



Grimm Lite

A simple game of twisted fantasy

A MicroLITE d20 version of the fantastic Grimm d20 RPG in which kids from our world slip through a nightmare into a very dark world of cruel, twisted fairytales...

The Grimm Lands

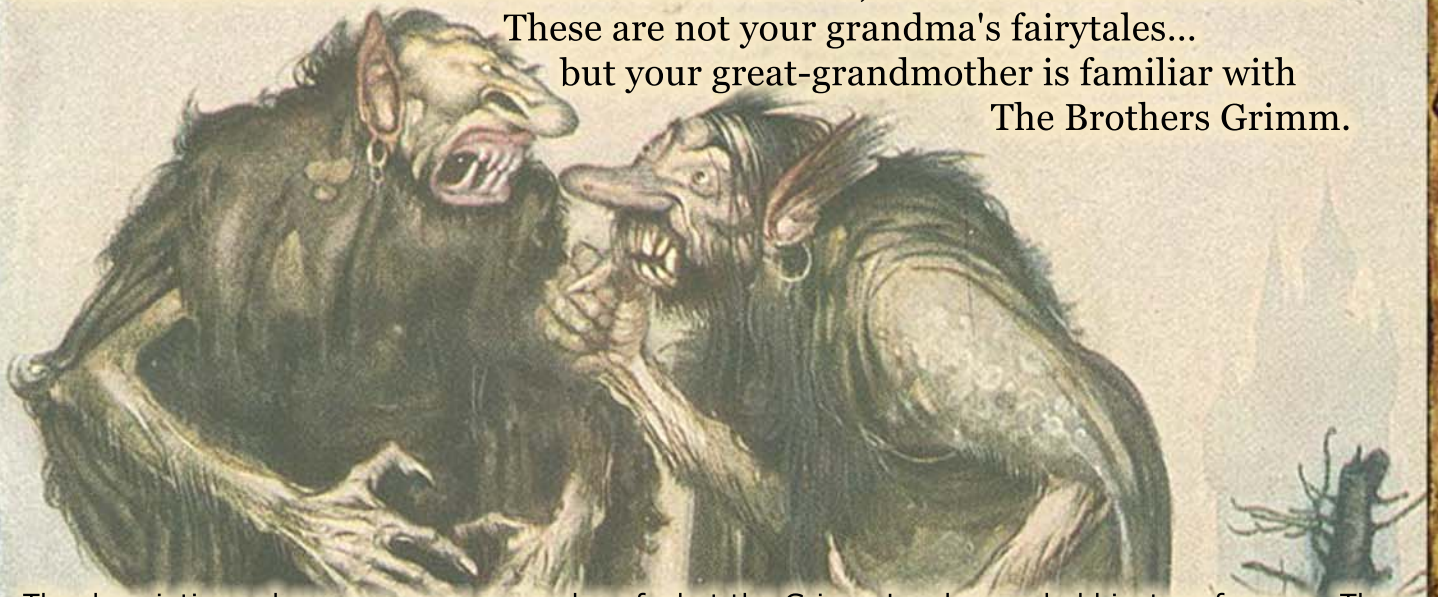


A patched together Humpty Dumpty is the dreaded Rotten King of the Big and Awful Forest and only his madness prevents him from conquering the Checkered Kingdom. Cinderella grew up to become a dictatorial, sadistic queen and Little Red Riding Hood is a cursed teenage vampire who travels the lands under a blood soaked cloak suggestively luring in her next victim. Hansel and Gretel are now the cannibalistic servants of the house made of sweets, since the witch is no more.

These are not your grandma's fairytales...

but your great-grandmother is familiar with

The Brothers Grimm.



The descriptions above are mere examples of what the Grimm Lands may hold in store for you. They are based on familiar fairy tales, folk lore, myth, nursery rhymes, or anything else that may have captivated you as a child. As we grow older we see how violent and awful the events in these stories are. We recognize the immoral acts and we notice the triviality of the human experience.

The characters are sometimes forced to deal with awful entities to preserve their own lives. Make sure the players discuss and decide what sort of Grimm experience they would like before delving in. For some, it may be an opportunity to consider the implications of these deeper topics. For others, it may simply be a fun chance to pretend to be the bully they hated, the popular kid they envied, or to relive being the nerd or dreamer. Grimm could stretch into an extended campaign wherein the kids take over the Grimm Lands. Alternatively, the game could be short-lived where the characters are snuffed out one by one. Somewhere in between a Grimm campaign may take characters from 1st to 6th level culminating in a "skin of their teeth" escape to the real world. Regardless of your style; this game is all about fantastic imagination.

Take on the persona of a child who has slipped from reality into a nightmare of grotesque fantasy. The core system is MicroLITE d20 which is a simple yet robust version of D&D d20. While significant portions of the game have been adapted, you will find that most of it translates simply and concepts are easy to grasp. This streamlined core system makes the mechanics easier so that players are more free to focus on the story and characters; putting the Role Playing back in Role Playing Games!

The Story

You may be familiar with the structure of: Campaign > Adventures > Encounters > Challenges. A Campaign is the over arching story that ties together all of the Adventures with a clear beginning and end. Adventures typically have their own beginning and end; they are a culmination of several Encounters. These Encounters are comprised of different challenges; such as conflict, mysteries, puzzles, or other trials. Grimm Md20 uses the same construct but with different names: Story > Chapters > Scenes > Trials

There is an over arching Story with a clear beginning; usually starting with all of the kids ending up in the Grimm Lands. The Story also has a definitive end; this may be an escape back to reality by the skin of their teeth or perhaps some other epic achievement. All players, including the GM, need to have a discussion before the game on just what kind of story everyone wants. Is this going to be a long or short story? Do players want a gritty nightmare of grotesque tribulations or something more lighthearted, facniful yet epic? What are the expectations of players and the GM? After creating characters; players should again discuss with the GM their character's persona. What drives the characters? Do they have their own personal goals? What is their background and personality?

The GM can then tailor Chapters, Scenes, and Trials that the characters will take part in. While many elements of familiar stories can, and should, be used to create your story... make no mistake this is a whole new story limited only by imagination.

Get ready to partake in the greatest story not yet told!

Fairy Tale Elements

Fairy tales employ several staple elements. Here is a brief deconstruction to aid in creating your own stories.

