

Chapter 14: Grafts

The use of Grafts is a racial ability unique to Homunculi. A Graft is a part of another person or creature that is “harvested” for the purpose of attaching it to a Homunculus, usually in place of his own corresponding limb or body part. Once attached, the Grafts grant the Homunculus an ability related to the part and the creature it came from. Examples of typical Grafts might include claws from a bear or the venomous fangs of a snake.

For ten (10) character points, Homunculi may purchase the ability to accept and use Grafts. No homunculus may incorporate more than one Graft at a time, and a Graft must be completely removed to incorporate a new one. Doing so destroys the old graft. Grafts can grant a variety of abilities, and harvesting stronger, more dangerous creatures may yield Grafts that are more powerful than those recovered from more common creatures.

To acquire a Graft, a homunculus with the Grafting ability or a character with the Chirurgery skill must first search the corpse of a creature to see if any parts are available as Grafts. Determining the effects of any harvestable parts requires one (1) minute. If the corpse has such parts, the Chirurgeon may spend five (5) minutes to harvest the Graft. Parts can be harvested up to fifteen (15) minutes after a creature’s death. A newly harvested Graft remains viable for incorporation fifteen (15) minutes after harvesting, at which time it is ruined.

A chirurgeon may apply a Graft to a willing or helpless homunculus with ten (10) minutes of work. When the Grafting process begins, a Graft's degradation count suspends, though if the process is interrupted it immediately begins again. Once the process is complete, the Homunculus has full access to any abilities granted by the Graft. Removing a graft, or removing and replacing one Graft with another, also requires ten (10) minutes of work by a chirurgeon. If the removal process is interrupted, the current Graft remains, and if any new Graft was being applied, its degradation count resumes. If a Graft is successfully removed, it is ruined. Rumors persist about secret methods to preserve or even transfer Grafts between homunculi, but if any such methods exist, they are unknown to even learned scholars.

Grafts have makeup requirements that **MUST** be fulfilled as soon as is possible, and no later than the next event. For claws, before use the wielder **MUST** have the claw phys-reps to utilize this graft. Any Grafts that grant packet-based abilities should use the indicated packet color.

Example Grafts:

Bear Claws

Type: Claw

Number of Uses: Unlimited/At-Will

Phys-Rep/Make-Up Requirement: dagger-length claw phys-reps, gloves that resemble animal paws

Description: This Graft allows the homunculus to extend at will small claws. These claws deal one Wound when used in combat, as per normal weapon strikes.

Giant Snake Fangs

Type: Fang

Number of Uses: 3 per Day

Phys-Rep/Make-Up Requirement: artificial fangs

Tagline: "Natural Paralysis Poison" when swung

Description: This Graft allows the homunculus to secrete a Paralysis Poison 3 times per day. This poison takes one (1) minute to apply to any blade and acts in all ways as the Formulation Paralysis Poison. This ability does not require the homunculus to know Brewing to use.

Flame Lizard's Fire Gland

Type: Gland

Number of Uses: 3 per Day

Tagline: "Fire Dart"

Phys-Rep/Make-Up Requirement: a distinctive swelling or wattle prosthesis and discoloration around the throat.

Description: This Graft allows the homunculus to throw up to 3 Fire Dart effects via white packets per day. See Source "Fire", Effect "Dart."