

GRIMWOOD CITY

QUICK START GUIDE

CHARACTER CREATION

SPECIES

STEP 1

Arcane, Physical, and Mental Pools Start with 8 points, You have 10 additional points to spread among the pools.

STEP 2

Choose a species and add all the benefits you get from that species to character sheet. Including the Pool additions

STEP 3

Pick a Class and add all the benefits you get from that class at level 1 to character sheet. Including the pool additions

STEP 4

Start with the starting equipment

STEP 5

Name your Character and go have fun.



ARCHLING

Celestial Wings: Gain the Ability to fly short distances. As you can sprout Ethereal Wings once per session.

Holy Devoted: You take 2 less pool damage from Demons, Devils, and Unholy beast.

Guided: You have a +3 bonus to either Physical or Mental Pools

Light Warrior: Take an additional 2 points of pool damage from Shadow attacks

WEREWOLF

Wolf Senses: Boon to Mental Checks for Investigation

Werereature Durability: You gain +2 Physical Pool

Silver Sensitivity: Takes additional 2 points physical damage on silver weapons

While Shapeshift:

Boon - Natural Claws: Gain a 1d4 Natural Claw Attack.

Supernatural: +3 bonus to Physical Pool.

FEY

Chemical Pheromones: You can produce a pheromone that helps people to like you. Gain a boon to persuasion rolls

Mentally Aware: You have a +3 bonus to Mental Pool

Iron Sensitivity: You take an additional 2 points of damage from pure iron weapons

CLASS

MONSTER HUNTER

Pool Bonus:

Arcane:+3 / Physical:+4 / Mental:+1

Defense Bonus:

Arcane: +2 / Physical: +1 / Mental: +1

Power Die: 1d4

Initiative: 1d6

Starting at Level 1:

- Boon with that weapon type (light, medium, or heavy)
- Choose One Monster Hunter Feat
- Choose Two non-class Feats (3 if a ironbound or Unseen)
- **Arcane Whip** - Call forth a magical whip that does 1d4 Arcane Damage

Level 2: Choose a Fighting Stance and 3 Pool Points

Level 3: Choose a Feat or a Monster Hunter Feat

Starting Equipment:

Assault Rifle or Two Handed Sword, Kevlar vest, Teddy Bear, Holy Water, Healing Potion, Binoculars

WIZARD

Pool Bonus:

Arcane:+5 / Physical:+2 / Mental:+2

Defense Bonus:

Arcane: +3 / Physical: +0 / Mental: +1

Power Die: 1d6

Initiative: 1d4

Starting at Level 1:

- Gain a Magical Society
- Gain a boon to a Magical Society
- Gain the ability to use wands and scrolls
- Choose One additional Wizard Feat
- Choose Two non-class Feats (3 if a

ironbound or Unseen)

- Ability: **Arcane Weapon:** As an action you can summon a Arcane Weapon of your choice. You can immediately make an attack with this weapon which does 1d4+Power Die Physical Damage.

Level 2: You gain a boon when casting with a wand and can create wands and +3 Pool Points

Level 3: Choose a Feat or a Wizard Feat
Starting Equipment:

Wand of Blasting, Leather, Earrings of Arcane, Pistol, Scroll (Blessing of Fierg)

PRIEST

Pool Bonus:

Arcane:+3 / Physical:+3 / Mental:+2

Defense Bonus:

Arcane: +2 / Physical: +1 / Mental: +2

Power Die: 1d6

Initiative: 1d4

Starting at Level 1:

- Gain the Magical Society of Holy
- Gain a boon in Holy Magic
- Gain the ability to use scrolls
- Choose One Priest Feat
- Choose Two non-class Feats (3 if a ironbound or Unseen)

- Ability: **Blessing:** As an action, You can bless a weapon of your choice giving it an additional 1d4 Physical Damage on it's next attack.

Level 2: Sacrifice - Remove points of Physical to heal another for twice the amount and 3 Pool Points

Level 3: Choose a Feat or a Priest Feat
Starting Equipment:

One Handed Sword, Shield, Arcane Cloak, Healing Potion, Holy Symbol, Stun Gun

MAGICAL SOCIETIES

HOLY

Holy Users have been blessed by the gods. They perform magic but this magic doesn't come directly by them. Instead they channel their gods magic through them. Any magic they do against undead, demonic, and celestial entities does double damage.

They preform miracles on a daily basis. Holy magic is not always good. Evil gods seek their power conduits too.

