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PRESENTS:

# ESOTERICA



## GRAFTED

ROLEPLAYING GAME SUPPLEMENT

WILL THIBAUT



# ESOTERICA: GRAFTED

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# GRAFTED



## *Misbegotten children of the deranged, pariahs melded with the implements of battle*

No grafted first enters the world as such. Whether a lowly street urchin or a misunderstood noble scion, the grafted all began life as normal members of their race. Somehow, they were changed. Some experimented on themselves; others carry their grafts as marks of shame, sentenced as the subjects for those experiments; still others were kidnapped and put under the knife. Some willingly underwent the operation to become a walking weapon, while others had it forced upon them. All are now outcasts.

### **Grafted**

**Prerequisites:** Living humanoid race

**Benefit:** You may replace one racial bonus to an ability score with a +2 racial bonus to Constitution or Intelligence. You gain the Grafted Weapon and Grafted Power racial traits, as described below.

Play a Grafted if you want...

- to be an unwilling outcast.
- to be a product of insane experiments.
- to be a walking, living weapon.

**Grafted Weapon:** You have a natural weapon. When you create your character, choose Grafted Shiv, Grafted Brand, or Grafted Razor. This choice remains throughout your character's life. You are considered proficient with your grafted weapon. Your grafted weapon does not interfere with the use of any of your hands, but you are considered to be holding it while using it. You can "draw" the weapon as a free action.

**Grafted Power:** You gain the ability to use a grafted power. Your choice of grafted weapon determines which grafted power you gain. If you have more than one grafted weapon, you gain the associated grafted power, but you may only use one grafted power per encounter.



# GRAFTED WEAPONS

## MILITARY MELEE WEAPONS

### One-Handed

Weapon	Prof.	Damage	Group	Properties	Grafted Power
Grafted Shiv	+3	d4	Light Blade	Defensive, off-hand	<i>Between the Ribs</i>
Grafted Brand	+2	d10	Heavy Blade OR Axe	Brutal 1	<i>Hack 'n' Slash</i>
Grafted Razor	+2	d8	Light Blade OR Axe	High Crit	<i>Slice 'n' Dice</i>

**Grafted Shiv:** A grafted shiv is a long metal spike jutting from a grafted's forearm or elbow.

**Grafted Brand:** A grafted brand is a blade formed from a heavy, sharpened plate of metal sticking out from the wrist or running along the arm. You choose whether the grafted brand is a heavy blade or an axe when you take the Grafted feat.

**Grafted Razor:** A grafted razor is similar to a grafted brand, except that it is designed with finesse in mind, as opposed to raw power. It is often composed of a thin blade running parallel to the forearm or a ribbon of steel running along the forearm's length. You choose whether the grafted razor is a light blade or an axe when you take the Grafted feat.

### Grafted Power: *Between the Ribs* Grafted Racial Power

*You weave through the battle, setting up your next assault.*

#### Encounter

**Minor Action** **Personal**

**Requirement:** you must be wielding your Grafted Shiv.

**Effect:** You may shift up to two squares. If the next attack you make is with your Grafted Shiv, you have combat advantage against the target of that attack.

### Grafted Power: *Hack 'n' Slash* Grafted Racial Power

*You steel yourself for your upcoming attack, sizing up your opponent's defenses.*

#### Encounter

**Minor Action** **Personal**

**Requirement:** you must be wielding your Grafted Brand.

**Effect:** You may make a saving throw against an effect that a save can end. If the next attack you make is with your Grafted Brand, you gain a +1 power bonus on that attack roll.

### Grafted Power: *Slice 'n' Dice* Grafted Racial Power

*You single out a target and savagely jump at their throat.*

#### Encounter

**Minor Action** **Close burst 5**

**Requirement:** you must be wielding your Grafted Razor.

**Effect:** You may mark one enemy within the burst. If the next attack you make is with your Grafted Razor, that attack is considered a critical if you roll a 19 or a 20.



Grafted are always a disturbing sight to behold; from a distance, one may appear to be a normal human, but closer inspection reveals the truth. A grafted is covered in metal plates, which meld imperfectly into the skin, giving the grafted an appearance of wearing piecemeal armor. Metallic spikes jut out of the arms and shoulders at odd angles, the surrounding flesh reddened as if infected and improperly healed. But the most distinctive feature of any grafted is the weapon – a jagged blade or spine protruding from the forearm.

Grafted prefer attire that can help mask their nature; tattered cloaks worn over rusty, piecemeal armor are often chosen for their ability to camouflage the grafted's disconcerting appearance.

