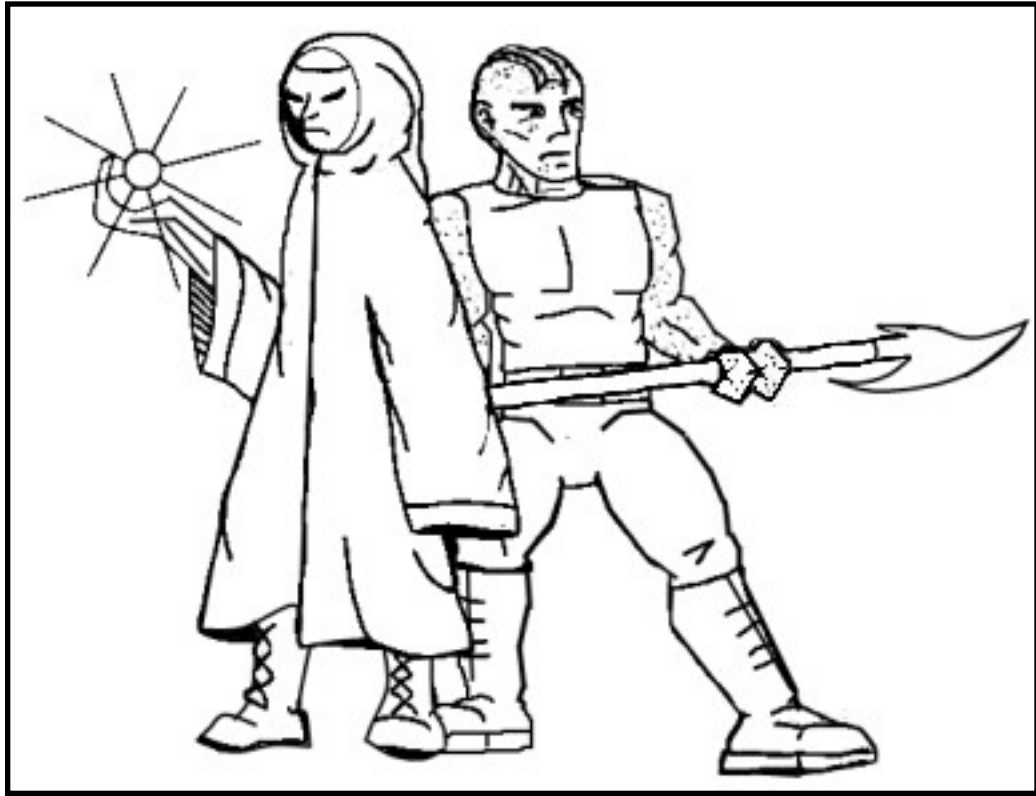


DENIZENS & DELVERS

House-ruled Fantasy Adventure Role-playing in Deep Moldy Dungeons



BASIC GRAFT



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The Basic Graft

An alternative class trading body modification and life for power.

The graft are descendants of an ancient order who sacrificed a portion of themselves for arcane power and immortality. Individual members of this class may be come from any other race, sacrificing what they were previously for what they gain as a graft. Using dark magic, graft cover or replace portions of themselves with other materials (appearing as wood, mineral or stone), extending the longevity and durability of their physical forms. They also have the ability to draw arcane or extra-planar energy and shape it to their needs, usually in the form of a spell effect or a magically enhanced attack. The price for this ability is often one of pain as the graft must lose some of their life force in trade.

Roles:

The graft are Faustian in concept: characters literally bargain their life for power. The ultimate source of this power is left intentionally vague, allowing the player and their game master to develop the nature, and expression, of the sacrifice to fit the campaign. Though it may seem so, not every graft is power hungry. As written, the sacrifice is not mandatory, it can be ignored. Graft are the embodiment of the struggle within. One character could seek greater power while another struggles to deny it. Some graft might appear like golems, constructed from spare parts, others may have only subtle physical alterations. Like any class, the graft provides a seed for your character's story.

Rules:

Mechanically speaking, the graft is light on rules and heavy with story possibilities. The basic lifepaths provide for fighting or magic-using varieties but others could be conceived. The graft could be used in other game systems with a little creative ruling by the game master.