Moral: The lesson or moral of the story. Feel free to twist it. For example "Too much of a good thing is bad!" but a Grimm twist could be "Too much of a bad thing is great!"

Characters: Heroes and villains. Make no mistake that the PCs are the true heroes. NPCs should never steal the spotlight. Grimm Land 'heroes' are often failed precursors who attempted the quest but fell to their own moral or physical failings. It's now up to the kids!

Motives: NPCs in the Grimm Lands have powerful motivations driving them: Hunger, Hate, Jealousy, Fear, Love, etc. Emotions and actions taken to reach their goals should be over the top. Personalities can be multidimensional and they are always driving to their goals.

Environment: Adventures are typically set in an environment. Paint them lavishly but with twisted or even creepy overtones and details. Everything in the Grimm Lands is created from imagination thus everything, even the environment itself, is alive and changing.

Call to Adventure: Often a herald is used to announce the call to adventure; a talking animal, old woman, or some temptation leading the children to danger.

Descent: Be it physical or psychological, descent is a great element. The kids are pushed past the threshold of security and must face danger. In order to reach the top they must start at the bottom.

Trials: Think beyond combat. Puzzles, riddles, mazes, and contests test the kids resolve.

Victory & Rewards: When objectives are achieved then rewards are deserved. New items, spells, treasure, information leading toward a long term goal, securing the hand of a princess for marriage, and much more await children who descend into danger, face their trials, and triumph!

Ability Scores

A kid has four stats:

- **Grit** (strength, physical toughness, fortitude),
- **Wit** (perception, intelligence, wisdom),
- **Quick** (dexterity, agility)
- **Pluck** (courage, willpower).

How to generate stats and modifiers:

Roll 4d6 and ignore the lowest die for Wit, Quick, and Pluck. For Grit you roll 2d8 because kids are small, fragile, and not as strong as adults... even if they are the heroes of the tale.

Ability Score Modifier: $(\text{Stat} - 10) / 2$ (round down)

It's called a modifier instead of a bonus because you can actually end up with negative numbers. That's not always a bad thing! Your character is far more than the sum of its ability scores or modifiers.

Skills

There are also seven skills:

- **Scamper** (athletics, acrobatics)
- **Country Club** (being polite, riding horses, playing music)
- **Naughty** (lying, picking pockets, sneaking)
- **Boy Scouts** (survival, first aid, ingenuity, reading a map, knowing direction)
- **Knowledge** (education, mathematics, writing, reading, 'book smarts')
- **Flore** (knowledge of fairytales, legends, and myths)
- **Rustic** (clean, cook, feed the chickens, draw water from the well, build a fence)

Skill Rank: (Level + any Archetype modifier)

All kids may also choose one skill at character creation to give an extra +1 to because of hobby, background, upbringing, or other reason outlined in their character persona.

Skill Roll: $(1d20 + \text{skill rank} + \text{Stat modifier})$

Use which ever stat seems most appropriate to the action which requires a skill check. Do not choose a stat modifier simply because it may be higher than another. Think about what best applies to the circumstances.

A GM may also ask a player to apply a situational modifier to their skill roll for any number of reasons. This should be disclosed to the player prior to a Skill Roll. The GM does not have to disclose modifiers applied to hidden GM rolls.

Archetypes

They are both race, class, and much more. Archetypes are iconic stereotypes on purpose. The Grimm Lands are a place of well-known stories and familiar figures. These archetypes not only define characters capabilities but they also provide useful guidelines for role-playing. Since a characters archetype is much more than their class but rather an integral aspect of their persona, it is thus not possible to multiclass.

As these characters are assumed to be children age 8 to 12 then most have a solid understanding of Right and Wrong; however they may lack a deeper understanding of ethical considerations or dilemmas. Consequently GrimmLITE does not use a traditional alignment system; again it's a clearly stereotypical premise... you are either: Good or Bad, Right or Wrong, Righteous or Evil. Actions speak louder than words; how your character behaves dictates more who they are than what they say.

Special Abilities:

Each Archetype has two special abilities. One it starts the game with, and one it gets access to upon reaching level 6. This new special ability represents the inevitable growth in power that comes with the story's big twist, climax, or life lesson.

Weakness:

Every Archetype also has a flaw. Just as their opponents have secret weaknesses, kids in the Grimm Lands have their own. This flaw is triggered by certain situations in game.

Bonuses:

All kids receive the following bonuses.

- Armor Class +1
- Attack +1

Advancement:

Grimm Md20 is a straight forward and simple game. Kids advance in their archetype after every Chapter they survive. A Chapter is an adventure in the Story which has it's own beginning and end yet progresses the over-arching Story.

- +1 to Armor Class (AC)
- +1 to all Attack Rolls (ATK)
- +1 to all Skills
- Bonus Hit Points (HP) according to archetype
- +1d6 Imagination points added to base total
- +1 to a single Ability Score (Stat) every three levels (4,7,10,13,16,19)
- New special ability at level six according to archetype.

Bully

I'm here to steal your lunch money and hand out wedgies. Being in charge is very important and second only to survival. I am the subject of fear and loathing in the eyes of other children. However being dropped into the Grimm Lands puts a new perspective on being a bully. While I may still push around the other kids; ultimately they are MY kids. If anyone else is going to intimidate or harm them they have to go through me first!

Features:

- +8 Base HP
- +1 Grit

Special Abilities:

• Taunt (Level 1)

• **Description:** Quickly ascertain someone's doubts, weaknesses, and misgivings then exploit them to your advantage.

• **Amount:** 1 Taunt per Level per day

• **Cost:** 1 Imagination point

• **Check:** Bully rolls (1d20 + Wit + Naughty) vs. Opponent (1d20 + Pluck + Rustic)

• **Effect:** Success causes the opponent to doubt themselves and they take a -2 on all rolls for the rest of the Scene. If the bully succeeds by 10 or more the opponent completely despairs and flees the Scene as quick as possible; if they can not flee then they cower in place.

• **Duration:** Instant

• Take One for the Team (Level 6)

• **Description:** The bully's life lesson is that the true meaning of being strong is not harming those weaker than yourself- it's protecting them!

