

NAME	LV	TITLE	PROFESSION	ARCHAIC ALIGNMENT
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DRAWING OR SIGIL

AC
BASE

HP
MAX

ACTION DICE
CRIT DIE / TABLE

ARTIFACT CHECK
MAX TECH LV

STR		
AGI		
STA		
PER		
INT		
LUCK		

ARTIFACT	CHECK	EFFECT

WEAPONS / ARMOUR

EQUIPMENT

	TO HIT	DMG
MELEE		
RANGE		
	BASE	
SPEED		
FUMBLE		

BIRTH SIGN / LUCKY ROLL

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 spent luck points per level per each 24-hour period. Ability to share their spent luck points with 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.

INIT	
REF	
FORT	
WILL	

LANGUAGES

PLANTIEN SUB-TYPE

XP

PHYSICAL MUTATIONS		PHYSICAL MUTATIONS	
Mutation: Type:		Mutation: Type:	
Manifestation:		Manifestation:	
Effect:		Effect:	
Mutation: Type:		Mutation: Type:	
Manifestation:		Manifestation:	
Effect:		Effect:	
DEFECTS		DEFECTS	
Defect: Type:		Defect: Type:	
Effect:		Effect:	