

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.