Under the Knife: The Grafter, a Tinker Prestige Class





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The Grafter

"There is no changing the universe. Let it have its sport. Let it spew forth horrible beasts that seek to chew our flesh and grind our bones. We shall watch. We shall learn. We shall adapt. We will not cower behild our walls, waiting for the utter end. Tonight, we shall stare the ravenous beasts in the eye and issue a challenge to the murderous gods themselves! Tonight, we make monsters of our own!"

- Frederick Wilder, the first Grafter

Grafters are tinkers who have moved beyond tinkering with metal, oil, and spring coefficients and have taken up bone and sinew as their newest playthings of choice. Still thoroughly competent mechanical engineers, grafters are typically accompanied by a small squadron of automata, just like any other tinker. Unlike tinkers, they also have an obsession with the humanoid form and are fairly gifted surgeons. Combining the two, a grafter's influence can be seen in the steel, glass, and wire running through his body, as well as the bodies of other individuals who trust him enough to go under the knife. For a grafter, being human is no excuse not to have the ability to fly, an integrated lightning cannon, or superhuman strength. These things are merely a procedure away. Role: Having shifted his focus from the construction of ever-better automata to surgery and cybernetic augmentation, the grafter simply doesn't field automata of the same quality as a standard tinker. Grafters instead opt for a more direct support role, grafting his inventions directly onto his allies so his talents have no single point of failure.

Alignment: Grafters can be of any alignment. The career supports such moral outlooks as that of the mad scientist bordering on necromancy and the surgeon looking to enhance the quality of life of his race.

Hit Die: d8

Requirements

To qualify to become a grafter, a character must fulfill all of the following criteria.

Skills: Heal 10 ranks, Knowledge (engineering) 7 ranks Feats: Skill Focus (heal) Spellcasting: Ability to install 3rd level inventions into blueprints.

Class Skills

The grafter's class skills are Heal (Wis) and Intimidate (Cha).

Skill Ranks at Each Level: 4 + Int Modifier

Table: The Grafter						
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Inventions
1st	+0	+1	+0	+1	Grafting, the body is a machine	+1 level of existing class (except BP per blueprint)
2nd	+1	+1	+1	+1	Implants	+1 level of existing class (except BP per blueprint)
3rd	+2	+2	+1	+2	Graft other, implants	+1 level of existing class (except BP per blueprint)
4th	+3	+2	+1	+2	Advanced augmentation, implants	+1 level of existing class (except BP per blueprint)
5th	+3	+3	+2	+3	Cannibalize parts, implants	+1 level of existing class (except BP per blueprint)

Class Features

All of the following are class features of the grafter prestige class.

Inventions

The grafter's class level stacks with his invention-using class levels for the determination of inventions known, maximum invention level known, effective level of inventions, automaton hit die progression, and the number of times the character can use the infuse automaton class feature daily, but NOT for the determination of the maximum number of build points per blueprint.

Grafting (Ex): At 1st level, the grafter's study of surgery and the physical form has borne unexpected fruit, namely a seamless marriage with the mechanical knowledge of his tinkering days. He gains a grafting pool containing a number of BP equal to three times his grafter class level.

When preparing blueprints for the day, the grafter can apply inventions to or remove inventions from his own body using BP from his grafting pool. These grafted inventions are by no means permanent and the grafter may totally change his invention loadout each day. The BP in a grafter's grafting pool does not replenish itself over time. Rather, the grafter spends points from the grafting pool when applying a graft and only regains those points when he removes that graft. A grafter has a significantly harder time installing inventions onto nonautomatons. Usually, there's surgery involved. Even if the recipient is a construct, the idea of universal parts means nothing to most producers of golems! A single grafted creature can support a number of inventions whose total BP is equal to or less than the grafter's Intelligence modifier at the time of grafting. If a creature has been grafted from another source, then additional grafting is allowed until the cumulative BP installed would exceed the lower of the two grafting limits. For example, a grafter with an Intelligence of 18 grafts 3 BP of inventions onto himself. Another grafter with an Intelligence of 30 can only graft an additional 1 BP of inventions onto the first grafter because the first grafter's 18 Intelligence makes his grafting limit 4 BP.



In addition to being limited by how much he can graft onto another creature, a grafter is limited by what he can graft onto another creature. Most obviously, as inventions with the design descriptor suggest a particular philosophy of design being followed as an automaton is built from scratch, and as creatures that are receiving grafts are, for the most part, complete individuals, inventions with the design descriptor simply cannot be grafted. Given the grafter's inability to directly alter the mind, inventions that grant ranks in a skill, tag skills as class skills, or grant weapon proficiencies have no effect if grafted onto a nonautomaton creature. Further, any grafted inventions that normally grant an untyped bonus grant a non-automaton creature an enhancement bonus instead. If the creature to be grafted has a feat that an invention grants, then that creature is treated as though it already has that invention for the purpose of invention prerequisites. Conversely, grafted inventions do not satisfy the prerequisites for feats. If the creature to be grafted has equipment or physiology that closely mimics the effects of an invention, such as a pair of arms being much like the arms invention, or a quiver being much like the quiver invention, then that creature is treated as though it already has that invention for the purpose of invention prerequisites.

