allies up to 1 mile away.

Telescopic Sharp Eyes No Range Penalty (Renamed from Geometry).

Dive Light Build #ERROR!

Bleed Hooked Be: Critical Hits cause 1d4 Bleed dmg.

Vigilant Wide Eyes No penalties from lack of sleep/surprise.

Grip Talons Advantage to resist being Shoved/Moved.

utline, imposing Disadvantage on the hit.

oving without provoking Opportunity Attacks.

ality. On hit, apply a debuff (Blind/Disarm).

