

# THE GRAFTED

## COMPENDIUM CLASS

When you **replace one or more lost or ruined limbs with works of skill or will**, you can choose this move instead of a move from your class:

### SUPERIOR PROSTHESIS

What you lost has been replaced. Choose that which applies:

- An arm. Left, right, or both.
- A leg. Left, right, or both.
- An arm and a leg. Was it worth it?
- All four limbs. Wasn't your best day, huh?

Choose that which has replaced what you lost:

- Magical armor, cinched at the stumps and pinned to your bones, etched inside with binding runes.
- Marvelous works of mundane craft made fantastic: impossible clockwork, impeccable or ancient sculpture, parts of a charming doll.
- The flesh-or-close-enough and bone-or-close-enough and skin-of-close-enough of another creature, treated alchemically.
- Magic, shadow or soul made manifest, wrapped in silks, bandages or enchanted bangle.

When you have a few moments to rest (catching your breath after a fight, or centering yourself behind cover during one), set your Strain to 0. Your maximum Strain is 6 - the number of limbs grafted to you.

**Whenever you hack and slash, defend, or defy danger using your limbs in lieu of your natural abilities**, you may roll +the number of limbs grafted to you (maximum +3) and increase your Strain by 1. If you exceed your maximum Strain, take damage equal to your Strain+the number of limbs grafted to you as your fragile mortal coil fails to cope. This damage ignores armor.

## ONCE YOU HAVE TAKEN SUPERIOR PROSTHESIS, THE FOLLOWING MOVES MAY BE TAKEN IN PLACE OF AN ADVANCE

### COPING MECHANISMS

You have learned to cope with the stresses inflicted on you by your prosthetics. When you take Coping Mechanisms, choose Constitution or Dexterity.

**When you grit your teeth against the pain or maneuver around the points of tension**, roll+the stat you chose and take -1 ongoing to Coping Mechanisms until the end of the session. On a 10+, hold 2. On a 7-9, hold 1. Either way, choose 1:

- You must hold yourself still or take a circuitous route, exposing yourself to danger.
- Your position is too rigid or too unstable. The next time you take damage, take +1d4.

You may spend your hold, 1 for 1, to avoid taking Strain.

### MODULAR CONSTRUCTION

Even if you are not their architect, you have developed an intimate understanding of the workings of your prosthetics. **When you have time, safety and tools, you may carry out modifications to the workings of your limbs.** Modifications are always possible (spells and weapons are a good source of inspiration if you want numbers), but the GM will tell you 1 to 3 of the following:

- The effect is painful. When you use it, you take Strain.
- The effect draws on your body or living essence. Take -1 ongoing to the stat of the GM's choice.
- The modification will have strange side effects as the workings affect your living tissue.
- The modifications maintaining the effect are fragile. If one of your limbs suffers damage, you will need a few minutes to restore it.
- You will need money, an enchanted item, or some kind of reagent, or else you can only manage a lesser version.