

Amalgam 2

Ideas

Helpers that reload for you

This is a tainted world.

The days are long and numbered, heavy with dread. Night is coming, and all the horrors within.

Even in the shadows of the church, there is no safety. God has left this place to the ravages of worlds beyond.

In our darkest hour, heroes only serve to stanch the flow, inevitably broken and forgotten by kind Lady Luck. This is no time for heroes.

Little by little, the darkness creeps in, until our fading flame is extinguished. There is little reason for hope.

And yet, hope remains.

Skills List:

+2 Basic

+4 Advanced

+6 Specialist

ATTRIBUTES

Physique (Trauma) Your character's physical strength and endurance.

Agility (Resolve) Your character's dexterity and speed. Used in stealth.

Will (Trauma) Your character's mental fortitude and discipline.

Passion (Resolve) Your character's emotional strength, insight, and empathy.

SURVIVAL

Notice (Armor): Your character's perception.

Combat (Armor)

Travel (Load) Knowledge of the human world, the ability to travel and use vehicles, ride horses, navigate maps, or use exotic items.

Nature (Load) Knowledge of the natural world and the ability to interact with nature such as to hunt, to hide, to tame, or to forage.

TRADES

Craft: Knowledge of materials and items, their uses and values, knowledge of

building and architecture and destruction thereof. The ability to fix, build, destroy, and appraise.

Medicine: Knowledge of the human body and natural and chemical cures, the ability to heal and diagnose other characters or to determine the cause of death.

Charm: Knowledge of the human mind, heart, and politics. The ability to persuade, deceive, and perform, to alter other character's perceptions.

History: Knowledge of religion, science, magic, and the history of Demia, as well as anything written in a book. The ability to practice and study, either in the field or in a library.

Sister Skills: If you have a skill that would apply to your action, but it is not the skill required for the action, you can use your skill at a -2 penalty. Specialist skills don't apply.

STATS

Resolve

Resolve Check Triggers:

- Fate Pool is filled
- Ally is Dying
- Breaking Traits
- Party Conflicts
- Grisly Scenes
- Previous Traumas

Trauma and Dying

Celestine: Goddess of the North Star, guide of lost wanderers and lady of luck.

Demia: The Dame of Death, Kindly collector of souls and spinner of fate

Metis Tismet

Kismet

Nimue

Jamal

Phaerus

Aenid

Daskein

Kronos

Kratos

Karait

God of travel, luck, and love

God of death, fate
 God of craftsmanship, cities
 God of knowledge and deceit
 God of nature, harvests and beasts

Loot Table:

Each enemy character has an equipment quality rating that determines what value of loot they were carrying. Beasts do not carry loot, but can be harvested for materials. At the end of a conflict, if the players won, roll a die for each enemy defeated. The result on the table determines what items the characters gain, if you do not have loot in mind already, or in addition to it. I.E. The PCs defeat a horde of goblins to retrieve artifacts from a stolen stagecoach. In addition, they take loot from the goblins themselves, which is rolled on this table. If one of the characters used a weapon with the Breaking quality, looted gear should have a Crafting Flaw.

Named characters and solo enemies should always be one step higher on the table than their gear.

Quality*d 6	1	2	3	4	5	6
Poor (Peasant)	N/A	N/A	N/A	Supply	Supply	Supply
Average (Soldier)	N/A	Supply	Supply	Supply	Supply	Mundane
Fine (Knight)	Supply	Supply	Supply	Mundane	Mundane	Improved
Superior (Lord)	Supply	Mundane	Mundane	Improved	Improved	Exotic
Flawless (King)	Mundane	Improved	Improved	Exotic	Exotic	Unique

Currency - Currency changes along borders, but most of the accessible areas use this basic system. Gold coins aren't actually made completely of gold. Merchants will always get a higher price than the item is worth and small towns will hike prices on strangers.

1 Dragon - Worth 50 Gold coins. Most people have never seen this much money.

1 Gold - Can get you good quality items. Your average weapon or serious piece of equipment is about this price.

1 Halfpiece - Is worth half a Gold. Most items you use will cost a halfpiece, as they're not exactly common. Used to cover the dead's eyes.

