

VAST GRIMM



NAME CHART
Human | Bot | Other
All Computes.

d6 d8

1. Akar
2. Avax
3. Axtin
4. Bennett
5. Buck
6. Codex
7. Coro
8. Crowbar

1. Cynder
2. Deavar
3. Durrek
4. Ender
5. Eclipse
6. Fang
7. Fiver
8. Flik

1. Gavr
2. Gideon
3. Gridor
4. Hazel
5. Hunter
6. Jinx
7. Kerrud
8. Knuckles

1. Kruel
2. Mara
3. Lunar
4. Mani
5. Nalex
6. Perra
7. Padar
8. Ratchet

1. Ripper
2. Syrus
3. Saria
4. Savaj
5. Selor
6. Syntax
7. Tiabak
8. Thoria

1. Thrasher
2. Torch
3. Valria
4. Valbak
5. Wort
6. Xian
7. Zandar
8. Zero

D10 COSMIC TREASURES

1. Claw of Solleel - a blade forged from the claw of a viciously evil beast d10 damage. Once it draws blood, the knife wants to continue the bloodshed. If a PC wants to stop fighting, DR14 Presence test or keep attacking anyone close by.

2. Aye Eye - this perfectly pickled eye in a cloudy piss-colored jar will always aim in the direction of treasure or riches.

3. Meteorsmite - pock-marked rock of the darkest black hue expels a würm from whoever's mouth bites down on this mineral. When the würm leaves the body and you spit out the meteorsmite, lose d8 teeth. Only works once per stone.

4. Pocket Portal - once activated, this portal the size of a large coin works as a one-way ticket to another multiverse. Anything that will fit through the diameter can be made someone else's problem.

5. Creme-filled Snack Cakes - these ancient edible treasures could easily fetch 500 credits apiece. Imagine what a box of 12 sealed in cellophane could buy. Toughness DR14 test to keep from shoving all of them in your mouth hole.

6. Blued Steel Revolver - from an ancient time. The bone handle bears the inscription "Wyatt E." - Enhanced slug thrower. DR10 Presence test (d6).

7. Mini Video Cartridge Player - with a small notebook of cartridges. (d6) 1-2 Cooking shows, 3-4 Sitcoms, 5-6 How-to videos.

8. An Unbelievable Pouch - 2x per day you can reach into the pouch and pull out (d8) - 1-2 d4 batteries, 3-4 d8 bullets that fit your slug thrower, 5-6 d4 herbal med-patches, 7 d8x10 credits, 8 the pouch burns to dust causing 1 HP of damage.

9. Jet Pack for Your Feet - 3x per day jump up to 20' in any direction. DR10 Agility test each launch or fall on your ass for one round on landing. If jumping vertically with no landing area, fall back to earth DR12 Agility test or bust your ass d4 damage.

10. Tiny Drone - you own a battery-operated drone that can transmit images back to your personal comm pad (2 charges/use). Comes with a solar charger. Be sure to check the weather chart below.

D12 TRAPS & TRICKERY

01. Floor vents emit gaseous poison
02. Credstik encrypted with currency-erasing malware
03. Door outfit with thermal detonators
04. Power switch initiates self-destruct sequence
05. Flesh-eating bacteria drips from the ceiling
06. Corpse rigged with an ion-grenade
07. Solar flare bursts when button is pushed, causing blindness
08. Chest has mechanical teeth set to gnaw any who open
09. Shiny treasure sends an amplified electrical shock
10. Corpse on table has swarm of baby Salazarites in chest cavity
11. Sirens wail when you open the hatch
12. All entrances/exits slam shut as the room goes into lockdown mode

D12 WEATHER - GROUND

- I. Flat Gray
II. Pissing Drizzle
III. Gusting Hot Wind
IV. Lighting Storm
V. Level RED Allergens
VI. Silent as space
VII. Acid Rain
VIII. Low visibility Fog
IX. Sleet
X. Blinding Deluge
XI. Sunny - no clouds, hot as balls
XII. Polluted and stinky but still sunny

D66 STEAL FROM THE DEAD

11 Nanotech cockroach used for spying.

12 Flask filled with Salazarite piss, it burns going down.

13 Thermal detonator on the fritz. Roll a d8. 1-3 explodes when touched along with your hand. 4-8 makes a crackling sound then fizzles out.