• **Amount:** Unlimited (as long as the bully can see their friends)

• **Cost:** 1 Imagination point

• **Check:** None; but the bully must be able to see all of their friends

• **Effect:** Take all damage one friend was supposed to take that round

• **Duration:** 1 Round

Weakness:

• **Description:** Bullies only feel safe when they are sure of their superiority.

• **Trigger:** Facing an opponent either larger, stronger (Grit), mightier (Level), or scarier than the bully.

• **Effect:** Unable to use Taunts and -2 on all rolls against that opponent.

Dreamer

It's hard to be the dreamer... my mother nags me about paying more attention, my teachers have special meetings with my parents, some of the other kids pick on me, and everyone thinks I have ADHD. I spend more time in my own head or reading about fascinating alternate realities than I spend paying attention to the 'real world' and I love every minute of it. That time was not wasted now that I'm in the Grimm Lands. While the other kids struggle to understand how to manipulate this strange new world around them I have a natural control over my imagination and already I have an affinity with the Grimm Lands.

Features:

- +4 Base HP
- +1 Imagination at character creation

Special Abilities:

- **Daydream** (Level 1)
 - **Description:** Imagination is the cornerstone of the dreamer; enjoying idle day-dreaming soothes and rejuvenates the dreamer.
 - **Amount:** 1 Daydream per day
 - **Cost:** 1 hour doing nothing but daydreaming.
 - **Check:** None
 - **Effect:** Regain maximum Imagination points for the character's current level.
 - **Duration:** 1 Day
- **Hero of Your Dreams** (Level 6)
 - **Description:** Superhero, knight in shining armor, guardian angel, a golden dragon... Your dreams manifest and you take on the form of an imaginary hero you've always imagined yourself to be!
 - **Amount:** 1 Dream Hero per day
 - **Cost:** 8 Imagination points
 - **Check:** None
 - **Effect:** +8 Grit, +4 Quick, +4 Pluck, and one unique special ability
(Work with your GM to figure out an appropriate special ability)

Weakness:

- **Description:** Believing in fiction has a drawback; it's hard to tell when someone isn't being honest with you or is trying to manipulate you. Dreamers are highly suggestible.
- **Trigger:** Illusions, charms, temptations, mind altering magic, bluffs, or lies.
- **Effect:** -2 on all checks, attempts to resist, or saves against the triggers listed.

Jock

I am able to lift more, run faster, jump higher, climb better, and throw farther than most kids; but sportsmanship is important too: I don't use my talent or ability to hurt my peers and winning takes teamwork. I spend my time playing sports and practicing; all that nerdy school stuff and boring daydreaming is a waste of time. The strangeness of the Grimm Lands is very queer to me but ignorance is bliss; I don't even want to know what half of this weird stuff is! We just need to stick together and figure out how to get out of here!

Features:

- +8 Base HP
- +3 Scamper

Special Abilities:

• Adrenaline Rush (Level 1)

- **Description:** Your heart begins to race, your eyes focus, and with an explosion of physical prowess you push yourself beyond your limitations.
- **Amount:** 1 Adrenaline Rush per Level per day
- **Cost:** 1 Imagination Point
- **Check:** None
- **Effect:** +2 Quick, +2 Grit, +2 on rolls to save against Fear and Despair.
- **Duration:** 1 round per Grit modifier

• Team Spirit (Level 6)

- **Description:** You show everyone what it really takes to win; working as a team!
- **Amount:** Unlimited (as long as you can take a standard action on your turn)
- **Cost:** 2 Imagination Points plus you must spend your entire turn Aiding Another
- **Check:** None
- **Effect:** Whoever you are aiding gains a +4 bonus on all rolls for their turn.
- **Duration:** 1 Round

Weakness:

- **Description:** Unfortunately you are lacking in sophistication and mental acuity.
- **Trigger:** Choose two of the following triggers: Knowledge, Lore, Country Club, Rustic
- **Effect:** -2 on all checks involving the two trigger skills you chose.

Nerd

I excel at math, science, geography, civics, English, history.. uh, what's that? Oh... Sports? Yes I love sports; chess and debate team! What? Those aren't "real" sports? Well I just never had the time for 'real' sports. Now here in the Grimm Lands I sure wish I could run a little faster and jump further! This world confounds me; it makes no sense and does not operate in accordance to any rational logic. Though magical incantations here do really intrigue me! I shall have to study them and figure some out.

Features:

- +4 Base HP
- +3 Knowledge

Special Abilities:

• Flash of Inspiration (Level 1)

- **Description:** Insight hits you like a bolt of lightning and often just when needed; an ineffable moment of epiphany!
- **Amount:** Unlimited (as long as you have Imagination Points to spend)
- **Cost:** As many Imagination Points as you wish.
- **Check:** None
- **Effect:** Ask the GM for a clue or bit of information. How clear and helpful this information is depends directly on how much Imagination you spend.
- **Duration:** Instant

• Make Sense (Level 6)

- **Description:** Only a nerd would use their imagination to enforce logic upon a world based entirely on fantasy; but it's not surprising!
- **Amount:** Unlimited (as long as you have Imagination Points to spend)
- **Cost:** 8 Imagination Points
- **Check:** None
- **Effect:** All opponents in this scene are unable to use any spell-like abilities or super natural abilities for the duration of this scene.
- **Duration:** 1 Scene

Weakness:

- **Description:** Everyone knows you are pathetically under developed and simply not cool; but you would debate those points on the basis that their definitions of "developed" and "cool" are unenlightened and misguided.
- **Trigger:** Any checks involving Naughty or Scamper.
- **Effect:** -2 to all checks using Naughty or Scamper skills.

Normal Kid

I play sports but I'm not the star. I have friends, just not as many as that popular kid. I get good grades but I'm not a nerd. I'm just an ordinary kid who sits three rows back from you in English class. What? You don't remember that I'm even in your class?! Now that we are in the Grimm Lands together I hope you won't forget me. Seems like everything here in this crazy place is always looking at me, sizing me up, as if I'd be the first thing they would eat if we were all in their pot of stew... it's kind'a creepy...

Features:

- +6 Base HP
- +1 to any two skills you choose at character creation.