1 Silver - Is worth a quarter of a Gold. Most common items and resources cost a silver, as well as shady lodging for a night.

1 Copper - Is worth a quarter of a Silver, or 1/16 of a Gold. A copper will get you a bite, two or three will get you a meal.

Certain traits are gained by surviving traumas, performing certain deeds, or are simple traits that give skill bonuses, undergoing training,

List of Equipment Keywords:

- **Common:** You can pay a point of Light to have this item if you need it. These are so common everyone has one.
- **Long:** While in the Engaged position, you do not have disadvantage for attacking Disengaged targets.
- **Heavy:** Instead of adding your Combat skill on attacks, you may add your Physique.
- **Finesse:** Instead of adding your Combat skill on attacks, you may add your Agility.
- **Piercing [x]:** If the target is wearing Armor, on a successful attack you ignore x points of armor when dealing damage. If x is blank, the weapon ignores all worn Armor when dealing damage.
- **Stun:** On a hit, the target acts last in the round.
- **Breaking:** On a hit, the target's armor or weapon loses a point of Durability.
- **Push:** On a hit, the target becomes Disengaged. If the target was Disengaged, they lose their Stance this round.
- **Pull:** On a hit, the target becomes Engaged. If the target was Engaged, they lose their Stance this round.
- **Bleed:** On a hit, when the target takes an action next round they take 1 damage.
- **Split [x]:** On a hit, any enemy that is Disengaged takes x damage.
- **Reload/Long Reload:** In order to use this weapon again, you have to use your stance to reload. If it has the Long Reload keyword, you have to use your action to reload. If you were surprised, you must reload before you can fire. Otherwise, your first attack is already loaded.
- **Damage [x]:** On a hit, the weapon adds x damage to the roll.
- **Mobile:** This ranged weapon can be used the same round you Shift without disadvantage. (Alt: Point Blank: No d.adv. for atk. from eng. pos.)
- **Pinned [x]:** On a hit, the target is trapped and must make Agility checks against DC x to escape. Any actions they take are with disadvantage, if not

impossible until they escape. Large enemies require larger objects to pin them.

- **Damage Resistance** [x]: When you take damage, reduce the amount of damage taken by x. Abilities and keywords that trigger on a hit still apply, including Damage [x]
- **Priority**: While in combat, you act before all other characters, unless they also have Priority. If they do, characters with Priority act in a separate initiative before characters without Priority.
- **Deafening**: Enemies can't activate abilities targeting other enemies

- **Repeating**: This ranged weapon can fire two shots before you have to Reload.
- **Quick Load**: If this ranged weapon has Long Reload, it instead has Reload.

- **Thrown**: You can use this weapon as a ranged weapon, but you don't have it anymore. Thrown weapons can be retrieved after a battle if you win.

- **Paired**: If both weapons have the Paired keyword, you can wield both weapons at the same time. You cannot have a shield equipped while doing so, unless your shield is your paired weapon. If you are wielding two Paired weapons, you can use the Florentine stance.

[[**Florentine**: STANCE. If you attacked this round with one paired weapon, make another attack with the other paired weapon. This attack has disadvantage.]]

- **Inspiring**: Every time you attack with this weapon, target character regains a point of Resolve.

Holy: Attacks against Undead

WEAPON

- **Unwieldy**: You can't add your skills when attacking with this weapon.
- **Unbalanced**: You can't use your Stance if you attack with this weapon.
- **Short Range**: You can only attack Engaged targets, and you must be Engaged as well.
- **Misfire**: Roll a d3 when you attack. On a 1, your attack fails.
- **Blunt**: -1 damage on attacks made with this weapon.
- **Soft**: The target cannot be killed by damage from this weapon.

Generic

- **Broken**: Remove a positive keyword or ability from the item.

- Dense: +1 Load
- Bulky: You can only carry one item with the Bulky keyword. Otherwise, you are over your carrying capacity. Helpers can only carry one Bulky item.
- Slow: While in combat, you act after all other characters, unless they also are Slow. If other characters are Slowed, characters with Slow act in a separate initiative after characters who aren't Slowed.

