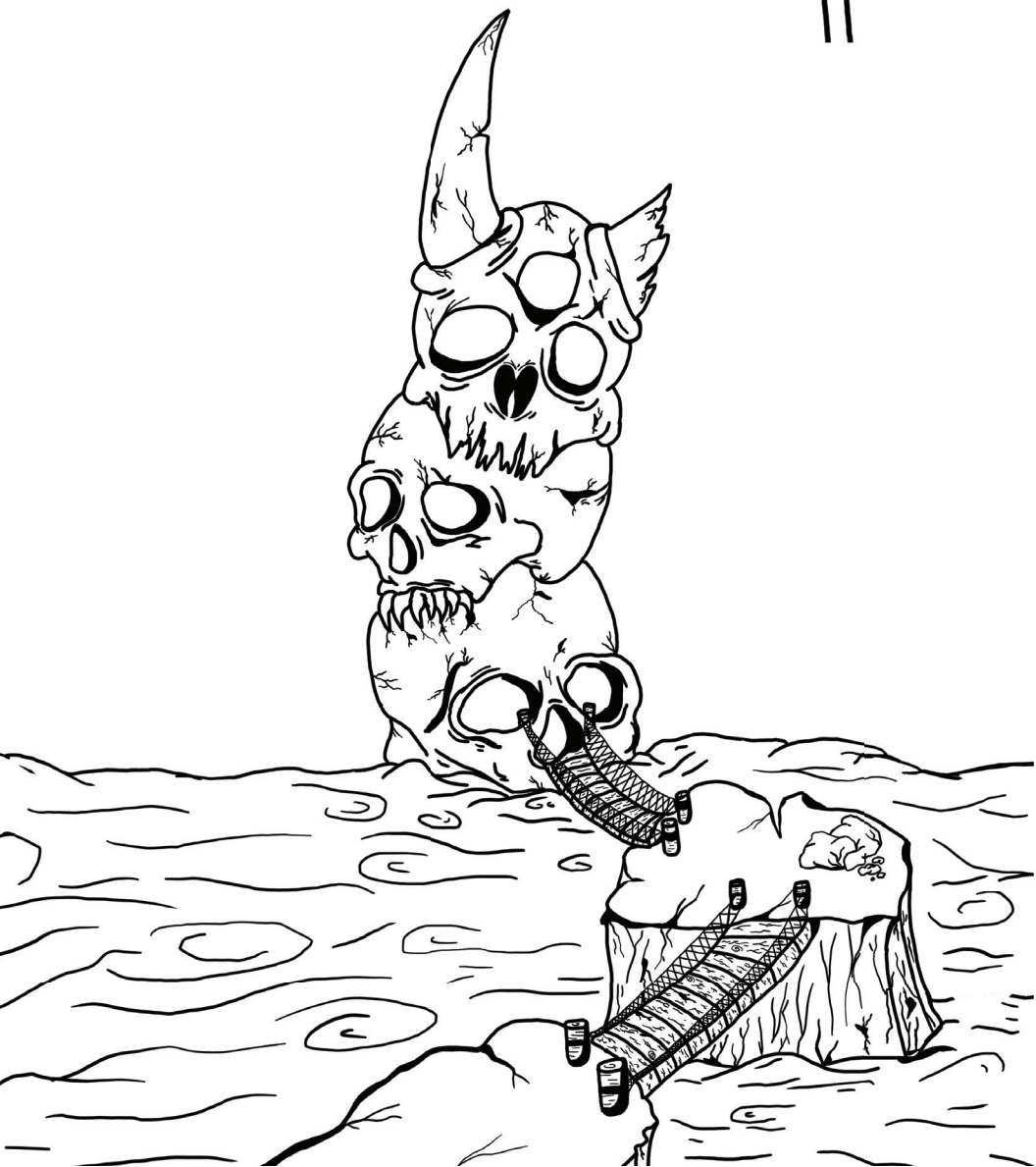


JOSH BECKELHIMER'S



# GRIMBLADE



# GrimBlade

by Josh Beckelhimer  
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## GrimBlade

GrimBlade is a light and fast-paced roleplaying game of adventures and stories set within an implied Grim fantasy world. Contained in these pages are the bones of a roleplaying game. The reasoning for this is that it is YOUR game. It is expected that readers and Game Masters will add, remove, create and hack the game that best fits any gaming group. Simply changing and creating new tables will change the genre, setting and tone of your game. The results on the tables are designed to be vague and open to interpretation, allowing for more creativity.