Special Abilities:

• Jack of All (Level 1)

- **Description:** As the old saying goes: Jack of all trades but master of none.
- **Amount:** Unlimited (As long as you have Imagination Points to spend)
- **Cost:** 3 Imagination Points
- **Check:** Use check from the special ability used from other Archetype.
- **Effect:** Use any Level 1 Special Ability from any other Archetype.
- **Duration:** Use duration of the special ability used from other Archetype.

• Unusual Heritage (Level 6)

- **Description:** Like all too many dramatic stories; the normal kid finds out later in the story that they are anything but normal.
- **Amount:** Unlimited (this is a permanent effect)
- **Cost:** None
- **Check:** None
- **Effect:** You should figure out what your characters unusual heritage is and then work with your GM to figure out what appropriate features will enhance your character. There should be some sort of cost (such as Imagination) or drawback to use your new features.
- **Duration:** Permanent

Weakness:

- **Description:** The red shirt, the heroes expendable side kick, the meat shield, the extra character on the away team that everyone knows will get greased first.
- **Trigger:** Any time the GM is supposed to pick a kid 'randomly' it always seems to be a normal kid in the group. When misfortune strikes it aims for the normal kid.
- **Effect:** Opponents always try to hit the normal kid first. If the GM is supposed to pick a kid at random for some ill fate they always choose the normal kid.

Outcast

Nobody understands what it's like to be me! I don't fit in anywhere it seems. Fine by me; who needs those supposedly 'cool' kids anyway? I can get along just fine by myself. Well that was until I ended up these sick Grimm Lands. I may just have to let some of these chumps tag along with me otherwise I don't think I'll ever get out of here.

Features:

- +6 Base HP
- ☞ 3 Naughty

Special Abilities:

• **Fight Dirty** (Level 1)

- **Description:** You know just when to let off that cheap shot or where to place a low blow and particularly like sneaking up first to really catch them off guard.
- **Amount:** Unlimited (As long as you sneak up on your target)
- **Cost:** Must successfully sneak up on target.
- **Check:** Roll 1d20 + Quick + Naughty vs opponent's 1d20 + Wit + Boy Scouts
- **Effect:** Add Naughty modifier to damage on successful sneak attack.
- **Duration:** 1 Turn

• **Escape Artist** (Level 6)

- **Description:** Sometimes it's good to be unnoticed. Gives you time to wiggle free, the guards forget you're there and fall asleep, or some other opportune oversight.
- **Amount:** Once per day
- **Cost:** 2 Imagination Points
- **Check:** Roll 1d20 + Wit + Naughty vs DC 10 + opponent's Wit.
- **Effect:** Depends on the situation. Perhaps the guard fell asleep, Maybe you snatch a key when nobody is looking, you're able to wiggle out of your bonds while nobody is paying attention to you.


Weakness:

- **Description:** You are pathologically shy and have a difficult time talking or interacting with anyone who isn't a kid.
- **Trigger:** Whenever attempting a visible, dynamic, action. Such as talking to an NPC directly, having to speak for the party or drawing an opponent's attention.
- **Effect:** Roll 1d20 + Pluck + Country Club vs. DC 10 + the number of people witnessing this action. If you fail your save then the action fails. Perhaps you look down and skulk away murmuring to yourself or you begin to stutter when trying to talk to an NPC and fail to properly communicate.

Popular

Everyone knows my name and they all like me. I'm THE most popular kid in school. Kids look to me for social rules and I'm happy to give them. My friends and I determine fashion, who's 'in' or who's 'out', and what's cool. Now here in the Grimm Lands I have only a few friends which is unnerving at best. However at least I'm not alone and I have a team to work with and help find a way out of here.

Features:

- +6 Base HP
-  3 Country Club

Special Abilities:

• **Chearleading** (Level 1)

- **Description:** Words of confidence from the popular kid can go a long ways to inspiring other people and motivating them to succeed.
- **Amount:** Unlimited (So long as you can speak and they can hear you)
- **Cost:** 1 Imagination Point plus you may take no other actions except chearleading
- **Check:** Roll 1d20 + Wit + Country Club vs. DC 20
- **Effect:** Success means your allies gain +2 on all rolls while you chearlead
- **Duration:** As long as you do nothing but chearlead they gain the bonus

• **Silver Tongue** (Level 6)

- **Description:** You have an uncanny ability to convince others of seeing things your way and doing what you ask them to do.
- **Amount:** Unlimited (As long as you have enough Imagination Points)
- **Cost:** 8 Imagination Points
- **Check:** Target rolls 1d20 + Pluck + Rustic vs. DC 40
- **Effect:** Target will obey a single command, answer a single question to the best of it's ability, or see a point of view that agrees with you.
- **Duration:** 1 round

Weakness:

- **Description:** Haughty and proud; it's hard for you to take advice from others, admit they are right when you thought they were wrong, or to obey orders.
- **Trigger:** Whenever someone tries to help you with out you asking them to.
- **Effect:** Spend 1 Imagination Point to receive their help else you turn them away.

The Role of Imagination

Description: The kids may be trapped in a nightmare but even a nightmare is, at its core, a bad dream. Dreams are created purely out of imagination and therefore the boundaries and behaviors of the Grimm Lands are more flexible than reality. Kids poses a powerful magic feared by all foul denizens; Imagination. They are able to manipulate the world around them, unlock their inner potential, and even cast magical incantations!

Imagination Points:

- **Description:** Children in the Grimm Lands quickly learn imagination has real power here; giving them the ability to edit the story they now find themselves in. These Imagination Points represent their capacity for manipulating the story and the Grimm Lands. Using Imagination Points to warp the world or change the story is called an 'imagining'. These points are also used to empower some special abilities.

- **Starting Points:** Each kid starts with (Pluck + 3) Imagination Points.

- **Using Imagination:** Kids can spend Imagination Points at any time during a round under any circumstance; only death can stop a child's imagination. Simply come up with the idea and then your character must believe in it. How strongly a kid believes in their imagination is determined by how many Imagination Points they spend on the imagining.

- **Two Rules of Imaginings:** Coming up with a bunch of convoluted rules and categories for circumstances and results of using ones imagination is way too complicated (and probably wouldn't be much fun!) There are instead only two hard rules of an imagining:

- 1) Imagination can not be used to directly damage or destroy anything.

- 2) Imaginings can not be used to replicate an archetype feature or special ability.

