

Player:

Name:			Title:		
Occupation:			Archaic Alignment:		
Genotype:			Class:		Gender:
					Level:
Strength:	/	mod:	HD:	Hit points:	/
					EXP:
Agility:	/	mod:	Ref save:		Speed:
Stamina:	/	mod:	Fort save:		Action dice:
Personality:	/	mod:	Will save:		Attack bonus:
Intelligence:	/	mod:	Languages:		Crit die:
Luck:	/	mod:			Crit table:

Weapon	Initiative roll	Attack roll	Damage	Armor
				Armor class: Check penalty: Fumble die:

NOTE: Initiative adds AGI mod, melee adds STR mod (both to-hit & damage), ranged adds AGI mod (both to-hit & damage). Armor class = 10 + AGI mod + armor bonus.

Plantient Abilities		
Artifact bonus/max tech lvl:	AI recognition: NONE.	Glowburn: May use STR/STA/AGI on mutations.
Radburn & reverse evolution: When Fort save vs. radiation rolls nat 1/20, lose/gain mutation.		Hide in greenery % :
Feromone Luck: Spent Luck is worth 2 points per point spent, can share Luck with others, regenerate Luck 2/day.		Natural attack: Shoot spines/thorns for 1d4 DMG.
Mutation & artifact notes		

NOTE: Normal artifact checks: ACTION DIE + INT mod + ARTIFACT bonus - COMPLEXITY MODIFIER. Combat artifact checks: spend 1 LCK and roll action die, no bonuses apply

Notes	Loot & Gear
Birth augur:	