The lifespan of a grafted is comparable to that of a member of their original race, although due to the physical tampering and their necessarily difficult lifestyle, few live to old age.



## PLAYING A GRAFTED

Grafted have no culture of their own, instead living in the outskirts of another. Some are treated as pariahs, left as vagrants and urchins to wander the streets. Other are treated as though afflicted with a terrible, though noncontagious, disease, one to be pitied, not scorned. Whatever way, few grafted hold positions of social honor.

Many grafted are insane, the torturous experience of metal fusing with skin forever shattering their lucidity. Whether this manifests itself as obsession, schizophrenia, paranoia, or some other mental malady, rare is the grafted without a mind broken in some way.

Perhaps the one job that grafted take easily to, and are accepted in wholeheartedly, is that of a gladiator or mercenary. Grafted gladiators are especially common; many become grafted as punishment for some crime, and often a part of that same sentence is to be sold to an arena. Arena masters are only too glad to accept grafted into their stables, as their savage, insane fighting style makes for good bloodsport. The few grafted who manage to escape the life of a beggar usually do so through gladiatorial combat.

Other grafted are self-created; the too-curious madman intent on “perfecting” his own body. These sort of grafted are usually secretive about it, and their modifications are often less haphazard and obvious, allowing them to operate normally in society. Oftentimes, they arrange to receive criminals and experiment on them, “testing” their inventions before implementing them on themselves. Others volunteer to be experimented on, hoping they might become some kind of super-soldier.

Grafted names are as varied as the grafted themselves. Some keep their names from their past life; others, in their insanity, forget it, while still others drop it in favor of something more descriptive of their current state. Many grafted vagrants are given nicknames by locals, as are many arena favorites.

**Grafted Characteristics:** Brutal, curious, disillusioned, insane, irritable, melancholy, paranoid, savage

**Male Names:** Ballast, Barber, Dreg, Eben, Edge, Goran, Grift, Gutter, Lionsbane, Randan, Shifty, Swift, Tailor, Two-name, Wrack

**Female Names:** Alley, Bloody Mary, Chariot, Fleet, Garra, Hilly, Jo, Lin, Razor, Risk, Sal, Sera, Weaver, Whip, Whisper, Zoe

## GRAFTED ADVENTURERS

Three example grafted adventurers are detailed below.

Count Veryss Karlokt du Rarynn is insane. A grafted warlock, Count du Rarynn was originally born a minor human noble. After his father died, Veryss inherited his father's small fief. He was, however, much more interested in matters arcane than those of leadership, and so he delegated most of the rulership to his younger brother. Count du Rarynn soon delved too deep into matters not fit for the sane, and began experimenting on himself, melding metal to his skin to “perfect” his form. This experimentation shattered his lucidity, however, and he ran away from his fiefdom to “expand his research”. His brother still searches for him, but has given up almost all hope ever finding him. Veryss, meanwhile, masquerades across the countryside as a vagrant known simply as No-Name.

Some criminals strike it rich. Most don't. Some are caught, and in the land that Raker hails from, that means one thing; grafting. In order to leave as visible a mark on their criminals as possible, criminals in his home city are sentenced to mutilation; often, they are experimented on, too, before ultimately being sold to the slave-pits. Raker was lucky (so to speak) that his purchaser was the stablemaster of the city's arena; Raker, a fighter, having now won his freedom in combat, revels in the riches he sought in his 'past' life, and celebrates the turn of events that left him so visibly changed. The experimentation did not leave him mentally unchanged, however; Raker revels in pain, and is a thorough masochist. Part of the reason he did so well in the arena was that he did not need to endure the pain; he enjoyed it. His sucker-for-punishment attitude is sure to get him in trouble at some point.

Raz grew up on the streets. From an early age, she learned to look out for herself, to provide herself food and shelter. Apparently, however, she did not learn well enough. Raz fell asleep in the shadows of an alley, but when she woke, she lay on a cold metal slab. She couldn't move, she couldn't see, but she could *feel*. Sharp pains wracked her body, as if hot metal were being poured over her skin. When she next woke, Raz was in a sewer, covered in metal and blades, with near no idea of what happened. Though she continues the life of an urchin, Raz is paranoid in the extreme, and goes to great lengths to hide her disfigurement. Most of the people that regularly see her – many of the denizens of the slum she calls home – have no idea she's a woman, simply due to the heavy garb she wears year-round. Raz is constantly looking for a chance to leave the slums, but she knows nothing of life outside the city, and has not yet – in her mind – found a chance to leave safely.

