

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		

Mutations

Amplimorph (Active Physical Mutation)
Manifestation: The plantient's body appears to strobe as he changes size in small increments.
Effect: see page 45

Extra Senses (Active Physical Mutation)
Manifestation: The plantient's skin acts as a radiation detector, sensing micro-changes in heat and radiation.
Effect: see page 48

Metamorph (Active Physical Mutation)
Manifestation: The plantient's body briefly becomes wavy and gelatinous as it transitions into the new shape.
Effect: see page 55

Regeneration (Active Physical Mutation)
Manifestation: The plantient's body is bathed in a soft white glow when healing.
Effect: see page 59

Equipment & Treasure: _____

	To Hit	Dmg
Melee		
Missile		

Init	
Ref	
Fort	
Will	

	Base
Speed	
Fumble	

Artifact	Check	Effect

Weapon	Damage
Armour	+AC

Check Pen: _____ Speed Pen: _____ Fumble: _____

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.