## The Rules

### Rolling the Dice

When a PC takes an action that would be considered dangerous, risky or with an unknown outcome, the GM may call for a die roll. Each action requires a single six-sided and if a PC has a skill that is appropriate for the action, bonuses may be applied to the roll.

Each die roll is against an opposed Grim roll that the GM rolls.

Grim is a way for the GM to establish how dangerous, difficult and dark the scene is. There are four different degrees of Grim.

Grim Light - d4 for all Grim rolls.

Grim Twilight - d6 for all Grim rolls.

Grim Dusk - d8 for all Grim rolls.

Grim Dark - d10 for all Grim rolls.

**Example:** *Edvar is attempting to pick a lock of a door located in the tavern. The GM has established that the scene is Grim Dawn. Edvar doesn't have an appropriate skill for the action so they roll a d6 without any bonuses with a result of 4. The GM rolls a d4 and gets a 3, so the action is a success.*

Monsters, foes, NPCs and other threats and dangers may and often have their own skills with their own bonuses.

**Example:** *The GM has established the scene is Grim Twilight. Edvar is attacking a zombie with their axe. Edvar has 2 points in butchery so they roll d6+2. The zombie has 1 point in diseased bite so the GM rolls d8+1.*





## Advantage and Disadvantage

When a PC takes an action and feels that either their Background or Character Type would grant them an advantage, they can explain their reasoning to the GM. If the GM agrees, the PC adds a d4 to their roll. This shouldn't apply to combat, except in very rare specific cases at the GM's discretion.

The same concept goes for when a GM feels that a PC's Background or Character Type would grant the PC a disadvantage. When this happens, the PC subtracts a d4 from their roll.

GM rolls should never have an advantage or a disadvantage.

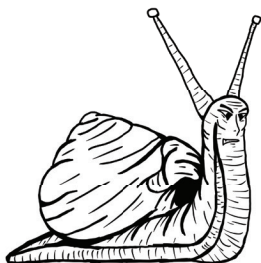
## Hope and Glum

Hope is the measurement of the PC's lifeforce. When all hope is gone the PC succumbs to the Grim Darkness. Glum is the measurement of a monster, foe or NPC's dismal life. Losing Hope and Glum is the difference between the two opposed rolls.

**Example:** *Edvar rolls a  $d6+2$  and gets a 5 while the GM rolls  $d8+1$  for the Zombie and gets a 7. Edvar loses 2 Hope (7-5).*

## Skills

Skills help define characters, monsters, foes, NPCs and threats by highlighting specific things that they are trained in or natural features and qualities that make them better than average. PCs begin play with up to three different skills. Skills may give bonuses, the max being +4, to dice rolls for the appropriate action.



## XP and Advancement

When attempting an action with no bonuses and no advantages, a standard d6 roll, and the result is a success then XP is rewarded.

- 1 XP if the action was Grim Dawn
- 2 XP if the action was Grim Light
- 3 XP if the action was Grim Twilight
- 4 XP if the action was Grim Dark

If the action was successful under disadvantage, 1 additional point of XP is rewarded. This is to encourage PCs to take risks and not always rely on their skills.

4 XP can be spent to:

- A) Increase Hope by 1 point
- B) Increase a current skill by 1 point (max 4)
- C) Gain an additional skill

The most XP a PC can be rewarded is 40 XP.

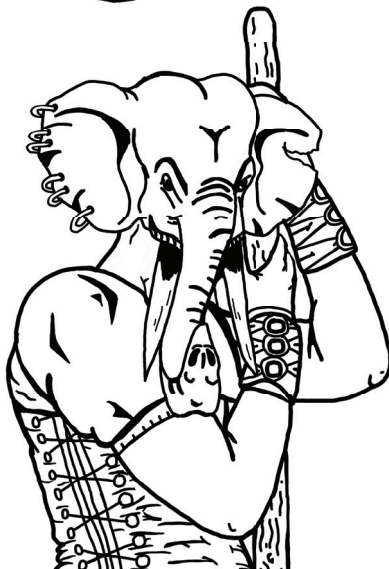




## Character Creation

- (1) Each character begins with 12 Hope.
- (2) Each character begins with 3 skill points which a player can:
  - A) Roll 3 times on the skill table (+1 to each)
  - B) Roll 2 times on the skill table and increase one of the skills by 1 point (+1 and+2)
  - C) Roll 1 time on the skill table and increase the skill by 2 points (+3)
- (3) Roll on the character type table.
- (4) Roll on the background table.
- (5) Create a name.
- (6) Select a pronoun.

2d6	Character Type
2	Human
3	Awoken Dead
4	Elephantkin
5	Fungifolk
6	Minotaur
7	Human
8	Renounced Demon
9	Slimekin
10	Spirit Possessed Construct
11	Underfolk
12	Human



## Background

Roll two six-sided dice. The first die represents the column and the second die represent the row.