ARMOR

- Immobile: Shifting is a full action.
- Weak Point: -1 Armor
- Hole: You lose 1 GP each time the Fate Pool is filled.

Basic Rules

Resolution

- Pushed Rolls
- Advantage/Disadvantage

Trait Interactions

Fate Pool

- Light Points
- Exhaustion

Resolution: Whenever your character attempts to do something that is dangerous, difficult, or narratively interesting, you roll dice to determine whether they succeed or fail at the action. In Grim, you roll 2 six-sided dice and add the results along with any other modifiers such as skill, items, or abilities. If the result is greater than the Difficulty number set by the Game Master, then the action succeeds.

Advantage and Disadvantage: If the situation grants your character an advantage at performing an action, the Game Master may give you Advantage or Disadvantage on your roll. If you have Advantage, you add another six-sided die to your roll and use the two dice with the highest value. If you have Disadvantage, you use the two dice with the lowest value.

Pushed Rolls: If you want, instead of failing an action, you can push a roll. When you push a roll, you re-roll your action. However, your action has a consequence.

Stances:

Focus: Add 1 to your Action

Fortify: Add 1 to your Armor

Shift: Engage or Disengage

Priority: Characters with Priority act before characters without priority. If other characters take the Priority stance, initiative continues as normal for those in Priority, and then proceeds to initiative for those outside of Priority. This stance has to be declared at the beginning of the round.

Comfort of Habits - Whenever your character makes an action that appeases their traits (including their Disposition), the GM may allow that character to regain d6 Resolve. If your character makes an action that appeases their traits at the expense of the party, they regain 6 Resolve. However, this can lead to a conflict of interests within the party.

If a character betrays their Traits, they make a Resolve check.

Conflict of Interests - When two or more characters in the party strongly disagree on an issue, each player involved role-plays as their character. In this exchange, characters have the opportunity to grow, change, or remain steadfast in their ways, even if it means destroying party unity. (Cough cough, trait development) Afterwards, each player character involved must make a Resolve check.

Healing: When you heal a character, you heal d6 plus your degree of success. Requires a use of a healing kit

When diagnosing a character, you make rolls against the difficulty. Each success gives you a hint at what the ailment is, but is a time-consuming action. Players can figure out what the ailment is and the course to treating it without rolls.

Healing Kit: [CLOCK] Spend a point of Light. Make a Medicine check, where the Difficulty is equal to 6 plus the target's largest Trauma. The target heals Resolve equal to d6+the degree of success or ignores the penalty of one Trauma until the Fate Pool is filled. The target can't take any actions this round. You can use a Healing Kit on yourself, provided you take no other action.

Equipment

Generating Equipment: When it comes to the Load value of an item, the size of the item is more important than the weight of an item: an adventurer is used to carrying a lot of weight, but a backpack can only hold so much treasure and equipment.

- Treasure is specific to class. A spell caster will find a tome and relics more valuable while a fighter just wants gold and better equipment.

Armor - Each character has a basic Armor of 6 plus 1/2 their Notice or Combat Skill. Armor that is worn adds to your protection and reduces damage taken, unless the damage taken specifically ignores it.

Items have a number of Durability slots; whenever you take damage from an attack, you can fill a Durability slot and gain an equipment Flaw instead of taking damage. If you use up all of your item's Durability slots, it breaks and is no longer functional. Basically, your Armor has Trauma slots.

Light Armor (2) - +1 Armor
Mixed Armor (2) - +2 Armor, Slow
Medium Armor (3) +2 Armor
Heavy Armor (3) +3 Armor, Bulky, Slow
Plate Armor (3) +3 Armor, Bulky
Shield (1) - +1 Armor, *Common*
Heavy Shield (2) - +2 Armor, Bulky

Ranged Weapons - If you Shifted or moved the same round you attack with a Ranged weapon, you take disadvantage.

