



Children of the Soil (#2) {425 pts.}



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

Ent

Level: Hardcore **Archetype:** Plants (Tree) **Points:** 134
Fighting: 6d10 **Shooting:** 5d10 **Guts:** 4d10 **Stamina:** 6 **Speed:** 4 **DR:** 2
Armor: Natural Armor (DR 2)
Equipment:
Powers: Natural Armor (2)

Weapons	Short	Long	Defense TN	Traits/Notes	Kill
Two-Handed			10	+4d10 Fighting, TH	2
Rocket Launcher	12"/+2d10	24"/+1d10		AP (4), R, TH	2/2

Cactus Jack

Level: Veteran **Archetype:** Plants (Cactus) **Points:** 127
Fighting: 6d10 **Shooting:** 4d10 **Guts:** 3d10 **Stamina:** 3 **Speed:** 5 **DR:** 2
Armor: Armored Cloth (DR 2)
Equipment:
Powers: Thorns

Weapons	Short	Long	Defense TN	Traits/Notes	Kill
Unarmed Attack			6		2
Laser Rifle	24"/+4d10	48"/+4d10		TH	2/2

Dryad

Level: Muscle **Archetype:** Plants (Sapling) **Points:** 91
Fighting: 3d10 **Shooting:** 3d10 **Guts:** 2d10 **Stamina:** 3 **Speed:** 5 **DR:** 1
Armor: Natural Armor (DR 1)
Equipment:
Powers: Natural Armor (1)

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

Vine

Level: Muscle **Archetype:** Plants (Vine) **Points:** 73
Fighting: 3d10 **Shooting:** 3d10 **Guts:** 2d10 **Stamina:** 3 **Speed:** 5 **DR:** 1
Armor: Primitive Armor (DR 1)
Equipment:
Powers: Creeping Vines

Weapons	Short	Long	Defense TN	Traits/Notes	Kill
One-Handed			5	+2d10 Fighting	2
Stun Stick			4	+1d10 Fighting	0