

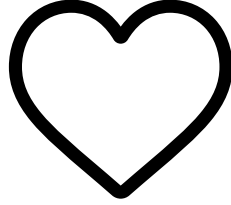
# Grafter

Name: \_\_\_\_\_

What Do You Look Like?



Armor



HP

## Inventory

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_
8. \_\_\_\_\_
9. \_\_\_\_\_
10. \_\_\_\_\_
11. \_\_\_\_\_
12. \_\_\_\_\_
13. \_\_\_\_\_
14. \_\_\_\_\_
15. \_\_\_\_\_

Gear: ○ ○ ○



Damage

Basic Move

When you do something risky or dangerous, roll 2d6 and add a relevant attribute score.

- On a 12+, you do it perfectly, with some additional benefit.
- On a 10-11, you do it perfectly.
- On a 7-9, you do it, but with some cost or complication.
- On a 6-, you fail to do it, with some additional negative consequence.

## Grafter Moves

When you study and harvest a monster for Parts, roll+INT.

- On a 10+: Learn the Graft for that monster if you don't know it yet, and harvest 1d3 Parts.
- On a 7-9: Harvest 1 Part.

When you spend time Grafting Parts onto a patient, spend 1 Part for each existing Graft the patient already has and roll+INT.

- On a 12+: The Graft is permanent. Science!
- On a 10-11: The Graft will last a week.
- On a 7-9: The Graft will last a number of days equal to the number of Parts you spend.
- On a 6-: The Graft fails, the patient suffers 1d3 damage, and you lose 1d3 more Parts.

## Grafts

- Divine*: May pass your HP to another with a touch.
- Dragon*: Scaled skin provides +1 armor.
- Humanoid*: More brains provides +1 to INT.
- Fey*: Lies are wholly believable, but the touch of iron burns your flesh.
- Giant*: Muscles and sinew provide +1 STR or +1 CON.
- Hellspawn*: Immune to fire and flame, but symbols of faith drive you away.
- Ooze*: One limb is super stretchy and malleable.
- Plant*: +1 CON and +1 STR while in sunlight, but fire deals double damage to you.
- Spirit*: May walk through walls, but -2 STR.
- Undead*: Choose one. No need to eat and drink, or no need to sleep.

\_\_\_\_\_

Parts

STR

DEX

CON

INT

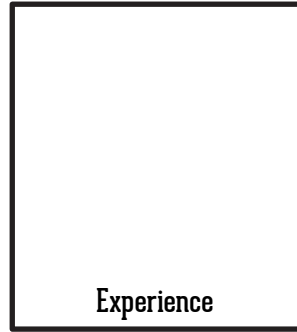
WIS

CHA

## Experience

**When you get money from the wilderness or the underground and bring it back to town**, gain one experience for each gold you got (make sure to write it down).

**When you have experience equal to one thousand times your current level**, you level up! Mark a new ability from the Grafter Advancement list.



## Grafter Advancements

[You get one per level.]

- Big Brain*: Gain +1 Intelligence.
- Steady Hand*: Gain +1 Dexterity.
- Strong Stomach*: Gain +1 Constitution.
- Study Abroad*: Take an advancement from another class (choose a cool one, not an attribute bonus).
- Effecient*: Base Graft cost is always 1 Part, regardless of the number of existing Grafts on the patient.
- Zoologist*: Create a new Graft based a monster of legend.
- Self-Care*: You can apply Grafts to yourself, but do so by rolling +DEX instead of +INT.
- Dread Recognition*: **When an ally fights a monster they have a graft of**, they take +1 on their attacks, spells, and actions against it.
- Alchemy*: **When you boil Parts down into a tonic**, spend 1 Part and roll+INT. On a 10+ create 1 Graft tonic, on a 7-9 spend another Part to make the tonic. Drink a tonic to gain the Graft's effect for a day.
- Second Opinion*: **When you attempt to Graft**, you may reroll but must keep the second result.
- Stronger Stomach*: **When you eat rations to recover HP**, you may also eat Parts, adding one die to the roll.

Or work with the GM to come up with something cooler!

## Other Stuff

**When you take time to rest and consume a ration**, you may reroll your HP. Roll a number of dice equal to your level plus your CON, and keep a number of them equal to your level. Write the result as your new HP.

**When you need a standard piece of mundane adventuring gear that's not currently in your inventory**, you may fill in an empty bubble to declare that you had the item all along. If you do so, write the item in your inventory.

**When you're in town**, you may spend 25g to empty all of your Equipment Bubbles.

## Character Creation

[The GM will help you out.]

1. Roll your attributes.
2. Choose one advancement from your class's list.
3. Roll your HP.
4. Mark your inventory slots.
5. Get some equipment.
6. Go find a dungeon!