Grafted inventions with a limited number of uses are refreshed when the grafter prepares his blueprints for the day. A grafter need not give himself a directive to use inventions he grafts upon himself. Instead, so long as the grafter's Intelligence is 3 or greater, he follows the rules for invention use as though he were an alpha, with the exception that he also counts as the tinker for the purpose of reloading inventions that can be restocked, such as compartments.

The Body is a Machine (Ex): Starting at 1st level, the grafter's unique outlook on the humanoid form allows him to see life as a complex machine rather than as just a miracle. When making Heal checks to perform first aid or surgery, the grafter adds his Intelligence modifier to the skill check. This is in addition to adding his Wisdom modifier.

Implants: At 2nd level, the grafter's melding of mechanics and surgery has resulted in the inevitable combination of the two concepts. This combination, known as an implant, is effectively an invention that can be grafted, but cannot be added to an automaton blueprint. In all other respects, treat an implant as though it were a standard invention. This includes all interactions with non-implant inventions. At 2nd level and every grafter level beyond 2nd, the grafter learns one of the implants listed below.

Adrenaline Injection Unit BP Cost: 4

A vial of synthesized adrenaline is placed just under the skin. As a swift action, the recipient of this implant can give himself a +4 alchemical bonus to Dexterity for 1 round. An adrenaline injection unit can be activated a number of times equal to twice the grafter level of the installing grafter.

A grafter must be at least 3rd level to select this implant.

Artificial Brain Stem BP Cost: 6

The most basic processes necessary to sustain life can be continued by this little black box. Whenever the recipient of this implant is killed, it activates, raising the recipient as a fast zombie under the control of the grafting grafter with HD equal to twice the number of HD it had when alive. The fast zombie retains all weapon and armor proficiencies the recipient had when alive. This effect lasts for 1 minute, at which point the artificial brain stem runs out of fuel and the fast zomble becomes a corpse once more. If the recipient has either the chemical pack implant or the auxiliary power source, greater invention and that implant or invention has not been used for the day, it is immediately used and the duration of the artificial brain stem effect is increased by 1 minute. If the recipient has both, the duration is increased by 2 minutes instead.

If the recipient's fast zombie is reduced to 0 hit points, then his body is wholly ruined and cannot be raised again, whether by necromantic means that animate the body or by spells that return life to a largely-intact body, such as raise dead. Spells and abilities that raise creatures as incorporeal undead still function, as only the body is ruined. If the body is not ruined, a creature that is temporarily raised in this manner can later be raised permanently by such means as the animate dead spell and other like abilities.

A grafter must be at least 5th level to select this implant.

Back Bracing BP Cost: 1

Steel placed along the back grant the recipient a +6 enhancement bonus to Strength for the purpose of calculating carrying capacity.

Chemical Pack BP Cost: 1

Additional chemicals are strapped to the forearm and piped to another implant in need. The recipient of this implant can use the chemicals in the pack to activate an implant whose uses have been exhausted. A chemical pack contains enough chemicals for one use.

Flame Snorter BP Cost: 3

Fuel rods and an ignition system take up much of the nasal cavity. As a swift action, the recipient of this implant can snort flames in a 10-foot cone, dealing 2d6 points of fire damage with a DC 10 + 2x the installing grafter's class level + the installing grafter's Intelligence modifier Reflex save for half damage. A flame snorter contains enough fuel for uses equal to twice the installing grafter's grafter level.

Focusing Melange BP Cost: 2

Study of individuals under the effects of the true strike spell reveals the possibility for a lesser response that is totally biological. As a swift action, the recipient of this implant can give himself a +5 insight bonus to hit for 1 round. A focusing melange contains enough chemicals for two uses.

I mmunobooster BP Cost: 2

Toxins and disease are two of the great destroyers of organic life. Whenever the recipient of this implant fails a saving throw against a poison or disease effect, he is treated as though he made his saving throw instead. An immunobooster contains enough chemicals to influence one failed saving throw in this fashion.

Input Filter BP Cost: 4

Everything the grafted individual sees and hears is passed through a number of filters designed to remove that which can elicit violent swings in emotion. The recipient is immune to fear, but gains no benefit from morale bonuses.

A grafter must be at least 5th level to select this implant.

Metal Plates BP Cost: 4

Strategically-placed sheets of metal cover the neck, kidneys, and other places where rogues tend to shank their victims. The recipient of this graft has a 50% chance to ignore precision damage, such as a rogue's sneak attack.

A grafter must be at least 5th level to select this implant.

Steroid Injection Unit BP Cost: 4

A vial of potent synthetic steroids is implanted just under the skin. As a swift action, the recipient of this implant can give himself a +4 alchemical bonus to Strength for 1 round. A steroid injection unit can be activated a number of times equal to twice the grafter level of the installing grafter.

