(1) (1) (1) (1) (1) (1) (1) (1) (1) (1)	Mutant	Crawl Classics I	canic NPC	
	Name:	Archiac Alignment:	Birth Sign/Lucky Roll:	
	Level: Class/Title:	Profession:		
	Plantient Sub-Type:	Action Dice: Crit Die/Table:	Artifact Check:  Max Tech Level:	
A.C. Base  Languages:	Current Max	Amplimorph (Active Physical Muta Manifestation: The plantient's body size in small increme Effect: see page 45 Electrical Generation (Active Phys Manifestation: The plantient's hand shoot out from them Effect: see page 47	appears to strobe as he changes ents .  ical Mutation) ds glow and twin arcs of electricity	
Strength Agility		Heightened Agility (Passive Physical Mutation)  Manifestation: The plantient's nerve conduction velocity is accelerated to that of a radioactive spider.  Effect: Agility score increases by +4; base speed is increased to 35'.		
Stamina Personality		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 +6; immune to heat attacks.		

Equipment & Treasure:

	To Hit	Dmg	
Melee			Init
Missile			1 888 8981
Missie			Ref
925		Base	Fort
Speed			VA/EII
<b>Fumble</b>			AAIII

Intelligence

Luck

Weapon		Damage
Armour		+AC
Check Pen:	Speed Pen:	Fumble:

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.