# GRAFTED FEATS

## HEROIC TIER FEATS

Any of the following feats are available to a character regardless of level so long as they meet the prerequisites.

### Channel Enchantment (Grafted)

**Prerequisites:** Grafted

**Benefit:** If your Grafted Weapon is enchanted and has a daily power, you may use that power twice per day, though it still counts against your level-based daily power uses.

### Extra Grafted Weapon (Grafted)

**Prerequisites:** Grafted

**Benefit:** Choose a grafted weapon you do not already have. You gain that as a grafted weapon.

**Special:** You may choose grafted shiv even if you already have a grafted shiv. The second grafted shiv must be wielded in the off-hand.

**Special:** You may take this feat more than once. Each time you take this feat, choose another grafted weapon.

### Grafted Implement [Grafted]

**Prerequisites:** Grafted, ability to use an implement

**Benefit:** Choose an implement type you would normally be allowed to use. You have a bit of arcane technology grafted to you that functions as that implement. Your grafted implement does not interfere with the use of any of your hands, but you are considered to be holding it while using it.

You can "draw" the implement as a free action. You may use the Transfer Enchantment ritual (*Adventurer's Vault* p. 199) to transfer an enchantment from an implement to your grafted implement. You may use the Channel Enchantment feat with your grafted implement if you have it. You gain access to the following grafted power.

If your grafted implement is a weapon, such as a dagger for a sorcerer, you may not use it as a weapon.

## GRAFTED WEAPONS

### SUPERIOR MELEE WEAPONS

#### One-Handed

Weapon	Prof.	Damage	Group	Properties
Superior Grafted Shiv	+3	d6	Light Blade	Defensive, off-hand
Superior Grafted Brand	+2	d12	Heavy Blade OR Axe	Brutal 2
Superior Grafted Razor	+3	d8	Light Blade OR Axe	High Crit, Brutal 1

### Grafted Power: Redirect

Grafted Racial Power

*You focus your magic through the conduit of your grafted implement, protecting you from harm and redirecting that energy at your enemy.*

#### Encounter

#### Minor Action

#### Personal

**Requirement:** you must be wielding your Grafted Implement.

**Effect:** You gain resist 5 to a damage type of your choice until the end of your next turn. This improves to resist 10 at 11<sup>th</sup> level, and resist 15 at 21<sup>st</sup> level. If the next attack you make has the implement keyword and is made with your Grafted Implement, you may re-roll any ones you roll on your damage dice.

### Superior Grafted Weapon [Grafted]

**Prerequisites:** Grafted, Weapon Focus with chosen grafted weapon's weapon group

**Benefit:** Choose a grafted weapon you have. You may now use that grafted weapon's superior version instead of its military version.

**Special:** You may take this feat more than once. Each time you take this feat, choose a different grafted weapon.

## PARAGON TIER FEATS

Any of the following feats are available to a character of 11<sup>th</sup> level or higher so long as they meet the prerequisites.

### Grafted Implement Mastery [Grafted, Wizard]

**Prerequisites:** Grafted, Wizard, Grafted Implement, Arcane Implement Mastery class feature

**Benefit:** You gain the Grafted Implement Mastery class feature, detailed below.

**Graft of Survival:** You gain variable resistance 5. If you use the Redirect power and the resistance you choose is the same type as your variable resistance, you instead gain resist 10 against that type of damage. Additionally, once per encounter as an immediate interrupt, you may spend a healing surge to gain temporary hit points equal to your surge value + your Constitution modifier.

## Improved Grafted Power [Grafted]

**Prerequisites:** Grafted

**Benefit:** Choose a grafted power you have. The grafted power's effects improve, as detailed below.

*Between the Ribs* You may shift 4 squares instead of 2

*Hack 'n' Slash* You may automatically end one effect that a save can end, without a saving throw. This replaces the saving throw *hack 'n' slash* allows you.

*Slice 'n' Dice* If the next attack you make is with your Grafted Razor, that attack is considered a critical if you roll an 18, 19, or 20.

*Redirect* If the next attack you make has the implement keyword and is made with your Grafted Implement, you may re-roll any ones or twos you roll on your damage dice.

**Special:** You may take this feat more than once. Each time you take this feat, choose a different grafted weapon.

## EPIC TIER FEATS

Any of the following feats are available to a character of 21<sup>st</sup> level or higher so long as they meet the prerequisites.

