

Grafter

Name: _____

What Do You Look Like?

STR

DEX

CON

INT

WIS

CHA

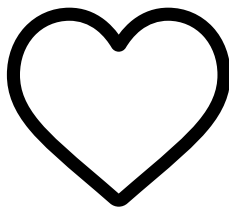
Inventory

- _____
- _____
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Armor



HP



Gear: ○ ○ ○

d4

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

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.

Experience

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).
- ☐ *Efficient*: 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!

Moves & Notes & Doodles