

Body Part	Skill Name	Type	Effect Description
Antlers	Gore	Action	If you move 20ft in a straight line, your next attack deals +1d6 damage and +1d6 damage.
Antlers	Parry	Reaction	When hit by melee, reduce the damage taken by 1d6 + Might.
Long Arms	Lunge	Passive	Your melee reach increases by +5 feet on your turn.
Long Arms	Swing	Move	You can move through trees, rafters, or hanging ropes at full speed with no movement penalties.
Hairless Tail	Rudder	Reaction	Gain Advantage on checks to avoid being Knocked Prone or Shoved.
Hairless Tail	Tactile Grip	Utility	Use your tail to press buttons, pull levers, or lift light items (under 5lbs)
Slit Pupils	Focus	Bonus	For the rest of this turn, your ranged attacks ignore Half-Cover and Threat.
Slit Pupils	Night Hunter	Passive	You treat Dim Light as Bright Light and Darkness as Dim Light.
Prehensile Tail	Hangman	Action	Hang upside down from a stable point; Ranged attacks against you have Disadvantage.
Prehensile Tail	Third Hand	Passive	Hold a torch or light item in your tail, leaving your hands free for weapon.
Round Ears	Sonar	Action	Instantly pinpoint the location of any invisible or hidden moving creature.
Round Ears	Eavesdrop	Passive	You suffer no penalties to Perception when listening through doors or thin walls.
Spiked Fur	Quill Shot	Action	Shake your body to fire loose quills in a 10ft cone (Dex save for damage reduction).
Spiked Fur	Barbed	Passive	Any creature that Grapples you or hits you with an Unarmed Strike takes 1d6 damage.
Thick Fur	C Shrug It Off	Reaction	Once per encounter, reduce the damage of an incoming Bludgeoning attack by 1d6.
Thick Fur	C Insulated	Passive	You are immune to extreme cold weather and resist Cold damage.
Retractable Gut	Rake	Bonus	If you have a target Grappled, make a free claw attack against them without provoking an attack of opportunity.
Retractable Climber		Passive	You gain a Climb Speed equal to your Walk Speed.
Hooves	Rear Kick	Reaction	When an enemy enters the space directly behind you, make a reflex attack.
Hooves	Trample	Action	Move through a smaller enemy's space. They must save or take damage.
Scent Gland	Musk Spray	Action	Release a 5ft cloud. Creatures inside must save or be Sickened (Disadvantage).
Scent Gland	Mark Territory	Utility	Mark an area. Animals of your species recognize your claim and may be drawn to it.
Square Jaw	Crunch	Action	You can bite through inanimate objects (wood, bone, soft metal) to sun them.
Square Jaw	Lockjaw	Passive	Creatures grappled by your mouth have Disadvantage on checks to escape.
Neck Mane	Regal Roar	Action	Bellow to give allies within 30ft a +1 bonus to Attack Rolls for the next round.
Neck Mane	Throat Gua	Passive	You are immune to "Critical Hits" caused by called shots to the neck or throat.
Expressive Face	Puppy Dog	Reaction	When targeted by a humanoid, force a Will save. On fail, they must choose to flee or attack.
Expressive Face	Distract	Bonus	You can use the Help action as a Bonus Action by catching an enemy's eye.
Thick Throat	Bellow	Action	Shout in a 15ft cone. Targets must save or be Deafened and take Thunder damage.
Thick Throat	Gulp	Bonus	Swallow a small object (key/ring) instantly to hide it, regurgitating it later.
Mossed Fur	Blend In	Bonus	If standing near foliage, turn Invisible until you move or attack.
Mossed Fur	Ambush	Passive	You deal extra damage on attacks against creatures that haven't detected you.
Wide Paws	Snowshoe	Passive	You ignore Difficult Terrain caused by snow, mud, or sand.
Wide Paws	Paddle	Passive	You gain a Swim Speed equal to your Walk Speed.
Oily Fur	Slippery	Reaction	Automatically succeed on a check to escape a Grapple.
Oily Fur	Waterproof	Passive	You dry off instantly and never suffer penalties from being wet or cold due to water.
Silky Fur	Groom	Short Rest	Clean self or ally to remove smells and dirt, curing minor diseases or poisons.
Silky Fur	Silent Fabric	Passive	Your fur makes no sound. Gain Advantage on Stealth checks in quiet environments.
Swivel Ears	Radar	Action	Listen to a door to identify exactly how many creatures are in the next room.
Swivel Ears	Uncanny Detection	Reaction	Take half damage from a Ranged Attack that you hear coming.
Padded Feet	Silence	Passive	Moving at normal speed does not impose penalties on Stealth checks.
Padded Feet	Cat Fall	Passive	You take half damage from falls and always land on your feet.
Long Fingers	Pickpocket	Bonus	Attempt to steal an item from an adjacent distracted target (Sleight of Hand).

Long Finger Choke Action If you Grapple a target, you can prevent them from speaking or casting\nIron Gut Scavenge Short Rest Eat spoiled food/raw meat to regain Hit Points as if it were a standard rest.\nIron Gut Toxin Filter Passive You have Advantage on saving throws against Ingested Poisons.

Skill Name Required By Effect

Winter Thick Fur / Ignore Cold Damage / Environmental Cold.

Scent_Trac Wet Nose / Advantage to track by smell.

Sniff Wet Nose Detect Poison/Chemicals by smell.

Roar Throat Sac Action: 30ft Fear (Will Save).

Bellow Thick Throat AoE Fear (30ft) as Action.

Play Dead Slow Heart Enemies ignore you if you are Prone.

Stink Scent Gland 5ft Cloud. Targets inside have Disadvantage.

Iron-Gut Scavenger Immune to ingested disease/rot.

Sonar Round/Bat No Perception penalty in dim light.

Pounce Powerful Leap #ERROR!

and knocks the target Prone.