Mundane

Bow (1) - Finesse
Longbow (2) - Heavy
Crossbow (2) - Reload, Damage d3
Heavy Crossbow (3) - Long Reload, Damage d3+1
Flintlock Pistol (1) - Reload, Damage d3, Paired, Point Blank
Bolas (1) - Pinned, Thrown, Soft

Exotic - Exotic weapons can't be bought. Unless you have explicit proficiency with an exotic weapon, you can't add your Combat skill to attacks with that weapon

Carbine (2) - Reload, Damage d6, Mobile
Musket (3) - Reload, Damage d3+3, Bulky
Blunderbuss (3) - Long Reload, Damage d6, Split 1, Slow, Bulky

Healing Kits

Tomes

Opiate - Consumable, Gain DR 2 to all attacks and -1 to Actions until the end of the battle. Causes drowsiness and stupor.

Dowsing Rods - Two pieces of metal wire. Whenever Strangers are nearby, the dowsing rods move apart. The rods move apart with greater force when there are more Strangers or for powerful Strangers.

About:

Grim is a game about normal characters, not necessarily heroes and definitely not as powerful. Hence, the game is more about the characters than about their powers.

Power Levels

- Commoner: The characters have next to no power, and the game is almost entirely based on character interactions, decisions, and survival. Almost every enemy will slaughter you.
 - Adventurer: The characters have some power that sets them apart from most characters. The game has some character interactions, but combat is possible and the characters are more "heroic"
 - Demigod: The characters have lots of power, making them almost god-like, meaning that physical conflicts almost always end with them winning. Hence, serious conflicts have to be more complicated and about what the heroes will do, not what they can do.
- Easy to injure, hard to kill. Characters should be vulnerable, but not get murdered in a single hit. However, it takes you out of the game world if your character can survive getting mauled by a 10-ft. Werewolf.

Monsters

Bloodied: When the characters reduce an enemy to half health, the enemy makes a Resolve check. If they fail, you can pick an appropriate escape tactic for the enemy, or roll for one. Enemies that aren't capable of fear or thought, such as Zombies or Skeletons, don't make Resolve checks. Enemies roll with advantage or disadvantage depending on their situation, such as being reduced to half their original forces, having a leader figure present, or having an exceptional motivation.

If a character succeeds on their Resolve check, they fight to the death.

Cowardly: If one monster fails their Resolve check, all other monsters of the same type must make Resolve checks.

Enslaved: This character will Betray their allies if they fail their Resolve check.

Fearless: This character doesn't make Resolve checks.

Mortal Damage: On a successful hit, damage dealt by this creature ignores Resolve and goes to Trauma slots. On a failed hit, deal d6 Resolve damage.

Diseased: After encountering this creature, adventurers have a chance of contracting a disease when the Fate Pool rolls a Mishap.

Escape Tactics:

- Demoralized: This character continues to take actions as normal, but doesn't add skill or other bonuses to their attacks.
- Flee: This character will do nothing but disengage. If this character is disengaged, at the end of the round they will leave combat.
- Retreat: This character will disengage, and if they are disengaged, at the end of the round they leave combat. They still use their actions like normal, and may attempt to retrieve their dead or injured.

Special Escape Tactics:

- Surrender: If this character is honorable or believes that the player characters are honorable, they may surrender to the characters' will.
- Betrayal: This character attacks their previous allies, either in hope of earning the players' good will or because they were coerced into battle.
- Insanity: This character attacks random characters and misuses their abilities.
- Play Dead: This character pretends to die. They can alert reinforcements later on, escape, or attack the players when they aren't aware.