**You were once a/n...**

1

1	Actor
2	Animal
3	Arena Fighter
4	Assassin
5	Blacksmith
6	Corpse

4

1	Lamplighter
2	Musician
3	Painter
4	Parent
5	Priest
6	Prisoner

2

1	Cultist
2	Dancer
3	Deity
4	Doctor
5	Drunk
6	False Fortuneteller

5

1	Sacrifice
2	Sailor
3	Sculptor
4	Serial Killer
5	Skin Collector
6	Slave

3

1	Graverobber
2	Heir to a Throne
3	Hermit
4	Hunter
5	Illusion
6	Knight

6

1	Smuggler
2	Soldier
3	Spouse
4	Spy
5	Swine Farmer
6	War Deserter





## Skills

Roll two six-sided dice. The first die represents the column and the second die represent the row.

	1	2	3
1	Armor	Consume Light*	Grave Affliction*
2	Block	Crow's Eye*	Harvest Matter*
3	Blood Dream*	Disarm Trap	Hide
4	Bow	Disguise	Large Bladed Weapon
5	Cat's Tongue*	Dodge	Large Blunt Weapon
6	Commune with Dead	Ghostly Servant*	Lockpicking
	4	5	6
1	Manipulate Fire*	Read Bones*	Staff
2	Manipulate Water*	Shadow Dance*	Stone Whisper*
3	Mirror Vision*	Skin Swap*	Titan's Voice*
4	Negative Version*	Small Bladed Weapon	Tracking
5	Parry	Small Blunt Weapon	Voiceless Call*
6	Pickpocket	Sneak	Void Window*

\* Represents specialty skills that can only be attempted if PCs have the skill.

## Further Details

After character creation, it is recommended that the GM encourages players to describe their characters. It is also encouraged to have a back and forth to help determine what and how the skills will work in your game and world. The skills are intentionally vague and open so each gaming group can have a unique experience and world.

## Gear and Equipment

It is assumed that players would select the necessary equipment for their characters. Specialty skills may have unique items that the players and GM can determine during their back and forth.

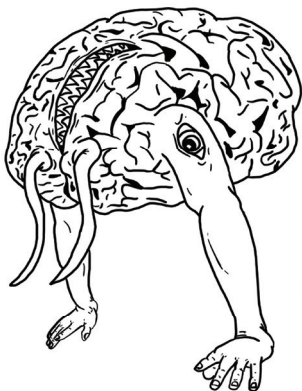
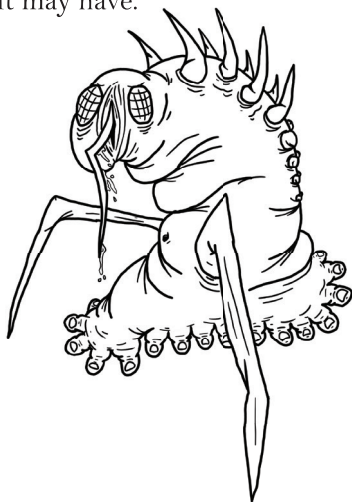


## Monsters, Foes and other Threats

Creating NPCs and other Foes is much like creating characters. Define how much Glum the threat has and what skills, if any, it may have.

