



# Mutant Crawl Classics Iconic NPC

Name: \_\_\_\_\_ Archiac Alignment: \_\_\_\_\_

Level: Class/Title: \_\_\_\_\_ Profession: \_\_\_\_\_

Plantient Sub-Type: \_\_\_\_\_ Action Dice: \_\_\_\_\_ Crit Die/Table: \_\_\_\_\_

Birth Sign/Lucky Roll: \_\_\_\_\_

Artifact Check: \_\_\_\_\_

Max Tech Level: \_\_\_\_\_

A.C. \_\_\_\_\_

Base

H.P. \_\_\_\_\_

Current Max

Languages: \_\_\_\_\_

Strength		
Agility		
Stamina		
Personality		
Intelligence		
Luck		

	To Hit	Dmg
Melee		
Missile		

	Base
Speed	
Fumble	

Init	
Ref	
Fort	
Will	

Weapon	Damage
Armour	+AC

Check Pen: \_\_\_\_\_ Speed Pen: \_\_\_\_\_ Fumble: \_\_\_\_\_

### Mutations

**Gas Generation (Active Physical Mutation)**  
 Manifestation: The plantient's body exudes gas from pores in the plantient's skin.  
 Effect: see page 49

**Heightened Stamina (Passive Physical Mutation)**  
 Manifestation: The plantient's skin flashes metallic red briefly each time the plantient makes a Fortitude saving throw.  
 Effect: Stamina score increases by +7; fully resistant to radiation attacks.

**Infravision (Passive Physical Mutation)**  
 Manifestation: The plantient's eyes reflect red light in the dark.  
 Effect: Able to see infrared heat sources up to 100' distant, including residual heat signatures and cold spots up to 30 minutes old.

**Taller (Passive Physical Mutation)**  
 Manifestation: The plantient's body is a scaled-up version of other members of his genotype.  
 Effect: 2' taller; +2 to Strength; +5' to movement speed; -2 AC.

Equipment & Treasure: \_\_\_\_\_

Artifact	Check	Effect

### Plantient Special Abilities

**Natural Attack:** 1d4 damage thorne or spine missile attack.

**Luck:** Plantients gain 2 luck points for every luck point spent and regain 2 luck points per level for each 24 hour period. Plantients have the ability to donate their luck points to others.

**Remain Hidden:** If a plantient remains still in an outdoor environment, they have a 50% chance of hiding successfully. This ability increases by 5% for each level gained.

\*Two-handed weapon; d16 for initiative.  
 \*\*Missile attacks only. Uses rare ammunition.  
 \*\*\*Missile attacks only. 3d6 damage at short range. Uses rare ammunition.