

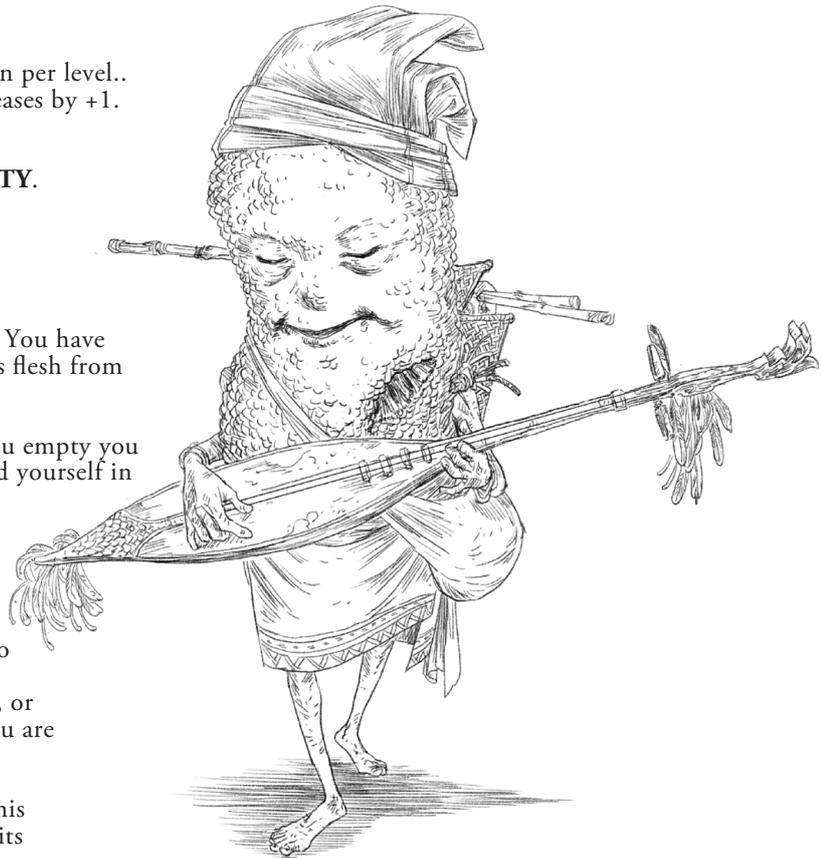
# QUICK JACKFRUIT

You are a jackfruit with arms and legs and a face.

Though you feel and love, you are not a full person. You are a vessel. A hundred seeds sleep within you -- a hundred trees, yet to be planted.

When the last seed leaves your skin, you will rot into the earth.  
Until then, you remain eternally ripe. So there's no hurry, really. Why not see the world?

- You stand as tall as the average person's hip.
- You are spry. Your HD is d8. You gain d8 + constitution per level.. Your proficiency bonus is +2; every four levels this increases by +1. Your saves are **DEXTERITY** and **INTELLIGENCE**.
- Your limbs are pliant as young branches. **+1 DEXTERITY**.
- You contain orchards. **+2 CHARISMA**.
- You are kin to sap-kind. You may speak to plants.
- Your scent is sweet and strong. This is difficult to mask. You have advantage in negotiations, if you also offer a seed and its flesh from your body.
- You may make holes in your skin to extract seeds. As you empty you begin to lose your shape. Pad yourself with stuff, or bind yourself in fabric -- otherwise suffer disadvantage on all checks.
- You are skilled in **acrobatics** and **medicine**. You are also skilled in four of the following fields: **sleight of hand**, **animal handling**, **medicine**, **perception**, **performance**, or **persuasion**. You have trappings relevant to the fields you are skilled in.
- You are skilled in throwing and a single martial art. If this involves a weapon, you have this weapon, and tools for its maintenance.
- You also have gear for life on the road



The tree that bore you had a paramour:

- 1 A golden stormcloud, who showered the land. Your seeds, still viable, are also solid gold.
- 2 A bronze war-god. He came, then he left. Your baritone voice may boom like a ship's horn.
- 3 The moon's gentle light. She would visit every month. At will, your face shines like a lamp.
- 4 The spectral huntress. Paste made from your seeds, applied to the skin, grants invisibility.
- 5 A magician wise in herblore. Your sap, mixed with bone ash, creates an unbreakable glue.
- 6 A woodcutter, who adopted you as their own. A younger human sibling journeys with you.