- **Increasing Points:** There are three ways to gain points.

- **Advancement:** Base Imagination Points increased by +1d6 every level.

- **Inspirational:** The GM may declare an exceptionally creative action to be Inspirational and award a small number of temporary Imagination Points to all who witnessed it. Since inspiration is fleeting these points last only an hour or so.

- **Self Exploration:** For acts or thoughts that are so creative, expressive, and selfless the GM may declare these to be acts of Self Exploration. Thus granting a permanent increase to that character's base Imagination Points.

- **Depleting Points:**

- **Using Points:** Typically Imagination Points are spent on imaginings, incantations, and special abilities.

- **Despair:** Imagination points can be lost from fear, despair, anger, loneliness, and other psychologically damaging situations. Being separated from friends or allies in unsafe circumstances particularly put kids in danger of despair. Details are found under the "Hazardous Story Elements" section

- **Zero Points:** If a kid ever reaches 0 Imagination Points they take a -4 to all rolls and become a beacon to villains who are eager to exploit their moment of weakness.

- **Replenishing Points:** Imagination is planted in the fertile soil of the idle mind and takes root in dreams. After six hours of uninterrupted sleep kids regain their imagination points up to their base total.

Adjudicating Imaginings

Guidelines & Examples:

• **Cost Reduction:** Ultimately the cost of an imagining is decided by the GM however players are encouraged to use rationalization in an effort to lower the cost. A guideline here would be that if you can come up with a logical rationale as to how the imagining occurred then the cost could be lowered by 1 point (example: It begins to rain from the dark grey clouds we noticed a while back). If you came up with a imaginative fairytale to explain the imagining then it may be lowered by 2 points (example: Rain sprinkles down heavily from the clouds above because a giant who lives in the clouds is watering his garden!).

• **Keep It Original:** Try not to use the same idea or imagining more than once. Keep the story fun, new, exciting, and full of imagination. It's not about exploiting the lax nature of these rules or trying to get the most bang out of your Imagination Points. You and your friends are participating in the greatest story that's never been told; make it fun and exciting... not boring and predictable.

• **Cost of Imaginings:** It's important to point out again that these are merely suggestions and guidelines. Each imagining must be adjudicated on a case by case basis between players and the GM to decide if it even happens, how it will happen, and what the cost is.

• **One Point Imagining:** Subtle, minor, change to the space around a character. These are usually fleeting adjustments and do not last long. A kid Finds a piece of candy in their pocket they must have forgotten about. A fruit tree just happens to be near by. The sun peeks out from a cloud shedding light on an area (translating in to a +1 bonus on a roll).

• **Two Point Imagining:** Noticeable changes to the scene; fortuitous happenings. Mild environmental changes that may effect other characters nearby. The children find a tool just in time to use it. They stumble upon a hidden passage. Someone left a donkey tied to a tree. Rain breaks out from dark clouds above. Fog rolls in off a nearby pond.

• **Four Point Imagining:** Obvious and specific changes may be imagined. Specific and useful items may appear. Children become capable of miraculous things. The key they just found opens a specific door. A kid becomes stronger, faster, smarter, more clever, or cooler then they ever were in the real world (+2 bonus). The raging river has a convenient ford around the next bend. The rope bridge snaps just as the last kid steps off it safely.

• **Six Point Imagining:** Powerful and drastic alterations to a scene. Changes to the weather or environment in a dramatic fashion. Manipulate other characters specifically. A snow storm kicks up in midsummer. Hurricane-force-winds die down to a still calm. The forest suddenly gives way to open plains. As they are running from a monstrous troll they spot a tiny cave too small for the troll to fit in.

• **Eight Point Imagining:** The children take the reigns of the story, if only for a short time, and may steer it as they wish. They may reasonably dictate a character's next action. Temporarily enchant an item with some special feature or quality. At a moment when all hope is lost and evil may triumph the tables are turned; the plot twists in the kids' favor. A kid notices obscured writing on the the sword found weeks ago; saying them aloud causes the sword to engulf in flames for an hour.

Magical Incantations

He'd been practicing this crazy dance and chant for days; I thought it was rather pointless if not comical. Then the other morning he was at it again but this time it worked! He pulled out a feather, began hopping about, flapping his arms, chanting and jeering... with a final stomp and shout he pointed at me and I began to float up into the air!

- **Description:** Magic is as much art as it is science and while it may not be so rapid, efficient, or easy to learn as other fantasy worlds it is available to any kid who learns to weave the strands of arcane power. Spells are called Incantations in the Grimm Lands.

- **Learning Incantations:** Kids come from the real world and thus have learned no incantations prior to landing in the Grimm Lands. They must study and learn or be taught.

- **Education:** A kid must spend days learning and practicing equal to 2 times the level of the incantation (spell level)

- **Casting Incantations:**

- **Specific Incantations:** Refer to the d20 SRD for spells (Incantations) and use the following adaptations: There are no 0-level spells; they are all at least 1st-level. Casting an Incantation does not provoke attacks of opportunity, do not require concentration checks (though they may require the ac to of concentration), can not be interrupted, and may still take a move action as part of the casting process (such as dancing around and leaping in circles as part of the incantation's somatic gestures). How Incantations are cast is also different but outlined in detail below.

- **Cost:** Casting costs Imagination Points equal to the Incantation's level.

- **Casting Time:** Casting an Incantation takes as many turns as the Incantation's level.

- **Check:** $1d20 + \text{Wit} + \text{Lore}$ vs DC (Incantation Level * 4). Success means the incantation is cast and failure means it fails (but no Imagination Points are spent).

- **Estrangement:** Casting takes a toll on kids mentally and physically. After each successful casting a kid must roll a save $1d20 + \text{Pluck} + \text{Lore}$ vs Incantation Level of the Incantation being cast. Failure means a kid suffers an Estrangement point. These Estrangement points manifest in odd ways as they start to accumulate; their eyes now glow, their ears grow pointy, a yearning to taste blood, or they laugh with a witch like cackle! After a kid's estrangement points equal their Level + Pluck they lose all vestige of humanity and are now a creature of the Grimm Lands for eternity.

