

Grim World of Low Fantasy

Tired of being expected to live up the ideals of the Heroes of Olde? Then look no further! Grim World brings fantasy back into the realm of the common man...

"...So there we wuz, Mad Tom, MaMa Bones, Fertle Myrlynmyer the Elf, and mahself, Gnarley MacDeath. Mindin' our own bizness, havin' a few drinks with the shepherds, and waitin' for Nekkid Bob to find some clothes. Th' Minstrel was a-singin' Achy Breaky Heart wae his wee lute and the ante's were a-risin' wae ever new hand. Then th' door goes a-flyin' open, and in goose-steps the lederhosen wearin' Aryan Woodcutters Guild Local 407 singin' Sumpwater Uber Alles at the top o' their lungs. The locals started tae clear outta th' way, leavin' us a-sittin' there a-smilin'. Big Hans takes a look at us, and figures he's got hisself a gaggle o' easy pickin's... Well, I grabbed me claymore, and MaMa Bones grabbed the spit, sheep and all,, a-brandishin' it at the Aryans wae a mad cacklin' howl.. "

What You Need

- Dice (the plain ol' six-sided kind)
- Paper, pen or pencil, or clay tablets and a stylus or some other way to write things down
- Some free time you won't mind wasting
- A completely warped sense of humor

Character Generation...

Roll 2d6 for each of the following attributes, or divide 60 points between them.

Physical

Brawn = Strength

Grit = Endurance

Flex = Agility

Mental

Macho = Aggression

Balls = Bravery/Willpower

Brains = Intelligence/Wisdom

Social

Cool = Charisma

Looks = Appearance

Lip = Manipulation

Choose a Career...

Muscle Man, Murderer/Warrior, Ditch Digger, Con Man, Mugger, Thug, Tough Guy, Bully, Man of Science, Priest, Politician, Minstrel, Thief, Criminal, Cat Burglar, etc.

Choose your Skills...

Total Skill Points = Macho + Balls + Brains. Divide Skill points between desired skills, then add the appropriate attribute. This is the Talent Number.

Each skill is associated with an attribute or an average of 2 or 3 attributes. Some skills can use different attributes. In that case, pick one. For example, History can use either Brains or Lip. If you choose Brains, you have a working knowledge of history. If you pick Lip, you probably learned History from listening to embittered war veterans and creepy old crones sitting around a campfire.

GRIM SKILLS

Antisocial Skills

Missile Weapons (Flex)
Brawling (Brawn OR Flex)
Thrown Weapons (Flex)
Melee Weapons (Flex + Brawn)/2
Parry/Dodge (Flex)

Tough Guy Skills

Endurance (Grit)
Strength Feat (Brawn)
Swim (Grit)
Resist Pain (Balls)
Resist Drunkenness (Grit)

Technical Skills

Sleight of Hand (Flex)
Siege (Brains)
Ride (Flex)
Train Critter (Balls)
Drive Wagon (Flex)
Laborer (Variable)
Medicine (Brains)
Lock Pick (Flex)
Pick Pocket (Flex)
Breaking & Entering (Brawn)
Make (choose) (Variable)

Social Skills

Interrogate (Macho)
Intimidate (Macho OR Brawn)
Orate (Lip)
Streetwise (Cool)
Leader (Macho OR Lip OR Streetwise)
Seduction (Cool OR Looks)
Etiquette (Brains)
Perform (variable)
Carousing (Variable)
Groggin' (Grit)

Survival Skills

Notice (Brains)
Critters (Brains)
Plants (Brains)
Gamble (Balls)
Hide/Evade (Brains)
Shadow/Track/Stalk (Brains)
Wilderness Survival (Brains)
Climb (Brawn + Grit + Flex)/3
Flee (Move*)
Luck (Variable)

Science Skills

Reading (Brains)
Science (Brains)
Surgery (Balls)
Language (Brains)
History (Brains or Lip)

Skill Descriptions

Antisocial Skills

- Missile Weapons (Flex) - shootin' folks with bows and crossbows
- Brawling (Brawn OR Flex) - punchin' folks out; also covers kicking, biting, and beard pulling
- Thrown Weapons (Flex) - chuckin' sharp and/or heavy stuff at folks
- Melee Weapons (Flex + Brawn)/2 - stabbin' and hackin' and slashin' and killin'
- Parry/Dodge (Flex) - get the heck outta the way or blockin' opponent's weapon with yours

