



MUTANT CRAWL CLASSICS

PLANTIENT CHARACTER SHEET

NAME		GENDER	PROFESSION	PLAYER
LV	CLASS	TITLE	ARCHAIC ALIGNMENT	
CRIT DIE/TABLE		ACTION DICE		
 AC		BASE AC		HIT POINTS
				MAX
STR AGI STA PER INT LUCK		MELEE MISSILE		TO HIT DAMAGE
		BIRTH AUGUR/LUCKY ROLL		DRAWING OR SIGIL
		XP		
		NEXT LV		ARTIFACT CHECK HIDE IN GREENERY
ARTIFACTS OF THE ANCIENTS				
ARTIFACT		CHECK		EFFECT
LANGUAGES				
SPECIAL ABILITIES FRAGRANCE PHEROMONES GAIN 2 LUCK POINTS FOR EVERY LUCK POINT SPENT RECOVER 2 LUCK POINTS PER LEVEL PER 24 HOUR PERIOD CAN DONATE LUCK POINTS TO OTHERS				
EQUIPMENT				
ARMOUR				
AC BONUS		FUMBLE DIE		
WEAPONS		DMG		
TREASURE				
NOTES PLANTIENTS ARE NOT RECOGNIZED BY AI NATURAL ATTACK 10% THORN OR SPINE MISSILE ATTACK PLANTIENT SUB TYPE				



PHYSICAL MUTATIONS

Large empty rectangular box for physical mutations.

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Large empty rectangular box for physical mutations.



MUTATION/DEFECTS ADJUSTMENTS TO STATS

Empty rectangular box for mutation/defects adjustments to stats.

DEFECTS

Empty rectangular box with a decorative border for defects.