- **NPCs & Incantations:** Creatures of the Grimm Lands are made of imagination; they simply use a part of themselves to cast incantations as spell like abilities. The cost of this

Combat

- **Hit Points:** $HP = \text{Grit} + \text{Archetype Base HP} * \text{Level}$

- **Archetype Base HP:**

- **Bully:** 8 HP
- **Lock:** 8 HP
- **Normal:** 6 HP
- **Outcast:** 6 HP
- **Popular:** 6 HP
- **Dreamer:** 4 HP
- **Nerd:** 4 HP

- **Armor Class:** $AC = 10 + \text{Quick} + \text{Armor}$

- **Attack Bonuses:**

- **Melee:** $\text{Grit} + \text{Level}$

Grit may also be added to melee ATK damage ($\text{Grit} * 2$ for two handed weapons).

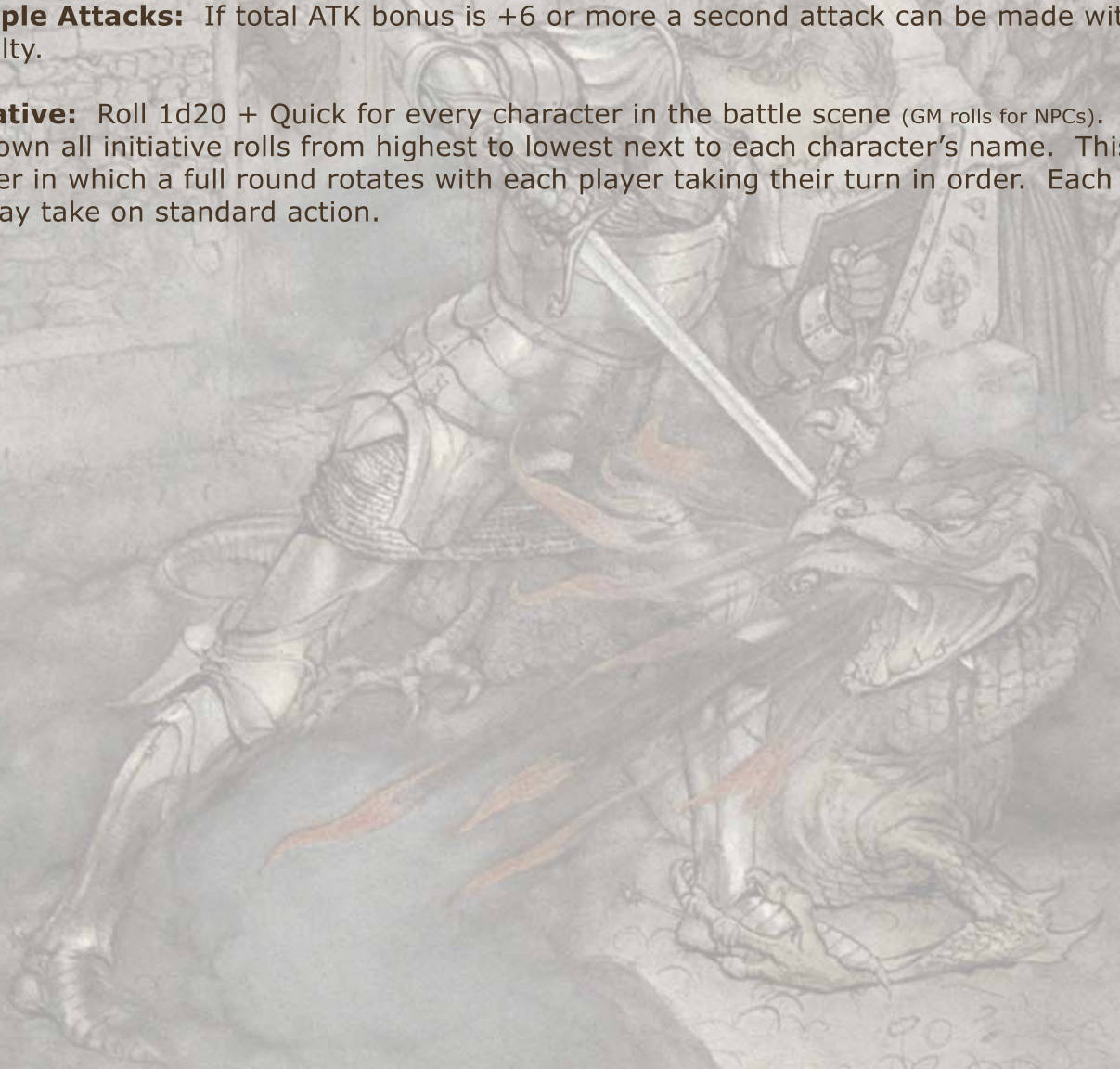
- **Ranged:** $\text{Quick} + \text{Level}$

- **Dual Wielding:** All kids may wield two weapons at once but they take a -2 ATK on their primary hand (first attack) and -4 on their secondary hand (second attack).

- **Multiple Attacks:** If total ATK bonus is +6 or more a second attack can be made with a -5 penalty.

- **Initiative:** Roll 1d20 + Quick for every character in the battle scene (GM rolls for NPCs).

Write down all initiative rolls from highest to lowest next to each character's name. This is the order in which a full round rotates with each player taking their turn in order. Each turn a kid may take on standard action.



Weapons, Armor, and Equipment

• Starting Equipment:

• **Items:** Kids start with only what they had on them or holding when they were warped to the Grimm Lands. This isn't an opportunity to take advantage of the ambiguity of these rules; pick items that make sense to your character's background story. A character's background story is a way of developing a fun and interesting character; not an excuse to try and get an unfair advantage or unbalance the game in your favor.

• **Keepsake:** Every kid has an item in which they have focused their imagination. Perhaps a favorite stuffed animal, a blanket grandma' gave them, that pocket knife dad gave you, your favorite piece of sports equipment, or even an invisible friend. A kid would never knowingly be separated from their keepsake. Now in the Grimm Lands this item holds great emotional significance and holds special power. Work with your GM to figure out your kid's keepsake and how exactly it works in the Grimm Lands.

• Equipment:

• **Using Equipment:** A kid may pick up and use any weapon, wear any armor, and use any tool so long as they are able to wield it, understand how it works, or it is the right size. In other words it should not be too heavy to wield with precision, too large or small to put on, or so exotic that it requires advanced training to use. Keep in mind kids are considered small creatures so medium sized equipment (such as an adult size suit of armor) is too large to be used effectively.