Social Skills

- Interrogate (Macho) - make 'em talk; can involved physical coercion
- Intimidate (Macho OR Brawn) - make 'em run off
- Orate (Lip) - you can tell a great story or raise a mighty flea and plague-infested peasant mob
- Streetwise (Cool) - knows how to get around without getting stabbed or mugged too often
- Leader (Macho OR Lip) - impress followers and raise a band of scurvy knaves to loot and pillage
- Seduction (Cool OR Looks) - just what it says
- Etiquette (Brains) - Lordly manners come easy to you; or Ladylike manners if you prefer, Good m'lord (50/50 chance which one you know; how would somebody from Widders Dump know the difference anyway?)
- Perform (variable) - sing, play, dance, epic poetry, musical farting, caribou love calls, etc.
- Carousing (Variable) - allows one to have one helluva good time with minimal chances of getting mugged or stabbed or clubbed or press ganged, usually
- Groggin' (Grit) - getting' roarin' drunk

Tough Guy Skills

- Endurance (Grit) - ability to resist fatigue, pain, hardship, etc. or to keep going despite being exhausted
- Strength Feat (Brawn) - lift a heavy rock, tear a Snobbit in half, flex muscles, etc.
- Swim (Grit) - just what it says
- Resist Pain (Balls) - just what it says
- Resist Drunkenness (Grit) - just what it says

Survival Skills

- Notice (Brains) - ability to see, hear, smell, or otherwise perceive events that are happening nearby; ability to not be surprised by the Booger Bear hiding in the outhouse.
- Gamble (Balls) - just what it says; cards, dice, the racetrack, etc. It's like makin' money without workin'!
- Hide/Evade (Brains) - just what it says; the ability to not be located or seen as long as you're being still

- Shadow/Track/Stalk (Brains) - ability to sneak up on things and follow them without being seen or heard
- Wilderness Survival (Brains) - ability to find food, water, shelter, etc. in the woods and other desolate places; knows not to camp on a floodplain during a thunderstorm, knows not to try to make love to bears and stuff like that.
- Climb (Brawn + Grit + Flex)/3 - just what it says
- Flee (Move*) - can run away from danger at Move X 2
- Critters (Brains) - knowledge of the woods and the critters what lives there; can cook a great possum belly soup
- Plants (Brains) - knowledge of the woods and all things what grows there; you know not to eat Death's Head Mushroom and Acid Berries
- Luck (Variable) - catch all balls-to-the-wall, survival by sheer luck when all else fails

Technical Skills

- Sleight of Hand (Flex) - do that magic trick with the quarter, palm an object without being seen; good for shoplifting
- Siege (Brains + Balls)/2 - knowledge of explosives and how to place them in the tunnels you've dug under the city walls
- Ride [Insert Critter Type] (Flex) - just what it says; can be taken multiple times to cover multiple types of critters (horses, camels, cows, pigs, large squirrels, etc.)
- Laborer (Variable) - ability to perform manual, physical labor that would kill a normal person; these are the guys that stack flagstones and build public gallows in the midst of summer when it's 110°F outside
- Medicine (Brains) - ability to treat and heal wounds using cow urine, mud, leaches, spit, and cobwebs. Oh, and dirty bandages.
- Lock Pick (Flex) - just what it says; no tumbler lock is safe from you; combine with Mechanic and you can boost a car easily
- Pick Pocket (Flex) - just what it says
- Breaking & Entering (Brawn) - knowledge of how to commit crimes involving busting in to places that were designed to prevent just that; you don't pick the lock on the window, you smash it with a battleaxe and storm inside; not a quiet skill
- Make (choose) (Variable) - ability to make something for a living; can be taken multiple times to indicate knowin' how to make lots of cool things (ex. Make Wagons, Make Mischief, Make Walls, Make Lovely Ceramic Punch Bowls to Smash Over Peoples' Heads, etc.)
- Train Critter (Balls) - trick a critter into making it do what you want; you can teach it 2D6 tricks (like Run! Come! Stop! Stop dry-humping Her Royal Majesty's Leg!, etc.)
- Drive Wagon (Flex) - just what it says. Applies to both 2- and 4-wheeled models.

