

Body Part	Skill Name	Type	Effect Description
Jumping Legs	Power Leap	Action	Jump up to 30ft horizontally or 15ft vertically without a running start.
Jumping Legs	Kick Off	Reaction	When an enemy moves within 5ft, you can jump 10ft away without provoking an opportunity attack.
Extra Limbs	Multi-Task	Bonus	Use an object, reload a weapon, or open a door while keeping your main hand occupied.
Extra Limbs	Stability	Passive	You have Advantage on saving throws against being knocked Prone or Stunned.
Flat Body	Compression	Passive	You can squeeze through gaps as small as 1 inch wide without slowing down.
Flat Body	Low Profile	Reaction	When targeted by a ranged attack, flatten yourself to the ground to improve your AC.
Striped Abdomen	Warning	Passive	You have Advantage on Intimidation checks (biological warning signals).
Striped Abdomen	Flash	Reaction	When attacked, flare your colors. The attacker must save (Will) or choose to be Distracted.
Shovel Legs	Burrow	Action	You gain a Burrow speed of 15ft through loose soil or sand.
Shovel Legs	Entrench	Action	Dig a foxhole in 1 round. You gain Half-Cover while standing in that spot.
Color Change	Active Camouflage	Action	Turn Invisible until you move or attack by matching the background perfectly.
Color Change	Ambush	Passive	If you attack a target that hasn't seen you, you deal extra damage equal to your Dexterity modifier.
Large Pincers	Crush	Action	Make a Grapple attempt. If successful, the target takes Bludgeoning damage equal to your Strength modifier.
Large Pincers	Sever	Reaction	When an enemy misses you with a weapon, attempt to Disarm them (critical hit).
Thick Plate	Heavy Chitin	Passive	Your base Armor Class is 13 + Dexterity modifier (max +2).
Thick Plate	Deflect	Reaction	Reduce damage from a non-magical slashing or piercing attack by half.
Bladed Arms	Scythe Sweep	Action	Make one attack roll against two adjacent enemies within your reach.
Bladed Arms	Parry	Reaction	Gain +2 AC against one melee attack by blocking with your blades.
Barb Stingers	Impale	Action	Make a piercing attack. On hit, leave the stinger in; target takes damage equal to your Strength modifier.
Barb Stingers	Desperation	Reaction	If you drop to 0 HP, make one immediate Stinger attack before falling.
Toxic Fangs	Envenom	Bonus	Coat your next bite attack with poison. Target must save or be Poisoned.
Toxic Fangs	Necrosis	Passive	Damage dealt by your fangs cannot be healed by non-magical means for 1 hour.
Serrated Gills	Wall Walk	Passive	You can walk on walls and ceilings at full speed.
Serrated Gills	Latch	Reaction	Advantage on checks to avoid being Disarmed or dropping an item.
Antennae	Tremorsense	Passive	You can detect the location of any moving creature on the ground within 60ft.
Antennae	Scent Trail	Utility	You can track a creature by pheromones or scent with Advantage on Survival checks.
Blank Stare	Unreadable	Passive	You are immune to Insight checks; creatures cannot determine your emotions.
Blank Stare	Unnerving	Action	Stare at a target. They must save (Will) or hesitate, losing their Reaction.
Pheromones	Rally	Action	Release a scent cloud. Allies within 10ft gain Temporary HP equal to your Charisma modifier.
Pheromones	Confusion	Action	Release a cloud. Enemies within 10ft must save or attack a random target.
Needle Limbs	Pierce Armor	Action	Make an attack that ignores the target's Armor Class bonus from shield or magic.
Needle Limbs	Pinpoint	Passive	Your critical hit range is 19-20 on piercing attacks.
Spiracles	Air Bubble	Passive	You can trap air in your shell, allowing you to function underwater for 1 hour.
Spiracles	Purge	Reaction	Advantage on saving throws against inhaled gases or Cloudkill effects.
Waxy Shell	Insulation	Passive	You have Resistance to Acid damage and cannot be dissolved by slime.
Waxy Shell	Slippery	Reaction	Advantage on checks to escape a Grapple or Web trap.
Earthy Claws	Mold Earth	Utility	You can turn a 5ft square of ground into Difficult Terrain (rubble) as an Action.
Earthy Claws	Anchor	Passive	You cannot be moved against your will while standing on natural earth/stone.
Faceted Eyes	Omni-Vision	Passive	You can see in all directions at once. You cannot be Flanked.
Faceted Eyes	Reflex Dodge	Reaction	You gain +2 to Reflex saves against Area of Effect spells (you see it coming).
Spiked Knees	Knee Strike	Bonus	If you have a target Grappled, deal Piercing damage to them automatically.
Spiked Knees	Vault	Reaction	When an enemy misses you, you can jump over them to the opposite side.
Spinnerets	Web Shot	Action	Fire a sticky net (30ft). Target must save (Dex) or be Restrained.

Spinnerets	Silk Rope	Utility	Produce up to 50ft of silk rope per day. It is strong enough to hold your v
Resisting C	Spell Shield	Reaction	Gain Advantage on a Saving Throw against a magical spell or effect.
Resisting C	Hardened	Passive	You have Resistance to one damage type (Fire, Cold, or Lightning) chos
Skill Name	Required B	Effect	
Nat_Weap	C Mandibles	/ Unarmed	deals 1d6 Slash/Pierce.
Stinger	Barb Stinge	Unarmed	injects Poison (DC 12).
Warn_Colo	Bright Patte	Biter	takes 1 Poison Dmg.
Pheromone	Glands	/ Plu	Leave scent trail for allies.
Vibration	Antennae		Detect moving targets 15ft if Blind.
Climber	Serrated Le	Climb	Speed = Walk Speed.
Jumper	Jumping Le	Jump	distance tripled.
Motion_Tra	Compound		Cannot be Flanked.
Filter	Spiracles		Immune to Nausea/Sickened condition.

▷ every turn until removed.