• **Melee Weapons:** Rather than lay out every single type of weapon and it's stats it would be easier to just break it down by size, it's DMG dice, and some examples. You may opt to use an equipment list from some other OGL d20 resource. (such as the original Grimm d20)

• **Tiny:** 1d2 DMG - Pencil, pocket knife, switchblade, sticks & stones.

• **Small:** 1d4 DMG - Dagger, hammer, hatchet, cleaver, heavy branch.

• **Medium:** 1d6 DMG - Hockey stick, baseball bat, shortspear, short sword, shovel.

• **Large:** 1d8 DMG - Longspear, bastard sword, long sword, ball & chain, battle axe,.

• **Two-handed:** 1d10 DMG - Greatclub, great sword, troll axe, polearm.

• **Ranged Weapons:** Handled much the same way as melee except they all require two hands to use and have a maximum distance which they are effective.

• **Tiny:** 1d2 DMG - Fist sized rock, dishes, .

• **Small:** 1d4 DMG - Sling, dart, blowgun.

• **Medium:** 1d6 DMG - Light crossbow, short bow, thrown short spear, javelin.

• **Large:** 1d8 DMG - Long bow, heavy crossbow, thrown long spear.

• **Armor:** As with weapons; it's much more simple to break it down by type. Again you are welcome to use an equipment list from some other OGL d20 resource.

• **Light:** +2 AC - Leather jerkin, studded leather, heavy winter coat, football pads.

• **Medium:** +4 AC - Thick hides, chainmail, noble's suit of armor,

• **Heavy:** +6 AC - Soldier's suit of armor, turtle shell, hard wood, plate armor.

• **Shields:** Same as armor.

• **Light:** +1 AC - Buckler, targe, serving platter, heavy pillow.

• **Medium:** +2 AC - Wood shield, sturdy barrel lid, bar stool,

• **Heavy:** +3 AC - Metal shield, heavy wood shield.

Arthur Rackham. 1910

Hazardous Story Elements

• **Temptation:**

• **Description:** Temptation is a key fairytale element used against the story's protagonists; in this case your characters. Being kids... it's hard to resist temptation!

• **Check:** $1d20 + \text{Pluck} + \text{A skill modifier vs DC}$. The skill modifier is up to the player and they should decide what best suits the situation and their character (Don't just choose a skill modifier because it's the highest number). The DC is decided by the GM based on the situation and the antagonist making the temptation.

• **Effect:** Success and the kid resists the temptation, sees through the adversary's motives, and is able to decide a better course of action. Failure and the child gives in to the temptation and falls right in to the antagonists plot.

• **Swallowed Whole:**

• **Description:** Being swallowed alive is a common theme in fairy tales, nursery rhymes, and mythology. Finding oneself in the belly of a beast, while unpleasant, does not necessarily mean the end of the road.

• **Check:** Opposed Grapple Checks: $1d20 + \text{Grit} + \text{Scamper vs } 1d20 + \text{Grit} + \text{Scamper}$

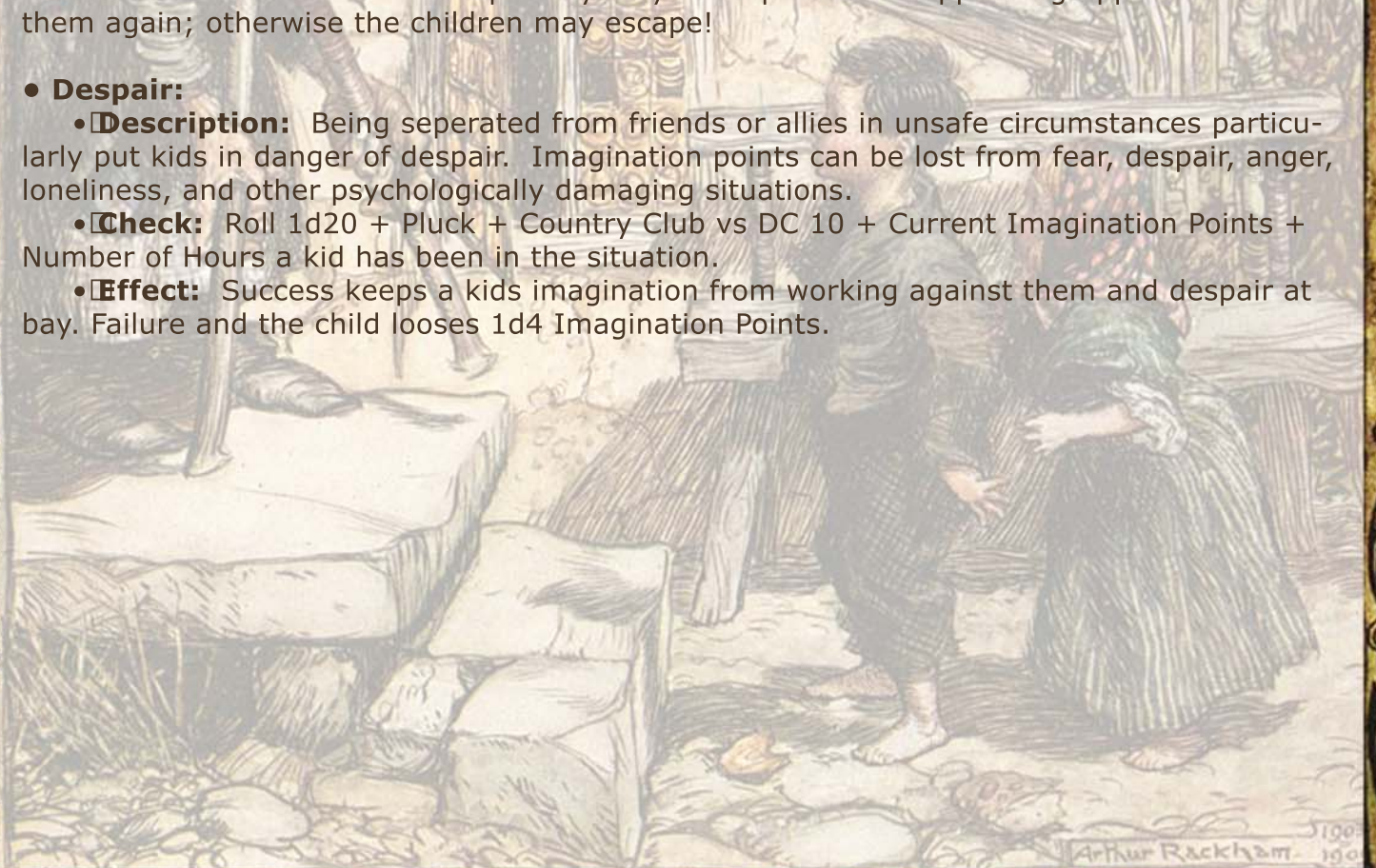
• **Effect:** Success and a kid manages to avoid being swallowed and breaks free of the grapple. Failure and the child is forced into the creature's mouth and down to their stomach. While in the stomach the GM may decide to start rolling DMG each round as the kid is digested or if the creature is vast enough in size they GM may rule that they are able to avoid being digested if they are careful and a whole different scene can take place within the creature's body! Characters are not without reprieve; they may attempt to escape using more opposed grapple checks to make their way back to the monstrous gullet. From there they can attempt to sneak or burst out the next time the creature opens its mouth. If the monster notices their escape they may attempt another opposed grapple to swallow them again; otherwise the children may escape!