ELEMENTAL

Elementalist can summon elemental magic. The magic user must choose their preferred element. They will get a boon when casting that type of element but get a bane to cast any other type. The five elements are Fire, Air, Water, Earth, Shadow.

Get creative with your designs of spells, sure you can just cast fireball but what if you created a fire elemental instead.

TECHNOMANCER

Technomancers are often seen as bridge characters who can harness the arcane arts and seamlessly integrate them with modern or futuristic technology. This can manifest as casting spells through guns, integrating magical glyphs into computer codes, or using technology to amplify their magical abilities.

EQUIPMENT

DEFENSIVE ITEMS:

Kevlar Vest: 2 Physical Defense
Leather Armor: 1 Physical Defense
Arcane Cloak: 2 Arcane Defense
Earrings of Arcane: 2 Arcane Defense
Shield: 2 Physical Defense

WEAPONS ITEMS:

Name	Range	Clip	DMG	Special
Assault Rifle	Far	3	1d10+3	Can take a bane and hit multiple targets
Two Handed Sword	Close		1d10+2	
Pistols	Near	2	1d6	Can take a bane and hit multiple targets
One Handed Sword	Close		1d8+2	
Stun Gun	Near		1d6+3*	Non Lethal, target stunned for 1d4 rounds

OTHER ITEMS:

Healing Potions: Heals 1d6+3 to Any Pool

Holy Symbol: Contested Mental Checks against vampires. On failure vampires can not proceed within close range of you.

Holy Water: 1d6+3 Damage to undead

Scroll(Blessing of Fierg): You feel a sense of strength as Fierg bestows upon you the strength of his packs. Gain 5 additional Physical Points

Mundane:

Teddy Bear

Binoculars

FEATS

GENERAL

Fail Forward: You gain 2 pool points when you fail a roll instead 1. Limitations on gaining points still exists.

Sweep Attack: you are able to attack anyone close range of you. Each attack is rolled separately and you can only spend Physical Points on one of the attacks.

Quick: You get an extra 10 feet of movement per round and your Initiative die goes up 1 die type not gong past 1d12.

ARCANE

Arcane Resistance: Gain 2 Arcane Defense Points

Physical Mage Shield: Gain 2 Physical Defense Points

Magical Mental Shield: Gain 2 Mental Defense Points

Burst of Energy: Remove up to 3 Physical Pool Points to gain the same value + 1 in Arcane Pool Points as a quick action.

PHYSICAL

Strong: Gain +2 to maximum Physical Pool.

Tough Skinned: Gain 2 addition Physical Defense points.

Shield Expert: Gain 1 additional Physical Defense points while wielding a shield.

Release the Power: Remove up to 3 Arcane Pool Points to gain same value + 1 in Physical Pool Points as a quick action.

Intimidating: You may add Physical Pool Points on Mental Checks for persuasion.

MENTAL

Attractive Personality: Gain +2 to maximum Mental Pool.

Mental Shielding: Gain +2 to Mental Defense Pool.

Strong Mind, Weak Body: Remove up to 3 Physical Pool Points to gain same value + 1 Mental Pool Points as a quick action.

Mind is Power: Remove up to 3 Arcane Pool Points to gain same value + 1 Mental Pool Points as a quick action.

MONSTER HUNTER

Hex: Spending 1 Arcane Pool Points you can place a bane on a target's next action. Casting time is a quick action for this.

Mutual Hatred: You can use 1 Arcane Pool Points to add your Power Die onto your damage roll for the scene against that target.

Arcane Shielding: 2 Arcane Points will get you a arcane shield which can adsorb on hit before it breaks. This shield will last until it is broken or the scene. This can not be summoned again for 4 rounds after it breaks.

PRIEST

Healing Aura: You can spend 2 Arcane Pool and heal any pool for targets in the near distance from you. Not including you. You healing uses your Power Die roll. **This does not require a Spell Casting Check. This does not heal you.**

Holy Damage: You can spend 2 Arcane Pool to choose a target with near distance. You cast a holy light to wash over the target causing them damage equal to your **Power Die** roll. Double damage to demons and undead. **This does not require a Spell Casting Check.**

Healing Touch: You can spend 2 Arcane Points to heal a target's pool. They get back your **Power Die** worth of points back + any extra Arcane Points you spend. This is not casting a spell so you do not need to roll a spell check. You are able to target yourself with this healing touch. **This does not require a Spell Casting Check.**

WIZARD

Magical Weapon: You can spend 1 Arcane Points to imbue a weapon with magical Energy allowing you to add your **Power Die** to your damage roll for 6 rounds.