14 Diary of a Devout, if read gain +1 Presence tests against the Devout.

15 The dead turn to ashes as you dig through their remains.

16 Chewing gum that turns your tongue black.

21 A bag of steel ball bearings. d100 of them.

22 Detailed surgical instructions on how to remove a würm with a laser pen.

23 Small jar with a würm inside, "Marve" is written on tape on the lid.

24 Preserved eye with a tag scrawled with mothership retinal scan.

25 Handwritten list of 13 Unscathed.

26 Jumpdrive filled with malware. Roll [d6] 1-4 anything it is inserted into reboots to factory settings. 5-6 causes all power and lights to pulse like a technorave for d4 days.

31 Signed contract for the head of King Saule.

32 Fang of a Great Würm carved into a dagger. D8 damage.

33 Encrypted Tribute painted yellow with a black smile and 3 eyes.

34 Map and keycard to an underground military stronghold on Proxima b.

35 Lock of purple hair that smells of vomit.

36 Someone else's severed hand. Fingers are covered in ink.

41 Canister of talc powder, five whole toenails at the bottom.

42 Holodrive with the image of one of the PCs on it.

43 Seven vials of blood sealed in neon-blue wax.

44 Pouch filled with dried, salted butterflies.

45 A technomancer's divining bones. 10 finger bones.

46 A flat bottle of the world's finest whiskey. Worth 1000 credits, but very fragile.

51 A frog that speaks the common tongue. It is abrasive and condescending.

52 A small notebook outlining schematics for a part of the Gate of Infinite Stars.

53 Someone's "little black book" of potential amorous dates. One of the names is known to you.

54 Several dried-out french fries from a fast food restaurant.

55 Half-filled bottle of expired painkillers.

56 A steel ball studded glove. Only one.

61 Prayer beads.

62 Tiny finger-sized bear traps. Agility DR 12 or take 1 HP of damage from multiple snaps. 10 minutes to remove, removing faster causes an additional 1 HP.

63 Deck of animated cards.

64 Pack o' smokes.

65 Makeup Kit. K-Pop themed.

66 Pocket sized electron microscope.

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SAFETY TOOLS:

It is important to make everyone at the table feel comfortable and safe when playing TTRPGs. We encourage you to use safety tools at your table. You can find what we use here <http://cant.rip/safety>