Science Skills

- Reading (Brains) - ability to comprehend the written word; must be taken as a separate skill for each written language (not that there are too many of those about anyways)
- Science (Brains) - knowledge of all the High Arts - Alchemy, Witchcraft, Geographology, Mechanology, Vivology, etc.
- Surgery (Balls) - hold 'em down and start sawin' off those infected limbs; ability to use weasels and rusty knives and pliers to remove arrowheads and stuff from bodies that are still alive
- Language (Brains) - can be taken multiple times for different languages; note: Zombies don't have language, so it doesn't do any good to try to talk to them
- History (Brains or Lip) - if you use Brains for this skill, you've been formally educated; if you use Lip, you probably learned history from embittered veterans of failed peasant revolts and creepy old crones that sit around campfires in the middle of the woods.
- Research (Brains) - knowledge of where to go to force people to answer questions
- Trivia (Brains) - knowledge of a little bit about just about everything; might come in handy in a pinch; sort of like Jack of All Trades or something. If you're stuck without a necessary skill, you can wing it with Trivia, but only for Easy levels of success.

Secondary Attributes...

Offensiveness = (Brawn + Macho)/2

2 - 3 = -1 Damage

4 - 7 = No Damage Adjustment

8 - 9 = +1 Damage

10-11 = +2 Damage

12 = +3 Damage

Defensiveness = (Flex + Brains)/2

2 - 3 = +1 to opponents Hit Rolls

4 - 7 = No hit roll adjustment

8 - 9 = -1 from Opponents Hit Rolls

10-11 = -2 from Opponents Hit Rolls

12 = - 3 from Opponents Hit Rolls

Move = (Flex + Grit)/2

Action Points = Actions per round = (Flex + Brains)/2

2 - 3 = 1

4 - 7 = 2

8 - 9 = 3

10-11 = 4

12 = 5

Action points are used in the following manner...Everyone goes at the same time...its your choice whether to attack or defend. Then those with 2nd actions go, then those with 3rd and so forth. Anyone lucky enough to have 4 or 5 actions can beat the hell outta the slow pokes with 1 or 2 actions at the end of the round.

SKILL USE AND COMBAT...

Roll 2d6 and add to talent number. Reference **THE CHART!**

THE CHART!

Die Roll	Difficulty Beat
12	Easy/Point Blank/Quick/attack for regular damage
16	Average/Close/Awhile/attack for Maximum damage
20	Hard/Far/Longer/hit chest, arm, leg
24	Real Hard/Way Far/Hit specific noggin or gut/A Really Long Time
28	You Gotta be Kidding/Forget it/Instant Death/ Pretty Much Forever

Critical Successes

If you roll a natural 12, roll 2d6 again and add to total. There is no ceiling on the number of times this can occur. If you roll a third natural 12, add it up and roll again. This allows a vague possibility of performing godlike feats.

Critical Blunders and Fumbles

If you roll a natural 2, roll 2d6 'cause you blew it!

2 - 3	Screw Up/No chance
4 - 7	Fumble/Drop It/Throw it Away/Fall Down
8 - 9	Hurt Yourself/Break It
10-11	Hurt Someone Else/Hurt Yourself Worse/Ruin It
12	Die! Die! Die!/hopeless...Might as well Pack it up and go home. 'cause you just cut off your own leg, killed your horse, or pissed off the entire Army of Used Jersey...

KILLIN' ...

Damage	Armor (subtract Armor Rating from Damage)
Punch d3	1 Clothes/Grime/Bark
Kick d3+1	2 Padding/Carpet/Rabbits
One-handed Weapon d6	3 Leather
Two-Handed Weapon D6+2	4 Chainmail
Bow d6	5 Platemail
Crossbow d6+2	6 Magic Armor
Knife d3+1	

Where'd Ye Get it? Roll 2d6 to determine hit location:

2	Noggin
3	Sword Arm
4	Other Arm/Shield
5-6	Good Leg
7-8	Gimp Leg
9-10	Chest
11-12	Gut/'Nads

How Tough Are Ye? $(\text{Brawn} + \text{Grit})/2 = \text{Body Points}$. Body points are the amount of damage each part of your body can take before it falls off or flies away.