Other races may be used with the graft class, forsaking their traditional racial heritage and abilities and retaining only the former race's general outward form

Credits

Written and Art by David Lynch

Production Den Meister Games

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GRAFT

Requirement(s):	INT 9+, CON 9+
Prime Requisites:	Intelligence, Constitution
Alignment:	Any
Hit Dice:	d8, +2 after 9th
Weapon Skills:	By lifepath; see below
Armor Allowed:	By lifepath; see below
Special Abilities:	Eldritch Form, Lifepath sacrifice

Level	Exp. Points	Hit Dice	Spells per level					
			1	2	3	4	5	6
1	0	1d8	0	-	-	-	-	-
2	2,200	2d8	0	-	-	-	-	-
3	4,400	3d8	0	0	-	-	-	-
4	8,800	4d8	1	0	-	-	-	-
5	17,500	5d8	2	0	0	-	-	-
6	35,000	6d8	2	2	0	-	-	-
7	70,000	7d8	2	2	0	0	-	-
8	140,000	8d8	2	2	1	0	-	-
9	280,000	9d8	2	2	2	0	0	-
10	420,000	9d8+2	3	2	2	1	0	-
11	560,000	9d8+4	3	3	2	2	0	0
12	700,000	9d8+6	3	3	3	2	1	0
13	840,000	9d8+8	3	3	3	3	2	0
14	980,000	9d8+10	4	3	3	3	2	0

Graft are individuals who have forsaken ordinary mortal existence for power, manipulation and longevity. A graft chooses either a martial or arcane life-path, enhancing physical traits and abilities through dark, eldritch rites. Arcane-graft have the ability to manifest power, while Martial-graft become living tools of battle, all for a price.

Through unspeakable methods, graft literally transplant or enhance areas of their bodies. They may look as if made of “stone,” “wood,” or any other naturally occurring substance (no processed metal or compound,) but this is only for appearance. These enhanced body modifications are physical manifestations of arcane energy.

The prime requisites for graft are intelligence and constitution; to be a member of this class the character must have scores of 9 or greater in both. A graft gains a bonus on earned experience points for high ability scores.

Graft use eight-sided dice (d8) to determine their hit points. Weapon skills and armor use vary by lifepath and are explained in more detail below.

Eldritch Form: The act of enhancing their flesh with magic grants a natural AC value. Graft may reduce their constitution score by 1 point in order to raise base AC 1 point. (Note: this change is permanent and the minimum 9 constitution still applies.) Wearing armor of any kind negates this natural AC.

Magic protections other than armor (rings, bracers, etc.) are occasionally used, but rare.

Lifepath: Graft apprentices choose between the martial and the arcane for their life’s focus. The player should decide at creation which path the character will follow and it may not be changed.

Arcane-graft: Arcane-graft use the same rules as a standard magic-user or wizard, with the exceptions listed here. The discipline and rituals of power for spells leave minimal time for training with weaponry, so arcane-graft are limited to simple weaponry: club, dagger, dart, staff. Armor and shields are disdained, relying instead on their eldritch enhancements.

This lifepath casts spells as a magic-user of the same level. The number of “free” spells per day, and maximum spell level (shown as “o”), an arcane-graft may cast is shown in the experience chart. However, the arcane graft can cast a number of extra spells per day (equal to their current level) by sacrificing 2 hp/spell level at the time of casting.

Example: As a 1st level arcane-graft, Andromeda can only cast one first level spell if she sacrifices 2 hp. Upon reaching 5th level, she could cast two 1st level spells at no cost, and up to 5 extra spells (1st thru 3rd level power) for 2hp/spell level cast (level 1 = 2hp, level 2 = 4hp, level 3 = 6hp sacrificed.)

Martial-graft: Martial-graft use the same rules as a standard fighter or warrior, with the exceptions listed here. In addition, a martial-graft may expend life energy to enhance their combat prowess. Sacrificing 2 hp grants a +1 to hit and damage on a single attack. The maximum that may be spent this way on a single attack is equal to the graft’s level.

Example: Bishop, a 3rd level martial-graft with 18 hp, faces off against a heavily armored opponent. He could choose to use 6 hp (leaving him with 12) to make an attack at +3 to hit and +3 to damage. Or he could choose to make his next 3 attacks at a +1 to hit, +1 to damage by paying 2hp per round.

Graft can literally destroy themselves if they are not judicious with their abilities, but they can be serious contenders in a fight. They are able to heal by normal methods (rest, clerical magic, potions, etc.) There are tales told of graft with healing powers, but they are thus far unsubstantiated.

9th Level: When a graft reaches 9th level they may build a laboratory or a training yard, often within a fortified structure. They can recruit 1-6 apprentices, ranging from level 1-3, to learn the rites and practices necessary for their own lifepath.

Appearance varies greatly between individuals. Coloration and texture can range from earthy red tones (like tree bark) to a washed out slate gray (as shale) . While the physical durability they have received is not true immortality, individual graft have been known to live for 1000 years.

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