You were befriended by:

- 1 A priest, always drunk. +2 to checks involving spirits mystic and alcoholic. You have a book of spells. You only know how to cast one.
- 2 A dancer, aging and insecure. +2 to checks involving footwork and flattery. You have a ring; if worn, you appear as a human teenager.
- 3 A luthier who took their own life. +2 to checks involving fingerwork and melody. You have a boat lute whose song attracts snakes.
- 4 A thief, now missing a hand. +2 to checks involving legal procedure and organised crime. You have a pet squirrel that fetches items.
- 5 A gardener, childless. +2 to checks involving garden tools and fire. You have a bag of magic beans. You don't know what they do.
- 6 A chef who served a noble family. +2 to checks involving kitchenware and curries. You have a book of recipes, penned by a poisoner.

# SEEDLING SPIRITS

You put one of your seeds in a pouch of earth just to see what would happen. You've been carrying it around ever since.

At 2nd level, that seed germinates -- an infant tree spirit with little waxy leaves. You give it a name. It bawls, thirsty. You give it water, but it continues to cry. So you try:

1  
Blood from  
a still-living creature.



## BLOOD SEEDLING

This seedling grows reckless and cruel.

Once per day, it may manifest a puppet of the creature whose blood it drank, made of bark and leaves. This puppet has the mobility, abilities, saves and skills of said creature. Its HD is d10. Its proficiency bonus is +2.

The puppet lasts an hour.

When you advance a level, the seedling grows, and its puppet gains:

1 Weight. +1 to HD.

2 Thorns. +1 to attack bonus.

3 Flexibility. One additional attack.

4 Roots. Fine, entangling, sprouting in a +5ft radius.

5 Camouflage. +2 to checks involving hiding and stalking.

6 Spit. One additional use; acts as an instant and powerful adhesive.

2  
Fertilizing ash  
from a burnt spell book.



## ASH SEEDLING

This seedling grows sullen and calculating.

It learns a spell from the book it was fed. It may cast a single spell, once per day. It casts spells as a Wizard with your intelligence and your current proficiency bonus.

When you advance a level, the seedling grows, and it discovers:

1 Strength. +d6 to its spell's effects.

2 Obstinacy. +1 to its spell save DC.

3 Stamina. One additional casting, per day.

4 Insight. If consulted, grants +2 to checks involving plant spirits.

5 Self-knowledge. It learns one additional spell from the book it was fed.

6 Will to power. Confers disadvantage to a hostile magic check, one additional time per day.

3  
Lullabies  
sung and strummed.



## LULLABY SEEDLING

This seedling grows tremulous and kind.

It radiates a sighing, sacred air. Wounds that it touches begin to knit. It may bestow 2d6 worth of healing this way, every day.

When you advance a level, the seedling grows, and it learns how to be:

1 Compassionate. +d6 healing.

2 Friendly. It animates a single wooden item, one additional time per day.

3 Shrewd. If consulted, grants +2 to checks involving the desires of others.

4 Reassuring. Confers advantage to an ally's check, one additional time per day.

5 Cutesy. It charms a creature that touches it. One additional time per day. Lasts an hour.

6 Generous. A drop of its sap sates a creature's hunger for the day. One additional use per day.

You may sprout as many seedlings as you have levels, minus one. The issue is transportation: how are you carrying them? Soil bags or pots, in slings? On a cart? You better have extra arms and friends!

Seedling spirits may grow three times before they reach the limits of their pots. To grow further they must be planted in the ground. You would have to leave them behind.

