

Body Part	Skill Name	Type	Effect Description
Jumping Le	Power Leap	Action	Jump up to 30ft horizontally or 15ft vertically without a running start.
Jumping Le	Kick Off	Reaction	When an enemy moves within 5ft, you can jump 10ft away without prov
Extra Limbs	Multi-Task	Bonus	Use an object, reload a weapon, or open a door while keeping your mai
Extra Limbs	Stability	Passive	You have Advantage on saving throws against being Knocked Prone or S
Flat Body	Compression	Passive	You can squeeze through gaps as small as 1 inch wide without slowing
Flat Body	Low Profile	Reaction	When targeted by a ranged attack, flatten yourself to the ground to imp
Striped Abd	Warning	Passive	You have Advantage on Intimidation checks (biological warning signals
Striped Abd	Flash	Reaction	When attacked, flare your colors. The attacker must save (Will) or choo
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 Chan	Active Cam	Action	Turn Invisible until you move or attack by matching the background per
Color Chan	Ambush	Passive	If you attack a target that hasn't seen you, you deal extra damage equal
Large Pince	Crush	Action	Make a Grapple attempt. If successful, the target takes Bludgeoning da
Large Pince	Sever	Reaction	When an enemy misses you with a weapon, attempt to Disarm them (c
Thick Plate	Heavy Chit	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 Arm	Scythe Swe	Action	Make one attack roll against two adjacent enemies within your reach.
Bladed Arm	Parry	Reaction	Gain +2 AC against one melee attack by blocking with your blades.
Barb Stinge	Impale	Action	Make a piercing attack. On hit, leave the stinger in; target takes damage
Barb Stinge	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 Poisonec
Toxic Fangs	Necrosis	Passive	Damage dealt by your fangs cannot be healed by non-magical means fo
Serrated Gr	Wall Walk	Passive	You can walk on walls and ceilings at full speed.
Serrated Gr	Latch	Reaction	Advantage on checks to avoid being Disarmed or dropping an item.
Antennae	Tremorsen	Passive	You can detect the location of any moving creature on the ground within
Antennae	Scent Trail	Utility	You can track a creature by pheromones or scent with Advantage on Su
Blank Stare	Unreadable	Passive	You are immune to Insight checks; creatures cannot determine your en
Blank Stare	Unnerving	Action	Stare at a target. They must save (Will) or hesitate, losing their Reactio
Pheromone	Rally	Action	Release a scent cloud. Allies within 10ft gain Temporary HP equal to yo
Pheromone	Confusion	Action	Release a cloud. Enemies within 10ft must save or attack a random targ
Needle Lim	Pierce Arm	Action	Make an attack that ignores the target's Armor Class bonus from shield
Needle Lim	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
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 Clav	Mold Earth	Utility	You can turn a 5ft square of ground into Difficult Terrain (rubble) as an /
Earthy Clav	Anchor	Passive	You cannot be moved against your will while standing on natural earth/
Faceted Eye	Omni-Vision	Passive	You can see in all directions at once. You cannot be Flanked.
Faceted Eye	Reflex Dodge	Reaction	You gain +2 to Reflex saves against Area of Effect spells (you see it com
Spiked Kne	Knee Strike	Bonus	If you have a target Grappled, deal Piercing damage to them automatic
Spiked Kne	Vault	Reaction	When an enemy misses you, you can jump over them to the opposite si
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 weight.

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) chosen by the user.

Skill Name Required By Effect

Nat_Weapon Mandibles / Unarmed deals 1d6 Slash/Pierce.

Stinger Barb Stinger Unarmed injects Poison (DC 12).

Warn_Colo Bright Patte Biter takes 1 Poison Dmg.

Pheromone Glands / Pits Leave scent trail for allies.

Vibration Antennae Detect moving targets 15ft if Blind.

Climber Serrated Legs Climbing Speed = Walk Speed.

Jumper Jumping Legs Jump distance tripled.

Motion_Trap Compound Cannot be Flanked.

Filter Spiracles Immune to Nausea/Sickened condition.

> every turn until removed.