Body Points	Noggin'	Arm	Leg	Chest	Gut/'nads
2	2	4	5	6	4
3-4	3	5	7	7	5
5-7	4	6	8	8	6
8-9	5	7	9	9	7
10-11	6	8	10	10	8
12	7	9	12	12	9

Effects of Wounds and Lost Body Points

Every Point of Damage equals -1 on all rolls until healed, cumulative (i.e. 5 points of damage = -5 on all rolls)

Healin' Up

Characters heal from injuries eventually. 1 Body Point can be recovered per day if you are running around killin' things. Bed rest with comely nurses allows healing of $\text{Grit}/2$ Body Points per week.

All other Combat Effects as **Cinematically Appropriate** - see also Optional Rules (Below)

Cinematically Appropriate means exactly that. If it'd make a good movie scene and/or if it reduces the party to hysterical laughter, then it's **Cinematically Appropriate** for the **Grim World of Low Fantasy**.

Starting Stuff...

Make skill roll with your choice of skill for each category. Be Ruthless...it's a Grim World out there...If you blotch your roll for any category, you don't get anything in that category, likewise, if you don't get at least a 12 on a roll, nothing is gained from that category. Better start waiting for a luckier player to get careless...heheheh...

Difficulty	Weapons	Armor	Cash	Ride	Threads	Junk
12	1 low quality	1	\$2	Cow	Blanket or Tunic	Hat or sandals, or food/water
16	2 low quality or 1 average quality	2	\$4	Untrained War Horse (hates you)	Furs, Skins or Kilt	Crowbar or shovel, or boots
20	2 average quality or 1 good quality	3	\$16	Donkey	Renn Faire peasant (slops and blouse)	Lantern or saddle or lockpicks
24	2 good quality or 1 superb quality	4 Sir Knight!	\$64	Riding Horse	Rich Merchant	Manacles or paper, ink and pen, or map
28	2 superb quality or 1 magic weapon (+1 Damage)	5 Lo! The King Approacheth!	\$100	Trained War Horse	Lo! The King Approacheth!	Book or really cool jewelry

As far as purchasing more stuff before starting the game...nah. Ain't gonna happen. The orcses'll be runnin' around killin' folks so the markets're gonna close early. OR not. Do what suites ya.

And that's all there is to it. Now go out and Get Grim!

OPTIONAL RULES...

CHARACTER RACES AND BACKGROUNDS

Ogre/Barbarian	+1 Brawn, +1 Grit, +1 Macho, -2 Brains, -1 Cool
Amazon	+1 Grit, +1 Flex, +1 Looks <i>or</i> Macho, -2 Brains, -1 Cool
Orcses/Gobble-ins	+1 Grit, +1 Balls, -1 Brains, -1 Cool
Elf	+1 Flex, +1 Brains, +1 Looks, -1 Brawn, -1 Grit, -1 Balls
Dwarf	+2 Grit, +1 Macho, -1 Flex, -1 Cool, -1 Lip
Snobbit	+2 Flex, +1 Looks, -2 Macho, -1 Balls

COMBAT SPECIAL EFFECTS...

1/2 Body Points gone from a location = blood gets everywhere

3/4 Body Points gone from a location = bones exposed, guts hangin' out

all Body Points gone from a location = roll d6 for the number of yards away it lands plus blood flows like an avalanche comin' down the mountain, drenching everyone within 10 or so feet. Make Flex rolls to remain standing when passing through the area...

STUPID DEATH EFFECTS...

1 = Stares blankly and falls down

2 = gurgles, coughs, gasps a gargled soliloquy, then drops

3 = screams, leaps into the air, flailing and spinning, then drops

4 = gets one free attack at -5, then drops

5 = goes down like a pole-axed gopher

6 = runs around like a chicken with its head cut off, covering everyone and everything within 20' with blood and gore, for d6 rounds, THEN falls down...

STUPID DEATH EFFECTS FROM BOWS AND CROSSBOWS AND HATCHETS AND OTHER THROWN THINGIES... Roll 1D6

1 = body part explodes and/or flies away, spraying blood everywhere

2 = flies backwards 2D6 feet and crashes through a wall

3 = lurches around like a palsied wren, then falls to knees, spits blood, then falls flat on face

4 = looks confused and clutches at wound, whines and whimpers, then falls over

5 = just falls down twice as fast as should happen, like a 12-ton weight fell on 'em

6 = runs around like a chicken with its head cut off, covering everyone and everything within 20' with blood and gore, for 1D6 rounds, THEN falls down...

