

Grimm Lore

Grimm Ranks

Grimm have a ranking scale to help identify how dangerous they are, by approximation. Lesser Grimm are considered ranks 1 to 6. Greater Grimm are considered ranks 7 to 11. Boss Grimm are considered ranks 12 to 14. Endbringer Grimm are considered ranks 15 and 16.

Rank	Title	Example Grimm	Threat To
1	Mini	Grimm Raccoon	Children, Weak Citizens
2	Small	Grimm Dog	Unskilled Commoners
3	Minor	Grimm Wolf, Cheetah	Skilled Human
4	Basic	Centinel	Police, Warrior
5	Mid	Evolved Grimm Wolf	Very Skilled Warrior, Trained Soldier
6	Threat	King Taijitu, Ursa	Elite Military Soldier
7	Major	Lancer, Sabyr	Huntsman Trainee, Special Forces
8	Dire	Manticore	Junior Huntsman
9	Dread	Death Stalker, Werewolf	Huntsman
10	Powerful	Nevermore, Queen Lancer	Elite Huntsman
11	Lethal	Sphinx, Goliath	Master or Legendary Huntsman
12	Deadly	Mini-Boss, Sea Feilong	Expert Huntsman Partners (2+)
13	Fatal	Boss, Nuckelavee, Geist	Expert Huntsman Team (4+)
14	Epic	Ancient Geist	Legendary Huntsman Team (4+)
15	Gargantuan	Leviathan	Legendary Huntsmen Team (8+)
16	Legendary	Wyvern	All

Nuvita (Dark/Grimm Energy)

Nuvita is the physical state of emotionally charged dark energy. Nuvita is most easily generated by sentient creatures when they're expressing dark emotions, but can also be generated through very powerful dark magic. It's presence is invisible and intangible, but it moves and expands through the world into patterns similar to the natural flow of rivers and valleys.

Grimm Pools

The God of Darkness used Nuvita to fuel his dark enchantments within the world. The pools of Grimm attract and collect Nuvita, using it to spawn Grimm. The more Nuvita present the more Grimm it can spawn, and the more powerful those Grimm can be.

Negativity Units (NU)

Nuvita is measured by "Nuvita Units" or "Negativity Units" (NU) within a given area. During times of peace, people generate an average of roughly 20 NU per year. Some people generate very little, while others generate a lot. Toxic people (such as deeply racist, hateful people) may more than 10 NU per month. In such cases, their negativity is unlikely to be different between times of peace and war.

The Grimm are created (and sustained) based on the available Nuvita, so there is a correlation between amount of Grimm produced and the number of people in the world. However, in times of war and darkness, the Grimm can grow much more powerful and more numerous due to the amount of Nuvita available. In order to avoid any excess growth of Grimm, the world would need to kill 20 NU worth of Grimm, per person, per year.

Various types of Grimm require different amounts of NU to spawn. Lesser Grimm spawn much more frequently due to needing much less NU to generate. Larger and more powerful Grimm require more NU in addition to needing more time to form.

Grimm can sometimes “evolve” to more powerful variants over time by regular exposure to Nuvita. Grimm beyond the “Powerful” variant are likely evolved from earlier versions that have survived long enough and absorbed enough negativity to evolve.

Estimated Grimm per Year (Approx. 16 Billion NU)

During times of peace, the Grimm have roughly 16 billion NU per year to grow and evolve with (combination of 10 billion NU from citizens and 6 billion NU worth of Celestial Dungeons). To simplify the growth / development of Grimm, this value is equally distributed per Grimm Rank (i.e. approximately 1 billion NU per Grimm Rank).

Rank	Title	Example Grimm	NU Required	# Spawned / Year	GXP
1	Mini	Grimm Raccoon	1	1 Billion	0.1
2	Small	Grimm Dog	1.25	800 Million	0.3
3	Minor	Grimm Wolf, Cheetah	2	500 Million	1
4	Basic	Centinel	2.5	400 Million	2
5	Mid	Evolved Grimm Wolf	5	200 Million	5
6	Threat	King Taijitu	10	100 Million	10
7	Major	Lancer, Sabyr	50	20 Million	20
8	Dire	Manticore	200	5 Million	50
9	Dread	Death Stalker, Werewolf	1000	1 Million	100
10	Powerful	Nevermore, Queen Lancer	5000	200,000	250
11	Lethal	Sphinx, Goliath	200,000	5000	500
12	Deadly	Mini-Boss, Sea Feilong	10 Million	100	1000
13	Fatal	Boss, Nuckelavee, Geist	100 Million	10	3000
14	Epic	Ancient Geist	200 Million	5	5000
15	Gargantuan	Leviathan	2.5 Billion	0.4	25,000
16	Legendary	Wyvern	100 Billion	0.01	1 Million

Grimm Growth

Huntsmen kill around 500 million lesser Grimm each year (roughly 1000 per Huntsmen). The military kills around 1 billion lesser Grimm each year (roughly 50 per soldier). Citizens kill around 1 billion lesser Grimm each year (roughly 2 per citizen). There are still plenty of Lesser Grimm that build up in remote areas of Remnant, which can occasionally lead to large attacks.

Grimm XP

All Grimm are assigned an “XP” value. When a Huntsmen team defeats a Grimm, the “value” of that kill is distributed to them and tracked through their Aura rings. Most citizens don’t know how this actually works, but it was an ancient magic established by Ozpin using Ambrosia. He was setting up methods to identify potential

candidates for Huntsmen, as well as providing the foundation to identify and reward Huntsmen for their services appropriately. The magic is therefore extremely accurate and will gauge each participant accurately based on their involvement.