A grafter must be at least 3rd level to select this graft.

Structural Augmentation BP Cost: 1

A somewhat cybernetic body is that much more resistant to being disabled. The recipient of this implant gets a +5 alchemical bonus to maximum hit points.

Stimpack BP Cost: 3

Whenever the recipient of this implant is reduced to below 0 hit points, but is not killed, he is immediately healed for 2d6 points of damage per grafter level of the installing grafter. A stimpack is keyed to the recipient, meaning that whether the recipient of the graft is undead, organic, or mechanical, it will have full healing effect. A stimpack contains enough chemicals for one use.

Sublingual Conical Energy Ejection Device BP Cost: 6

Why look at dragons and dream? When installing this implant, select acid, cold, electric, or fire. The recipient of this graft gains the ability to belch forth a 30-foot cone of the selected energy type as a standard action, dealing 3d6 points of damage of the appropriate type per grafter level of the installing grafter with a DC 10 + 2x the installing grafter's class level + the installing grafter's Intelligence modifier Reflex save for half damage. A sublingual conical energy ejection device contains enough chemicals for two uses.

A grafter must be at least 4th level to select this implant.

Sublingual Linear Energy Ejection Device BP Cost: 4

Making being a dragon a reality was a low-hanging fruit for the first grafters. When installing this implant, select acid, cold, electric, or fire. The recipient of this graft gains the ability to belch forth a 60-foot line of the selected energy type as a standard action, dealing 3d6 points of damage of the appropriate type per grafter level of the installing grafter with a DC 10 + 2x the installing grafter's class level + the installing grafter's Intelligence modifier Reflex save for half damage. A sublingual linear energy ejection device contains enough chemicals for two uses.

A grafter must be at least 3rd level to select this implant.

Supercharger BP Cost: 2

A jolt of electricity applied to the right portion of the brain can spur additional activity from even the quickest of creatures. The recipient of this graft gains the ability to shock itself as a swift action, granting it the ability to take an additional move action this round. A supercharger contains enough power for one use.

Declare Obsolescence (Ex): At 3rd level, the grafter has realized that grafts that are not on his body have a tendency to get up and walk away. When preparing blueprints for the day, the grafter can declare grafts he installed on another creature to be obsolete. When declared obsolete, grafts promptly break and become useless, allowing the grafter to reclaim all BP spent on them.

Graft Other (Ex): At 3rd level, the grafter's mastery of cybernetic augmentation has become markedly more impressive. He gains the ability to graft inventions onto the body of any willing corporeal creature when he prepares his blueprints for the day. Grafted inventions that provide a passive bonus function properly by default. Inventions that require an action to activate follow the following dichotomy. If the grafted creature has an Intelligence score of at least 3, then it follows the rules for invention use as though it were an alpha, with the exception that he also counts as the tinker for the purpose of reloading inventions that can be restocked, such as compartments. If it does not have an Intelligence score of at least 3, then it cannot use inventions that require an action to activate. Alteratively, creatures with an Intelligence score of less than 3 can use grafted inventions that require an action to activate if that creature is directly controlled by another creature with an Intelligence score of at least 11, as is the case with zombies controlled by a necromancer or golems controlled by a wizard. This effectively gives the controller of the grafted creature the ability to give the Use Invention directive to his minion, as well as the ability to reload inventions that can be restocked, such as compartments, as though he were a tinker and his minion were an automaton. Recall that giving a directive is a standard action.

Like grafting onto his own body, grafting others uses BP from the grafter's grafting pool and has the same restrictions regarding design inventions, untyped bonuses, skills, feats, weapon proficiencies, and so on. Grafted inventions with a limited number of uses are replenished only if the grafted individual is with the grafter when he prepares his blueprints for the day.

Advanced Augmentation (Ex): At 4th level, the grafter has learned to further optimize creatures that have received sizable grafts from him. For every 5 BP of grafts installed on a creature, the grafter grants that creature his choice of one of the following bonuses. A bonus can be selected multiple times. Its effects stack. If sufficient grafts are removed, the bonus is lost.

- +3 bonus to maximum hit points
- +1 bonus to CMD

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- +1 bonus to Fortitude saves
- +1 bonus to Constitution
- +1 bonus to natural armor

Cannibalize Parts (Ex): At 5th level, the grafter has learned how to use the generic structural parts of his automatons on flesh. When preparing blueprints for the day, the grafter can spend a daily use of his infuse automaton class feature to increase the size of his grafting pool by 3 BP. Grafting pool BP granted in this fashion persist until the next time he prepares blueprints. A grafter may spend any number of daily uses of the infuse automaton class feature in this fashion.

On all subsequent days, whenever the grafter prepares blueprints for the day, his grafting pool must have a balance of 0 BP or greater before he finishes preparing blueprints. If the grafting pool has a negative balance, the grafter must remove grafts or spend uses of the infuse automaton class feature until this is rectified.

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