Call Familiar: You have a familiar that is either an small animal, spirit, or a imp that you can call fourth with 1 Arcane Points. You have a mental connection to this being and can see through their eyes.

Runic Writer: You have the ability to right runes on a Weapon or Item, These runes are a cost to your Arcane Pool. Each Rune cost Arcane Pool Points to write but can either add to 1 point defense or 1 point to damage per Arcane Point spent. These points come from your base total and will not return till

those runes are destroyed.

FIGHTING STANCES

All Stances are a quick action to switch between

Defensive Stance: Physical Defense increase by 2

Offensive Stance: Physical Pool increase by 2

Mental Stability Stance: This stance has honed your mind and soul. You are stronger in the mind. Add 2 to your Mental Defense.

Deadly Stance: In this stance, when you have an ally next to you. You may add your power die to the damage.



CORE MECHANICS

CORE MECHANIC

The Core Mechanic of Grimwood System is based on 1d12. You roll a 1d12 and if you beat the Target Number(TN) then you are successful. This can be altered with a boon and bane. Boons give you an extra die and you roll Xd12 where X is the number of boons and take the highest. Banes are the opposite.

Target Numbers(TN) are defined either by the Game Master(GM) or the stat block of the enemy. Players all start with a Target Number of 9. Feats can lower or raise this target number but it can never go past TN 12.

Target Number Ratings	
TN	Task Challenge
1	Easy
2-4	Normal
5-8	Difficult
9-11	Hard
12+	Extremely Hard

BUMPING THE DIE

Characters have the ability to bump the die. This is where they can use their Pool Points from a related Pool to bump the die from what they rolled to a given number.

This allows the character to take a failure into a success. That being said you can never bump a 1 as that is automatic failure. You can not bump a die past the max of 12 either.

COMBAT

Combat is separated into rounds to emulate 6 seconds. Initiative is rolled for each of the rounds. Initiative is determined by rolling a 1d12 + Initiative die which can be found on the characters sheet or stat block. (See Optional Initiative for table play)

Characters can take an Action and their movement each round. There are actions which are quick actions that can be taken with out effecting the given Action and Movement else 2 quick actions are used. Characters can sacrifice their action to get double movement for the round.

There are 4 distances that are used to quickly check if something can be done. **Close** is within 5ft. **Near** is between 5-30ft. **Far** is 30-100ft and **Extreme** is 100ft+. Difficult terrain cause all movement to be reduce in half.

SPELL CASTING

Spell casting is either an Arcane or Mental check depending your class and abilities. You roll a 1d12 and can use Pool Points accordingly to "bump the roll" if need be. You can hit multiple targets with your spell by exerting more energy by spending 2 Pool Points per extra target. There are no given spell list for the Magical Societies so Players should get creative. There are feats which

allow you to do spell like abilities. These are not spell casting and do not require a spell casting check. Wands and Scrolls also do not require a spell casting check just the Arcane Pool Point requirement cost. Scrolls are used up once cast but a wand can continue to cast until a 1 is rolled on the die at which point the wand is broken.

When a character would like to sustain a spell. They have to announce before casting the spell. Once cast each round the spell is active is 2 Arcane Points removed. The deduction of points happens at the start of the characters turn. This can be canceled at any time as a quick action. Characters can cast other spells while sustaining a spell but can not sustain more then one spell at a time. Any spells cast while sustaining a spell are cast at a bane.

DAMAGE

Damage is done by Pool Types. Arcane Damage(AD) affects Arcane Pool(AP), Physical Damage(PD) affects Physical Pool (PP), and Mental Damage (MD) affects Mental Pool(MP).

- When one pool is at zero that character now takes a bane on all actions.
- When two pool are at zero that hero takes a double bane on all actions
- When three pool are at zero that hero must make death saving throws. (See Death Saving Throw)

If you take damage that is double your amount of base points in any pool than it's automatic death.

Damage Transfer:

Arcane -> Physical -> Mental -> Arcane

REDUCING DAMAGE

Armor, Trinkets, Class, and Feats add to Damage Reduction numbers for each of the pools. This number gets removed from the total damage each time.

FAILING FORWARD

Every roll that fails to meets its target number has the ability to give the player 2 Pool Points that they can place in any pool. **This can only happen once per round in combat. Outside of combat there is no limitation.**

DESTINY DIE

This allows the player to re-roll just one dice. This should be reset to one every session.