ADVANTAGES AND DISADVANTAGES

Take Disadvantages to buy Advantages or More Skill Points!

Advantages

- Sharp sighted = 2 (+2 to notice visible things)
- Good Hearing = 1 (+1 to notice audible things)
- See in the Dark = 2 (allows normal notice rolls in the dark)
- Natural Born Killer = 2 (+1 to all Killin' rolls)
- Lots of Friends = 3 (when you're in trouble, make a Luck roll vs. target of 20. If you succeed, Lots of Friends that happen to be in the neighborhood come runnin' over to help)
- Immune to Disease = 2 (doesn't get sick; can't take this with the Disadvantage of Consumption or English Sweats, Allergies, or Boils/Pox/Scurf)
- Immune to Cold = 2 (doesn't get cold; Girlie Men and Fancy Lads can't take this one)
- Iron Stomach = 1 (can eat roadkill safely, Girlie Men and Fancy Lads can't take this one)
- High Borne Noble = 4 (Please don't kill us, Good My Lord; +3 to force peasants and serfs to do your bidding)
- Iron Balls = 3 (immune to injuries to the 'Nads)
- Well-endowed = 1 (popular with members of the opposite sex; +1 to seduction rolls)
- Hard to Kill = 2 (+1 to rolls involving survival, dodging injury; +1 to healing rate)
- Tough Guy = 2 (+1 to all feats of physical strength and intimidation rolls)
- Party Animal = 1 (+1 to all carousing and partying down rolls)

Disadvantages

- Berserker = 2 (always attacks and never retreats, surrenders, or use band aids)
- Kleptomaniac = 1 (can't resist stealing at every opportunity)
- Animal Hostility = 1 (all the little critters hate you and will try to chew your face off)
- Fancy Lad = 2 (gets beaten up by everyone with a stick or a knotted plow line at every opportunity; tends to ruin your Oxrump Cathedral Academy Academic Robes)
- Consumption/English Sweats = 2 (-1 to all Grit rolls)
- Bad Eyes = 1 (-1 to notice visible things)
- Missing Limb = 2 (can't use the missing limb unless its kept as a club or a crutch or a coat hanger)
- Insane = 1 (must act insane all the time - you won the Village Idiot of the Year award five times running)
- Allergies = 1 (sneezes all the time; -1 to rolls involving sneaking up on folks)
- Alcoholic = 1 (has to drink all the time, especially when it'd be a bad idea to do so, like when you are freezing to death and being stalked by Crud and Booger Bears)
- Boils/Pox/Scurf = 2 (appears to have terminal acne; -2 to all seduction rolls unless the target is blind or a Orcish maiden)
- Squeamish = 2 (gets violently ill at the sight of blood; has to make an automatic fumble roll to keep from dropping whatever is being held)
- Girlie Man = 3 (people attack you at every opportunity just because you look so...girlie; can be taken by Amazons too, but its called the Bearded Lady disadvantage)
- Bagpiper = 2 (has to play the bagpipes when in social situations; invokes hostility in most listeners; it also attracts all angry warriors within a couple of miles - they don't like it either; +2 reaction from inhabitants of Celtichaos and Orcses)

GRIM WEATHER...

Roll 3d6	Result
3 - 6	clear, pleasant day
7 - 9	cold and foggy
10-12	THICK fog and drizzle
13-14	Rain, thunder, lightning, Smog
15-16	Blizzard or Flood
17	Sand Storm/Volcanic Eruption
18	It's Not Natural! (roll d6):
	1. Rain of Blood
	2. Rain of fish, frogs, or other small slimy critters
	3. Rains stones
	4. Tornado or Volcanic Eruption
	5. Little Ice Age
	6. Rains Cats and Dogs... (literally)

RANDOM ENCOUNTERS (roll 4d6)

Roll	Encounter
4	Gypsies
5	Critters or Zombos or Crud's
6	Bandits or Amazons or Booger Bears
7	Actors or Snobbits
8	Nobles
9	Tyrant
10	Wiz-Banger/Mojo Man
11	Omen/Sign/Grim Portent
12	Terrorists from Far Arabie or war wolves
13	Gobble-ins or Orcses
14	Dwarves or Elves
15	Trolls or Ogres or Barbarians
16	Giant(s) (as Ogres, but double the physical traits)
17	Monster(s) (use your imagination)
18	Massacre roll d6 1 = in progress (roll twice on this table for the combatants), 2-3 = over (roll twice, first roll = winners, second roll = losers), 4-5 = long over (roll once on this table to see who's remains have been found), 6 = Militant Pacifists
19	Villagers, Wized Crone, or Madman
20	The Plague (roll again for victims)
21	Army (roll d6, 1 - 3 = hostile)
22	Monks or the Inkwithition
23	Farm Animals or Ratboys
24	Ye Olde Faire

WIZ-BANGERS AND MOJO-MEN...