• **Despair:**

• **Description:** Being separated from friends or allies in unsafe circumstances particularly put kids in danger of despair. Imagination points can be lost from fear, despair, anger, loneliness, and other psychologically damaging situations.

• **Check:** Roll $1d20 + \text{Pluck} + \text{Country Club vs DC } 10 + \text{Current Imagination Points} + \text{Number of Hours a kid has been in the situation}$.

• **Effect:** Success keeps a kid's imagination from working against them and despair at bay. Failure and the child loses $1d4$ Imagination Points.



Hazards of the Environment

• **Falling:**

- **Description:** Here are some guidelines for when a character fails that climb check or gets bull rushed over a ledge!

- **Damage:** DMG = 1d6 per 10' (20d6 max)

- **Other Hazards:** Icy spikes, jagged rocks, thorny vines, outcroppings, etc..
+1 DMG per 10' fallen (max. +10)

- **Save:** 1d20 + Pluck + Quick save for half DMG vs DC Depth Fallen (in feet)

• **Extreme Weather:**

- **Description:** Kids in the Grimm Lands may find themselves in all sorts of weather conditions. Usually characters that are properly equipped or sheltered do not take damage from foul weather.

- **Damage:** DMG = 1d6 per 10 minutes.

- **Other Hazards:** Lighting, thunder, large hail, extreme winds, etc
Add DMG dice as needed based on the ferocity of the weather.

- **Save:** 1d20 + Pluck + Grit save for half DMG vs DC Time in Minutes.

- **Types:** heat, cold, hail, sand storm, etc.

• **Swimming & Drowning:**

- **Description:** Here are some guidelines for characters that find themselves having to swim or other situation that may lead to drowning.

- **Swimming DCs:**

- Calm shallow water = DC 10

- Fast moving deep water = DC 15

- Dangerous cascades, rocks, or other treacherous water = DC 20

- **Swimming Check:** 1d20 + Grit + Boy Scouts. Failing a swim check forces the character to start holding their breath, begin sinking, and must succeed in another swim check in order to reach the surface to breath again. Success and a kid can swim at half their normal speed that round.

- **Hold Breath:** Rounds = Grit STAT + Grit Modifier

- **Drowning:** After a character has ran out of breath they begin to drown. First round they fall unconscious (0 HP), second round they are dying (0 Grit), and third round they have drown.

Disease & Poison

• Disease:

• **Description:** Diseases have various symptoms and are spread through a number of ways. Several typical diseases, types, and how they are spread are summarized below. A disease stat block contains the following: Name: Type, DC, incubation time, damage.

- **Type** lists the disease's method of delivery (contact, inhaled, or injury).
- **Save DC** lists the Fortitude save DC needed to prevent infection.
- **Incubation** lists the time before damage begins after failed save.
- **Damage** lists the ability damage the character takes after incubation and each day afterward.

• Pathogens:

- o **Virus**
- o **Bacteria**
- o **Fungus**
- o **Supernatural**

• Delivery Method:

- o **Contact** (inhale, engulf, spit, etc)
- o **Injury** (bite, sting, slash, pierce, inject, etc)
- o **Ingested / Digested** (ate, drank, forced ingestion, etc)

• Check: 1d20 + Grit + Boy Scouts vs DC

• Poison:

• **Description:** Characters can possibly take damage from a weapon that has been poisoned, be attacked by a creature whose natural attacks feature poison, consume poison hidden in food or drink, or be poisoned in some other way. A poison stat block contains the following: Name: Type, DC, damage, price.

- **Name** of the poison:
- **Type** lists the poison's method of delivery (contact, ingested, inhaled, or injury).
- **Save DC** is the DC for a Fortitude save to resist the poison's effect.
- **Damage / Effect** is expressed as "xdx/xdx" and a descriptive effect name. The first number is the initial damage, taken immediately upon failing the Fortitude save against the poison. The second number is the secondary damage, taken one minute after exposure to the poison if a second save is failed.
- **Price** lists the cost for one dose of the poison. It can usually only be obtained through less-than-reputable sources.

• Delivery Method:

- o **Contact** (inhale, engulf, spit, etc)
- o **Injury** (bite, sting, slash, pierce, inject, etc)
- o **Ingested / Digested** (ate, drank, forced ingestion, etc)
- o **Fungus**

• Effects:

- o **Damage:** Additional damage subtracted from HP.
- o **Ability Drain:** Damage subtracted from the stat listed. This effect is temporary unless marked with an asterisk *.
- o **Unconsciousness:** Some poisons actually render the victim unconscious.

• Check: 1d20 + Grit + Scamper vs DC

Grimm Lite

Converted By: Mr. Nobody
Design & Editing: Morgan M
Original Art: Aurthur Rackham

If you like Grimm Lite but wish it was more "crunchy" then please buy
the game which inspired this lite conversion. It's published by
Fantasy Flight Games and it's called "Grimm" by Robert J. Schwalb