

Botanicals

*A Plantmen team for Nuthin' But Net designed by Ben Boersma
Playtest Version 0.8*

Children knew of the walking trees, the Botanicals. Everyone did, for they were part of a bedtime story told to every child across the land. In this story, when the water dried up in the great forest, the trees lifted their roots from the ground and marched – for hours, days and weeks to find more water. Upon coming to a village that had dammed the river's flow, they quickly and effectively levelled the town and destroyed the dam, before marching back to the forest. This story told of how the people of the world had to live with nature and not deny it – for it would always find a way.

But the Botanicals were fiction. No one had ever actually seen this happen. It was merely a fairy tale... wasn't it?

For many years, the trees and plants that adorned the stadium gardens across world, watched in silence. They sheltered the fans... waiting... learning, until one day when a stray basketball (kicked away by an overzealous beastmen player) landed in the canopy of a great tree. Before the players or fans knew what was happening, there was a great rumbling and the tree pulled its roots from the ground and strode onto the court, demanding a match.

In disbelief, the beastmen team accepted, only to be beaten soundly by the tree and his fellow plantmen. They had found a way. So began the Botanicals Nuthin' But Net tournament campaign.

A Botanical team consists of five Plantmen of varying sizes.

	BH	GRT	STH	SHT	BLK	DUK	SPD
Player #1	3	3	3	3	3	2	3
Player #2	3	3	3	3	3	3	3
Player #3	4	4	3	4	3	3	3
Player #4	4	5	4	4	3	3	3
Player #5	4	5	5	4	4	4	3

Special Ability: Adaptive Bloom

The team is able to adapt to different situations, but like anything in Nature, it is largely unpredictable. There is very little control on how quickly the players will react to a situation.

Each time there is a turn over, roll 1d6.

The number you roll is the player that is affected by Adaptive Bloom. If you roll the number of a player that is not on the court at that time, then you choose which player is affected. You can choose to give this player either **"Guided by Nature"** or **"Not in my Forest!"** which will always only last until the next turn over.

Guided by Nature

When the player affected by this Adaptive Bloom takes a shot at goal, its branches reach out beyond their normal range, carefully guiding the shot towards the hoop.

Count the range when shooting as one less space to a minimum of 1 space. This can sometimes count as a Dunk, but will come with a -1 penalty to all Posterize! rolls as the crowd will consider the Dunker "a little wooden".

Not in my Forest

When the player affected by this Adaptive Bloom is anywhere near an opponent when they take a shot or attempt a dunk, their foliage suddenly bursts forth in an explosion of leaves and flowers, trying to spoil their efforts.

When a player in an adjacent to the player affected by "Not in my Forest" takes a shot at goal or attempts a Dunk, this player may attempt to Block the shot, even if it is not in between the player and the goal. If the player is between the shooter and the goal, then it receives a free reroll to use for this test only.