Wiz-bangers are students of the black arts. Mojo-Men are the guys that pass around the collection plates at the temples.

- 1 Brains must be 8+
- 2 Must have all Science Skills at 3+

Special Skills

1 Special skills for wiz-bangers and mojo-men are mysterious magical abilities:

- **Wiz-banger Magic**

- Anti-Social Magic (Combat)
- Social Magic (charms and enchantments)
- Mischievous Magic (transformations and changes)
- Gross Magic (Necromancy)

- **Mojo-man Magic**

- Good Magic (Healing and finding things)
- Useless Magic (Augury, Divination, and Fortune Telling)

2 Mojo-men must pick a **Diety**

DIETIES...

- Bubonicustard = illness
- Gnarly-Hotep = chaos
- Bullgozer = war
- The Grench = meanness
- DemiMooreGon = goddess of hades
- BoogaBudha = fear and despair
- Marshall Law = order
- Smilin' Jack = good and health and all that sorta thing
- Wucky Bo = luck

3 Roll for Effect as with other skills

4 Targets can resist by beating the roll of the wiz-banger or mojo-man with any Mental Attribute Score plus 3d6.

5 If magical duration is required, make a second skill roll on the CHART...

OH THE PLACES YOU'LL GO AND THE THINGS YOU'LL KILL!

FOES...

BP = Body Points, AS = Attack Skill, AP = Action Points, SP = Armor Points, #-number appearing

- Gobble-lins (BP6/AS6/AP1/SP2/#4d6)
- Orcses (BP8/AS7/AP2-4/SP3/#2d6)
- Ogres (BP12-14/AS5/AP1-4/SP4/#d3)
- Amazons (BP7/AS8/AP3-5/SP3/#3d6)
- Barbarians (BP9/AS7/AP2-4/SP2-4/#4d6)
- Deathbunnies (BP2/AS6/AP4/SP1/#d3/attack causes d6 damage)
- Trolls (bridges optional) (BP10-12/AS6/AP2/SP3/#1 or d6/severed limbs fight on at -5 on all rolls. Each with regrow a new troll in about two weeks)
- Zombos (BP6, but must completely destroy all limbs before these animated cadavers are unable to attack any longer/AS3/AP1/SP0/#4d6 and up)
- Creeping Crud (BP8, non-specific...add 'em all up, 'cause the crud is just a blob/AS5, damage = d6 from bashing, dissolving and suffocation/AP2/SP4/#1)
- Snobbits (BP4/AS5, 8 with slings and bows/AP3-5/SP2-3/#3d6 and up)
- Wandering Tyrants with their Conquering Armies (don't worry about it...)
- War Wolves (BP8/AS6, damage d6/AP3/SP2/#2d6)
- Booger Bears (kinda like giant evil gummy bears covered in dryer lint) (BP10/AS6/AP1/SP4/#d3)...thought to be a sorcerous hybrid of Troll and Creeping Crud.
- Very Large Gophers (VLGs) (BP4/AS5, damage d3/AP3/SP1/#4d6; special attack - VLGs lunge out of the very earth and attack with surprise on 1-4 on a d6)
- Shmucks, normal people, Working Joes, Salt of the Earth (BP6/AS4/AP2/SP1/#4d6)
- Warriors (BP8/AS7/AP3-4/SP3-4/#3d6)

UNIQUE CRITTERS...

