

Nubs Traits	Ability Score				Ear Traits	Ability Score				Eye Traits	Ability Score	
Nubs	ATH	1			Normal	AWR	1			Normal	AWR	1
Mid	TOU	1			Double Up	AWR	3			Split	MAG	1
Long	TEN	2			Oversized	AWR	2			Hetrochromia	DES	1
Extra Long	TOU	2			Undersized	CHA	2			Missaped Pupil	AWR	2
Misplaced	MAG	2			Misshaped	MAG	1			Strange Eyes	CHA	3
Strange Shaped	DES	1			Strange Ears	DES	1			Multi Eye	AWR	3
Tail Traits	Ability Score				Tongue Traits	Ability Score				Skin Traits	Ability Score	
Nub	ATH	1			Round	CHA	1			Flesh	TEN	1
Short	TOU	1			Forked	MAG	1			Scales	TOU	1
Mid	TOU	2			Rigid	TEN	1			Long Fur	MAG	1
Long	CHA	1			Long	MAG	2			Short Fur	ATH	1
Extra Long	DES	1			Two Tongues	CHA	2			Large Scales/ Plates	TOU	1
Double Tailed	ATH	2			Strange	CHA	3			Spikes	TOU	1
Split Tail	ATH	2								Crocodile Bumps	TEN	1
										Glitter	DES	1
										Iridescent/Metallic	DES	1
										1 Extra Chest & Tail Gen	MAG	1
										Bioluminescence	CHA	1
										Over Grown Hair	CHA	1
										Rock/Crystal Fusion	TOU	2
										Fabric Fusion	DES	2
Body Traits	Ability		Threshold	Hits	Range	Effects	Damage					
Bug Claws	Mantis Blade		5+	2	Touch	if hit make a tenacity check of 3+ if failed take and extra 2 damage	5					
Wings	Erinyes Vengeance,		5+	3	Long	if all three hits "go through" the target cannot move this combat phase	3					
Bubbles	Shimmering Efferverace		3+	1	Wide	Any friendly party members that are attacked by an enemy that start their activation during this combat phase in the targeted zone gain a -1 to a tenacity saving threshold	2					
Plant Growth	Unrelenting Primordium		4+	4	Wide	If the an enemy moves through this wide range zone this combat phase it must succeed a tenacity 3+ save or take another 2 damage	1					

Mushroom Growth	Madcap Undergrove	2+	3	Touch	Each time a target has been hit by madcap undergrove it gains a mushroom token at the end of of the damage calculation. if an enemy with a mushroom token is attacked by madcap mushroom add a hit dice for each token.	2					
Slime/Wax	The Ooze!	4+	2	Touch	If a player using the ooze is stood next to (touching) another player with the ooze attack, add another hit dice while they are within touch distance.	5					
Mecha Aethetic	Mechanik Maelstrom	4+	3	Touch	if you are able to deal damage using this attack after all damage calculation you may teleport to the nearest enemy and attack using mechnik maelstrom again however if you do increase the threshold by 1 this stacks each time till either all enemies have been attacked once or no damage has been dealt in this activation whichever happens first.	4					
Transparency	Refractive beam blast!	4+	3	Long	The next attack the target makes now needs +1 to its threshold for the next combat phase	4					
Floating Objects	Primodial Power!	5+	1	Wide	This move has a cooldown of 1 combat phase (ie if used in combat phase 1 it cannot be used till combat round 3)	10					
Strange Body Part	Latent Mutant Unchaining	4+	2	Touch	Regain 2 Health Points for every enemy defeated using this move.	6					

Feathers	Razor Quill		6+	10	Long	This move can hit at the range of 5 Hexagons instead of 3	3						
Webbing/Shedding	Subduing Grasp		3+	1	Wide	Any enemies that are targeted by this move must make a athletics check if they wish to move this combat round	4						
Material Body Part	Strange Adaption		3+	2	Touch	If this move is used on a friendly dekroid instead of an enemy instead of doing damage add health	5						
Bone Overgrowth	Osseous Obliterator		4+	4	Touch	After this move is used this dekroid -2 to its tenacity (ie if it was 6+ tenacity it now becomes 4+)	7						
Aquatic Traits	Aqua Potentia		2+	2	Wide	when a zone has been targeted any dekroid with this trait can move through it without subtracting any movement hex's until the next combat phase	4						
Strange Wings	Turbo Jet X Strike		3+	6	Long	you can decide to interrupt an enemies turn to use this attack, after this attack complete the rest of your activation then the enemy can complete the rest of their activation	3						