## Improved Channel Enchantment [Grafted]

**Prerequisites:** Grafted, Cha or Int 17

**Benefit:** If your Grafted Weapon is enchanted and has a daily power, you may use that power twice per day. The first use does not count against your level-based daily power uses.



## WALKING ARMORY

*"I'uz built fer war, bub. Ye best keep that in mind afore ye go an' make me angry."*

**Prerequisites:** Grafted, Extra Grafted Weapon

Some grafted are more graft than human. Bristling with spines and blades and constructed for endless battle, these souls are to the grafted as grafted are to humans. Titans of metal, avatars of the implements of war, these grafted are little more than sentient weapons.

## WALKING ARMORY PATH FEATURES

**Bristling With Weapons (11<sup>th</sup>):** You treat any grafted weapon you have as though it had the off-hand property.

**Living Construct (11<sup>th</sup>):** You gain the Living Construct keyword.

**Constructed Action (11<sup>th</sup>):** When you spend an action point to take an extra action, you may also make a save against one effect a save can end, with a +2 bonus to the roll.

**Engine of War (16<sup>th</sup>):** You may move through an enemy's space without provoking opportunity attacks from that enemy.

## WALKING ARMORY POWERS

### Double Graft Strike Walking Armory Attack 11

*You swing one weapon in a wide arc, then follow up with a quick strike with another before your opponent can react.*

**Encounter • Martial, Weapon**

**Standard Action** **Melee** weapon

**Requirement:** you must be wielding two grafted weapons.

**Target:** One enemy

**Attack:** Constitution vs. AC (main weapon and off-hand weapon), two attacks

**Hit:** 2[W] + Constitution modifier damage per attack

### Battlefield Master Walking Armory Utility 12

*You have no trouble moving about the field of battle, but some have trouble moving around you.*

**Daily • Martial, Stance**

**Minor Action** **Personal**

**Effect:** You may ignore difficult terrain. Additionally, enemies count squares adjacent to you as difficult terrain

### Warmachine Walking Armory Attack 20

*You plow through your enemies, wading directly into the heart of the battle.*

**Daily • Martial, Weapon**

**Standard Action** **Personal**

**Requirement:** you must be wielding two grafted weapons.

**Effect:** Shift a number of squares equal to your Constitution modifier. Make an attack against each enemy that was adjacent to you at any point during the shift

**Attack:** Constitution vs. AC (main weapon and off-hand weapon), two attacks

**Hit:** 1[W] + Constitution modifier damage per attack.



# EMBLEMS

Using natural weapons is a great way to distinguish one character from another. However, without some way to enchant them, they quickly become a sub-par choice. One way to fix that problem is to allow the *Enchant Magic Item* (*Player's Handbook*, p. 304) and *Transfer Enchantment* (*Adventurer's Vault*, p. 199) rituals to affect natural weapons in addition to objects. However, without some object to put in with other treasure, it can be difficult to award a player with improved weaponry – they couldn't rip out their normal claws to replace them with a set of +3 *Flaming Claws*! Another way – that thankfully gets around this minor logistical difficulty - is to allow a special type of item that bestows its enchantment on any natural weapon the user may have. An example of this special type of item is the emblem.

Emblems can be enchanted as magic weapons. However, instead of functioning as the magic weapon, they bestow their enchantment on whatever natural weapons the wearer has. However, the enchantment still only affects weapons of the appropriate group. For example, a character with a natural claw attack that counted as a light blade would not benefit from wearing a +3 *Berserker Pendant*, as the Berserker enchantment can only be applied to axes and heavy blades.

There are a few creatures – such as the Grafted – which can develop natural *implements* (see the Grafted Implement feat, p. 4); for such creatures, emblems have been invented that can be enchanted as magic implements and which bestow their property onto natural implements.

There are three types of Emblems. You can only wear one emblem at a time.

Vambraces occupy the arms slot. Vambraces can appear as leather bracers, a simple shirt, a jingling assortment of bracelets, a fabric wrist-wrap, an intricate tattoo on the forearms, a plate of metal grafted to the skin, or any other similar article worn on the forearm.

Crests occupy the Head slot. A crest could appear as a plumed helm, an elaborate feathered headdress, a totemic mask, a delicate tiara, an assortment of beads woven into the hair, a delicate design of metal fused to the face, or any similar item worn on the head.

Pendants occupy the Neck slot. A pendant could be a necklace of trophies, a brooch with a heraldic device adorning it, a tattered cloak, a cord choker, an iron collar, or any similar adornment worn around the neck.