Beasts

- Ghouls: Form small groups, this world's orcs and goblins. Roughly human shaped, but elongated and possessed by great strength. Rarely use weapons, prefer their teeth and claws. Originally Demonspawn, created when a human drinks demon blood. That was the first ghoul, and ghouls are descended from that ghoul's blood, making them more and more human-like.
- Vampires: Diseased mortals, must slake their thirst or die. Mostly individuals struggling with their disease until they die. However, a new cult is rising to justify Vampirism as acceptable and desirable.
- Serpents
- Dragons: Great spirits of the environment that take on the form of dragon-shaped shadows. Usually enforce their will through the environment and rarely appear in full majesty.
- Animals

Spirits:

- Demons: Every time a Mortal commits a grievous sin, they create a Demon in the Otherworld. Sometimes, Demons are strong enough to escape from the Otherworld, especially when their owner dies.
- Ghosts: Souls that can't enter the Otherworld for some reason and remain in

Demia until their mission is complete or their Repository is destroyed. Most Ghosts cannot remember their mission and fail to complete it, causing them to go mad.

- Zombies, Liches, Skeletons.
- Wraiths: Shards of souls, twisted and warped to a Sorcerer's purpose. Will murder their owner if they lose control for a single moment. Unlike Ghosts, Wraiths are not complete and are thus mindless and destructive creatures without a Repository.

Strangers

- Angels and Devils
- Aberrants
- Faeries: The Houses of the Faeries are realms slightly beyond Demia permanently in one season. As the seasons wax and wane, so do the powers of the three Houses. However, Fall and Summer are losing to Winter's growing power, causing the winter season to grow longer and longer in Demia.
 - The House of Summer: Most Elf-like. Will turn you into a slave and feed off of your youth until you wither and die. Don't acknowledge their losing war with Winter.
 - The House of Fall: Tan like wood elves. Their season is shorter than Summer and Winter, forcing them into the world more often, where they lead pagan cults. Resemble humans more than the others, possibly from assimilation. Tend to avoid society. Enjoy raw meat.
 - The House of Winter: Boogiemmen/Shadar-Kai. Venture into Demia to take slaves and spread Winter's cold. Pale, shadowy individuals who can teleport from shadow to shadow.

Mortals

- Humans
- Witches and Sorcerers
- Mutants: Mortals born from mothers exposed to Strangers or newly invented chemical substances. Can result in monstrous children, children with psychic abilities, and other abnormalities, often with great cost.

Traits

Disposition: Your two most basic traits align you broadly in the spectrum of characters. You can choose to be neutral. Disposition traits can be changed like other traits.

Is your character Religious, as in a follower of the Chapels, or Irreligious, as in a believer in the Old Gods, or just anyone opposed to the Chapels. While Demia has many conflicts, the greatest conflict among humans remains the battle

between the followers of the Chapels and the followers of the Old Gods.

Additionally, is your character Altruistic, as in willing to do things because they are right, or Cynical, as in willing to do things because they are logical and they can benefit from it? Altruistic characters generally have a optimistic outlook and believe the world can change for the better, while Cynical characters have a more pessimistic outlook and believe in looking out for themselves.

Motivation: Your most important trait is why are you adventuring and wandering? Any other sane person would set down roots and prepare for the long night. Maybe you're looking for something. Maybe you just hate cryptids. Or maybe you aren't capable of settling down.

You have to have a motivation when you create your character. You don't have to tell anyone else, and you can change it, but your character has to have a motivation.

Traits: Over the course of the game, you can determine how your character acts, thinks, and sees the world. If you were your character, what would you do?

When your character makes momentous decisions that are determined by or define your character's personality, these become your character's Traits. Traits can be a character's values, beliefs, motto, or behavior, as long as it defines their character.

Trauma: What traumatic event shaped your character and led them to this life?

Motivation: What do they want from adventuring? If their motivation is not tied to adventuring, why are they an adventurer?

Trouble: What keeps your character from achieving their motivation?

Traumata have consequences.

God is an eldritch being that created the world and inhabited it with images of itself, the human race. Humans and angels share the same shape because of this, although angels have higher forms that allow them to traverse the Endlessness.

The God Being was a benevolent being and blessed its children, but has left to deal with whatever eldritch god beings do. However, there are other god beings interested in Demia.

Phobias - What scarring event shaped your character's life? What are they afraid of? When characters are exposed to their Phobias, they make a Resolve check. When characters are healed of a Trauma, they get a phobia related to that trauma.

