Evil Seedling

THREAT LEVEL: 5

SIZE: LARGE | **HEALTH:** 7

STRENGTH: 8 | **SPEED:** 2
SMARTS: 4 | **SOCIAL:** 2

TOUGHNESS: 18 | **EVASION:** 12
WILLPOWER: 14 | **CLEVERNESS:** 12

GROUND MOVEMENT: 0 ft.

Evil Seedlings are the immature precursors to various alien plant-based Threats that have been sent to infiltrate or destroy Earth. Planted as seeds, many are able to grow at surprising speed due to the purple energy they feed on, sometimes maturing into fully grown plants in one day. With tentacle-like vines that can burrow and emerge from underground, they defend themselves from being weeded out by their enemies. Their force delivers heavy blows and entangle those who get too close.

SKILLS:

Alertness +d4

Brawn +d4

Conditioning x2

Finesse +d2

Initiative +d2

Might
(Natural Weapons) +d6*

Persuasion +d4

Survival +d4

Languages: –

PERKS:

Energy Field: Evil Seedlings are grown from seeds and nurtured with a mysterious purple energy source. When an Evil Seedling at full maturity is Defeated, it blooms into a plant-based Threat unless the energy dissipated. This requires a **DIF 18 Science (Botany or related Specialization) Skill Test** within 1 minute of its Defeat. Failed Skill Tests result in immediate emergence of the monster.

Natural Plant Armor: Evil Seedlings are composed of vegetable matter, giving them Resistance to Blunt damage. Conversely, due to this natural plant armor, they are susceptible to being burned, and all attacks that would deal Fire damage have their damage amounts doubled.

ATTACKS:

Vine Attack (Might, Natural Weapons): +d6*, Reach (1 Blunt Damage or Grapple)

Evil Seedlings have four massive vines that emerge from their seed bulb, starting at 5 ft. long. Once per Standard action, an Evil Seedling can deal Blunt damage from one vine, as they bludgeon their enemies. Instead of dealing normal damage, they can choose to grapple their target with their vines instead. Evil Seedlings may grapple up to four targets at once, but each Vine Attack to do so must be taken on separate turns.

POWERS:

Growth (Move): Evil Seedlings have no Ground Movement but can spend their Move action to grow their vines by 10 ft. per Move action spent. This extends their Reach for their Vine Attack by the total amount grown.

Octoplant (Grown)

THREAT LEVEL: 10

SIZE: GIGANTIC | **HEALTH:** 13

STRENGTH: 9 | **SPEED:** 7
SMARTS: 5 | **SOCIAL:** 5

TOUGHNESS: 19 | **EVASION:** 17 **WILLPOWER:** 15 | **CLEVERNESS:** 15

GROUND MOVEMENT: 20 ft.

"I'm Octoplant. Gaze upon me. Tremble."

Octoplant is a beautiful plant monster with extreme strength and high intelligence.

Her beauty and power cause her to be extremely narcissistic, believing that others are inferior to her in every way. Hatched from an Evil Seedling, Octoplant's power is derived from energy fields that feed her growth. Her main vine extends from her arm, which she uses to spin and attack her enemies.

SKILLS:

Alertness +d4

Brawn +d4

Conditioning x3

Deception +d4

Finesse +d4

Initiative +d4

Might (Natural Weapons) +d6*

Performance +d2

Persuasion +d4

Survival (Flora) +d4*

Targeting +d6

Languages: English

PERKS:

Natural Plant Armor: Octoplant is mostly composed of vegetable matter, giving her Resistance to Blunt damage. Conversely, due to this natural plant armor, she is susceptible to being burned, and all attacks that would deal Fire damage have their damage amounts doubled.

ATTACKS:

Unarmed Combat (Might): +d6, Reach (1 Stun Damage or 1 Blunt Damage ↓1)

Octoplant's brute strength allows her to punch and kick with great force.

Vine Spin (Might, Natural Weapons): +d6*, Reach 25 ft. (1 Blunt Damage or Grapple)

Octoplant is able to grow her vines, which she spins with her free hand to attack opponents. Instead of dealing normal damage, she can choose to grapple her target with her vine instead. A creature sized Large or smaller may also be carried this way until the grapple is broken.

Energy Blast (Targeting): +d6, Range 60 ft. (Evasion, 2 Energy Damage)

Octoplant fires powerful red spark blasts from her eyes that deal Energy Damage.

POWERS:

Growth (Move): Octoplant can spend her Move action to grow her arm vine by 10 ft. per Move action spent. This extends her Reach for her Vine Spin by the total amount grown.