



# Children of the Soil (#1) {424 pts.}



**Gang Bonus:** Bushwhack - Once per game, all dice from an attack count as successful (non-critical) hits.

## Audrey

**Level:** Hardcore **Archetype:** Plants (Shambler) **Points:** 120  
**Fighting:** 5d10 **Shooting:** 5d10 **Guts:** 3d10 **Stamina:** 4 **Speed:** 5 **DR:** 1  
**Armor:** Primitive Armor (DR 1)

**Equipment:**

**Powers:** Rotting Vegetation

Weapons	Short	Long	Defense TN	Traits/Notes	Kill
One-Handed			7	+2d10 Fighting	2
Plasma Rifle	12"/+3d10	24"/+2d10		TH	3/2

## Boom Boom Shroom

**Level:** Veteran **Archetype:** Plants (Shroom) **Points:** 107  
**Fighting:** 4d10 **Shooting:** 4d10 **Guts:** 3d10 **Stamina:** 3 **Speed:** 5 **DR:** 2  
**Armor:** Armored Cloth (DR 2)

**Equipment:**

**Powers:**

Weapons	Short	Long	Defense TN	Traits/Notes	Kill
One-Handed Energy			7	+3d10 Fighting	2
Shotgun	4"/+5d10	8"/+3d10		CQ, TH	2/1
Frag Grenade		6"/-		AE (2"), CQ, IF	0

## Apple

**Level:** Muscle **Archetype:** Plants (Fruit Tree) **Points:** 97  
**Fighting:** 3d10 **Shooting:** 3d10 **Guts:** 2d10 **Stamina:** 2 **Speed:** 5 **DR:** 1  
**Armor:** Primitive Armor (DR 1)

**Equipment:**

**Powers:** Juicy Fruit

Weapons	Short	Long	Defense TN	Traits/Notes	Kill
One-Handed			5	+2d10 Fighting	2
Assault Rifle	12"/+3d10	24"/+2d10		FA, TH	1/0

## Bushy

**Level:** Muscle **Archetype:** Plants (Sapling) **Points:** 100  
**Fighting:** 4d10 **Shooting:** 3d10 **Guts:** 2d10 **Stamina:** 3 **Speed:** 5 **DR:** 2  
**Armor:** Shield (DR 1, +1d10 Fighting), Natural Armor (DR 1)

**Equipment:**

**Powers:** Natural Armor (1)

Weapons	Short	Long	Defense TN	Traits/Notes	Kill
One-Handed			6	+2d10 Fighting	2
Crude Rifle	15"/+2d10	30"/+1d10		TH	2/1