Crypt of the Skittering Horror

The Lhurgoyf - *It lacks a face, so it takes others' instead.* Skittering horror with ability to mimic voices and steal the dead's memories, insect horror wearing some mortal's face, usually someone the characters' know in order to inflict maximum trauma. Leaves faceless corpses.

Cult of the Living Death - Pagan cultists that worship a living plague, basically a gelatinous cube but black and like tar and emits mind-warping fumes. Depending on the stage of their infection, may be able to communicate and reason with the characters to convince them to stay and join, but more developed cults will simply force the characters to stay until they succumb to the fumes. At the final stage of the disease, they take the Avatar of Living Death to a new host and sacrifice themselves to the beast. Leaves only the bones of its victims.

The Chalice of Thorns - A long lost relic, given to Arandor of the Hittites by the Witch of the Wood, supposed to give the user immense strength and vigor, with which he slew the legendary fiend Rog'Shoggoth. After which he disappeared, and it is assumed the Chalice fell deep into the caverns above which they fought.

However, the blood of the fiend entered the cup and when the hero drank from it again, he was converted into an Archfiend, and he lurks in the caverns to this day, a six-armed winged fiend with a gaping mouth in his torso, through which he consumes his fallen enemies.

Whichever Hittite retrieves the Chalice of Thorns is to be king of the empire.

Blanchwood

Blackbriar

Torus

Fictional or Historical Fiction?

The Easterners

The Holy Empire

The Golden Isle

Frankish Empire

Moorish Empire

Parsian Empire
Chapel-State of Rome
Romanov Empire
Tsar

Iona
Attica
Aegean
Hellenese Empire
Franks
Gaulican
Norman
Saxon
Norse
Uruk

Progression: Progression in Grim isn't driven by leveling up. Characters progress by gaining equipment, connections, growing personality-wise, and by practicing or learning skills.

Won't Do That Again - If you roll double ones on a skill action, you gain a +1 training bonus using that skill anytime afterwards. You can only advance a skill once per session in this manner. Rolling double ones with Advantage still counts.

By the Campfire - At the end of a session during a Rest, you and other players can recommend Traits based on a character's actions. If a 2/3 majority of the table agrees, with the Gamemaster as tiebreaker, that character can gain a new trait, reinforce a new trait, or break an old trait. Only one trait can be altered or given per Campfire (unless, of course, the Gamemaster chooses otherwise).

[[Characters always have the opportunity to change, even in radical ways. The thief may become honorable, the heathen may reject their pantheon of gods, even the Inquisitor may throw off the influence of the Chapels. Grim is about character development and discovery, but it only works while your character is within the party. Otherwise, it's a game about a bunch of player characters in completely different stories. Your character placing the importance of the party above their own motives is a choice that will separate them from the party or bond them to it.]]

The smoother the gameplay is, the more you can focus on the story. Smoothness doesn't necessarily mean less rules crunch, but less complexity and other factors such as players' familiarity with the system can make gameplay much smoother. While I appreciate games that have rules for story and noncombat character interactions, I honestly feel that making those rules defeats the purpose of roleplaying— roleplaying is separate from the game. Combat and puzzling challenges is the game, roleplaying is the roleplaying. The second you gamify roleplaying, it becomes less smooth and impure. There's a reason they didn't write rules for social interaction.

Charm rolls are made for when characters' arguments aren't enough to convince the other characters. Charm rolls make bad deals seem appealing, and unsavory characters seem charming. If a character fails a charm roll, it's up to the other character to decide whether they are willing to cut a deal, maybe less likely considering that the other character was trying to charm them.

When it comes to social situation, an argument that appeals to a character doesn't always need a roll, and a success or a failure on the die doesn't mean that the character succeeds or fails. A Charm roll just makes the target more or less likely to help the character. A deceitful Charm roll is a different subject, based on whether or not the character successfully deceives the target. Likewise, a character might not

When it comes to skill checks, the dice are not God. You and the table are. Just because someone rolls a successful Charm roll doesn't convince the average person to jump off a cliff. Just because someone fails a Charm roll doesn't mean that the target will stop listening to their argument. In appeal to a