### Undermaggot

Glum: 7  
Talons: +2  
Acidic Saliva: +1



### Void Brain

Glum: 10  
Paralyze: +2  
Bite: +2

### Cosmic Agony

Glum: 16  
Teleport: +1  
Piercing Torment: +3



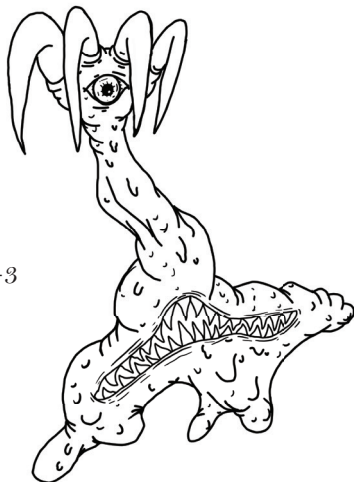


## Slime Snatcher

Glum: 4

Snatch: +2

Consume (must be snatched): +3

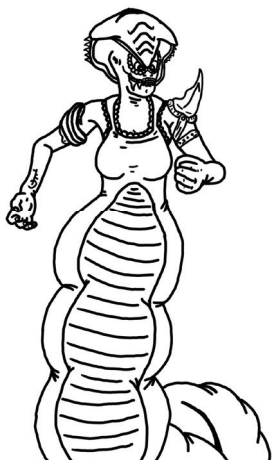


## Gore Horror

Glum: 11

Eye of Horrors: +3

Bite: +2



## Gorgon

Glum: 18

Stone Gaze: +4

Weapon: +2

Strike Fear: +2



## Combat

### Acting & Reacting

Before combat happens, the PCs and GM need to determine which side is acting while the other side is reacting. One player rolls a single d6 for all PCs in play, and if any appropriate skills would grant a bonus, then add that to the result. Note: Only one bonus can be applied even if two or more skills are appropriate for the situation. The PCs could also be placed in an advantage or a disadvantage. The GM rolls their single Grim Die, which the GM has already established before combat happens. They too can add any bonuses that may apply and be placed in advantage or disadvantage.

The highest result between the PCs and GM gains the initiative to act while the other side must react. The advantage of being able to act allows those that are acting to take advantage of weaknesses and flaws in their foes and also for an upper hand on tactical advantages. This should be rolled before each round of combat. When acting, the character determines what action they will be taking while the opposing side must react to the situation directly affecting them.

## Restoring Hope

### Combat and Resting

When rolling to determine what side gains the initiative to act, the difference between the PC's roll and the GM's roll is the amount of Hope restored for the entire party and can be divided up as needed. This can only happen when the PCs are successful. If they are not successful, then no Hope is restored. This Hope is to be used before the combat rolls. Having the upper hand in combat can restore lost Hope in any grim situation.

When resting in a dangerous place, a PC can explain how they are attempting to restore Hope for the party. The PC makes a d6 roll (with any bonuses from an appropriate skill) vs. the GM's Grim Roll. If successful, the difference between the two rolls is how much Hope is restored for the entire party and can be divided up as needed.

When resting in a safe haven, the PCs restore all Hope.





## Treasure

### Currency

GrimBlade only uses a single type of currency. Whether it is gold, silver, scales, teeth, or whatever the GM decides. The purpose of this is to make tracking treasure and the like easier on both the players and GM.

### Optional Starting Currency

The GM can decide during character creation that the PCs start with 1d6x10 currency.

### Currency from Foes

Currency can be found on some foes, and the way to determine how much can be found is: Foe's Glum x Grim Roll

### Spending Currency

The value of gear, supplies, tools, etc. depends on how common or how rare the item is in a location. All value of items are determined by:

Grim Roll x 5 or Grim Roll x 10 in unfamiliar lands.

d4 Grim Roll for the most common of items to d10 Grim Roll for the most rarest items.

## Magical Items

There are items throughout the world that have been either imbued with magic, possessed by an evil entity, or crafted by the gods themselves. These items come in various mundane forms, such as weapons, armor, clothing, jewelry, trinkets, etc. Magical items have a skill bonus attached to them. There are two types of magical items: Permanent and Disposable.

Permanent magical items either have a +1 or a +2 bonus to the attached skill.

Disposable magical items either have a +3 or a +4 bonus to the attached skill.

When disposable magical items are found, they have 1d6 uses with them.

XP cannot be spent to increase a magical item's bonus. Also, if a magical item gives a bonus to a skill a PC already has, the total bonus cannot exceed +4.



## Tables for Inspiration

Roll once on each table and combine results for inspiration.

**1**

1	Abandoned
2	Animated
3	Bleak
4	Breakable
5	Clever
6	Corrupt

**4**

1	Jaded
2	Juvenile
3	Knowledgeable
4	Lumbering
5	Minor
6	Noxious

**1**

1	Altar
2	Axe
3	Bones
4	Bow
5	Bridge
6	Castle

**4**

1	Library
2	Lighthouse
3	Minotaur
4	Mountain
5	Mushroom
6	River

**2**

1	Defenseless
2	Disfigured
3	Empty
4	Exalted
5	Filthy
6	Functional

**5**

1	Organic
2	Pristine
3	Quarrelsome
4	Rotten
5	Serpentine
6	Tender

**2**

1	College
2	Crypt
3	Demon
4	Egg
5	Enchantment
6	Fangs

**5**

1	Scroll
2	Shield
3	Spire
4	Spirit
5	Staff
6	Stone

**3**

1	Generous
2	Gloomy
3	Hateful
4	Hospitable
5	Impure
6	Insidious

**6**

1	Unused
2	Vibrant
3	Wooden
4	Worthless
5	Youthful
6	Zealous

**3**

1	Farm
2	Forest
3	Forge
4	Grave
5	Helm
6	Human

**6**

1	Sword
2	Tomb
3	Tower
4	Underfolk
5	Village
6	Wand

