**Basic Trait:**

* **Fur:**This species is also treated as a warm-blooded species.
* **Skin:**This species is also treated as a cold-blooded species.
* **Wings:**This species is also treated as an aerial species.
* **Gill:**This species is also treated as a aquatic species.

**Extra Trait Ability:**

* **Hands:**+1 food in Frenzied Growth, Hurricane, Hailstorm and Ice-Age.
* **Hoof:**+1 water in Earthquake, Flood, Volcanic Eruption and Forest Fire.
* **Sharptooth:**Player can remove 1 trait when using Biological Chain card on warm-blooded or cold-blooded species (If no traits on that creature, nothing happens).
* **Scales:**Not affected by Biological Chain card.
* **Shell:**This trait could help the species survives from an evoluted species attacking twice. (After the first attack, the player would rotate this card 90 degrees, after the second attack, this card would be discarded.)
* **Beak:**Players can steal 1 more trait when using Biological Chain card on aerial species (If no traits on that creature, nothing happens).
* **Claw:**Players can steal 1 food and 1 water when using Biological Chain card on other species
* **Tentacle:**+1 water and +1 food in Tornado, Hailstorm and Flood.
* **Lungs:**Players can change their food to same amount of water, or change water to same amount of food if they want.