The Midyard Serpent

Tinkergong the Death Fairy

Ol' Two Eyes, The Visually-challenged Cyclops)

PLACES... (Map Coming Soon)

LANDMARKS

- The Forest of Doom
- The Forest of Despair
- The Forest of Evil Wicked Horribly Painful Heinous Death
- Demon Ridge
- Nightmare Pass
- Desert of Doom
- The Ditch
- Horrorwood
- Slaughter Prairie
- The Drool Marsh
- Froggy Bottom Barrens
- Choppin' Field
- Dead Wood
- Yeller Creek

NATIONS

- Barbariatica
- Celtichaos
- Far Arabie
- Used Jersey
- Old Arseheim
- New Arseheim
- The Theocracy of Holy Shiad
- El Ciudad del Vaccos Mas Gigantes
- The Empire of Wu Ping Kuaf
- Buttheadida
- Assholium
- Republic of Skunkwater

CITIES, TOWNS, VILLAGES AND SQUATS...

- East Massacre
- West Misery
- Hellcatraz Prison
- Soggy Noggin
- Sump Water
- Dead Dog Caravan Hostel
- Bladderheim, Capitol of Used Jersey
- Jock Stump
- Whackinburgh
- Choppinburgh
- Widders' Dump
- Dungfield on the Sea
- Crapton
- Murdertown
- Happy Acres

GRIM WORLD OF LOW FANTASY CHARACTER SHEET

Character Name:

ATTRIBUTES

Physical	Rating	Mental	Rating	Social	Rating
Brawn		Macho		Cool	
Grit		Balls		Looks	
Flex		Brains		Lip	

Secondary Attribute Rating

Offensiveness	
Defensiveness	
Action Points	
Move	

Career

Description, quote, origin, favorite critter to eat, etc.

Body Points	Noggin'	Arm	Leg	Chest	Gut/'nads

Skill	Level	Attribute	Talent #

Skill	Level	Attribute	Talent #

Weapon	Damage	Ammo
Punch		N/A
Kick		N/A

Armor	Rating
Gear, Things and Stuff	

GRIM ORCS

Grim World of Low Fantasy Module 1

Changes:

Attributes/Scores:

Orcs: +1 Brawn, +1 Grit, +1 Balls, -2 Brains, -1 Lip

Goblins: +1 Grit, +1 Balls, -1 Brains, -1 Cool

Ogres: +2 Brawn, +1 Grit, -3 Brains

Automatic Advantage: See in the Dark

Automatic Disadvantage: Berserker

Skills

Social Skills	Anti-social Skills	Survival Skills	Technical Skills
Bows-n-stuff (Flex)	Rousin' Speech (Lip or Macho)	Notice (Brains)	Siege (Brains or Balls)
Fightin' (Brawn)	Orcwise (Cool)	Critters (Brains)	Dig (Brawn or Brains)
Throwin' Stuff (Flex)	Great Leader (Macho or Brawn)	Fungus & Mold (Brains)	Train Critter (Balls)
Stabbin'-n-Slashin' (Flex)	Logic (Brains)	Plants (Brains)	Strong-Arm (Macho)
Parry Dodge (Flex)	Self Control (Balls)	Playin' the Odds (Brains or Balls)	Labor (Various)
Torture (Macho)	Read (Brains)	Hide/Evade (Brains)	Breaking & Entering (Brawn)
Bully (Macho)		Shadow/Track/Stalk/Skulk (Brains)	Language (Brains)
Endurance (Grit)		Survive! (Brains)	Medicine (any)
Strength Feat (Brawn)		Climb (Brawn)	History (Brains)
Swimmin' (Grit or Brawn)		Flee! (Move*)	Make Something (Brains)
Resist Pain (Balls)		Lucky (Various)	

GRIM PIRATES

Grim World of Low Fantasy Module 2

Changes:

Skills

New Social Skills	New Anti-social Skills	New Survival Skills	New Technical Skills
Lordly Etiquette (Cool)	Muskets (Flex)	Survive Shipwreck (Grit)	Navigator (Brains)
A-wh***n' (various)	Gunnery (Balls or Brains)	Survive at Sea (Brains + Grit)/2	Sailor (various, usually Grit)
Groggin' (Grit)	Fencing (Flex or Macho)	Bury Treasure (Brains)	Seadog (various)
Sea Chanties & Hornpipes (Lip)		Find Buried Treasure (Brains)	Sea Captain (Brains)
			Piratin' (various)

New Advantages:

SeaLegs -2

Killer Parrot or Trained Attack Monkey -2

Dead Eye/Marksman -3

New Disadvantages:

Land Lubber +4

Shark Attractor +3

Scurvy +2

Missing Eye +1

Missing Leg +2

Hook +2