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VAST GRIMM

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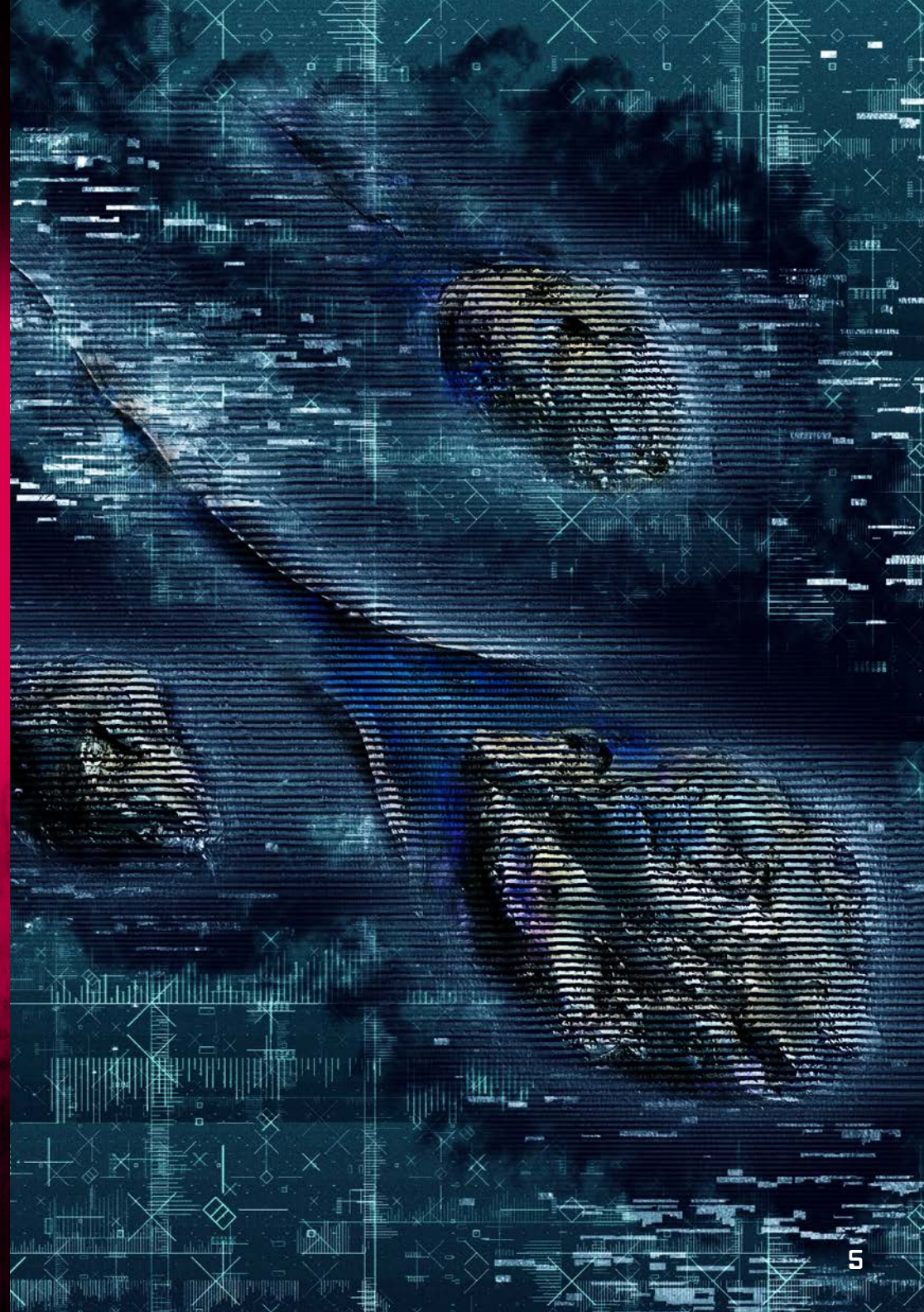
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THE EARTH THAT ONCE WAS HAS BEEN SLICED THROUGH, GNAWED AT, CHEWED UP AND SPIT OUT. ALL THAT REMAINS ARE FLOATING VESTIBULES ANCHORED TO THE FRAGMENTED CARCASS OF AN EXPLODED PLANET. AND THE SHIPS! IS THERE FUEL IN THEIR CORES? IS IT EVEN POSSIBLE TO EVADE AND ESCAPE THE INEVITABLE? I THINK NOT. THOSE WHO STILL REMAIN ARE MERELY VESSELS WITHIN VESSELS, WAITING TO BE FED UPON. LET US NOT FORGET THE SPACE STATIONS. PERHAPS THERE IS STILL SOME FORM OF CIVILIZATION LEFT IN THESE POCKETS, BUT WHEN WILL A DORMANT AWAKEN TO BECOME ONE OF THE GRIMM? WHEN WILL THEY BE CALLED TO FEAST UPON THEIR SOULS? I PRAY THAT TODAY IS NOT THE DAY WHERE I AM BECKONED TO BECOME ONE OF THEM.

YOU ARE STILL ALIVE, SOMEHOW MANAGING TO SURVIVE, AND IF YOU ARE ONE OF THE TRULY LUCKY, YOU HAVE NOT BEEN AFFLICTED BY THE WÜRMS.

WHO ARE YOU? ARE YOU RAVAGED BY WAR, PIECED TOGETHER WITH REMNANTS OF BOTS AND THE LITTLE FLESH LEFT OF YOUR BODY? A TWISTED BIOCHEMIST SHOVING NEEDLES INTO YOUR ARMS IN HOPES THAT THIS NEXT FIX WILL BE THE ONE THAT SAVES YOU AND WHAT'S LEFT OF HUMANITY? OR PERHAPS YOU ARE A SURVIVOR, LIKE A COCKROACH, DOING WHATEVER NECESSARY TO STAY ALIVE EVEN IF IT MEANS THE REST OF YOUR LEGION MUST PERISH.

IT DOES NOT MATTER. THEY ARE CLOSE NOW. WITH SO FEW SOULS LEFT TO FEED UPON, YOUR DAYS IN THIS 'VERSE ARE LIMITED. WILL YOU CHOOSE TO HELP ANYONE ON YOUR JOURNEY OR ONLY SAVE YOUR OWN HIDE? WILL YOU MAKE IT THROUGH THE GATE OF INFINITE STARS AND ESCAPE TO ANOTHER UNIVERSE? OR WILL YOU END UP LIKE SO MANY BEFORE YOU, INHABITED AND CONTROLLED BY THE PARASITES THAT ARE THE VAST GRIMM.

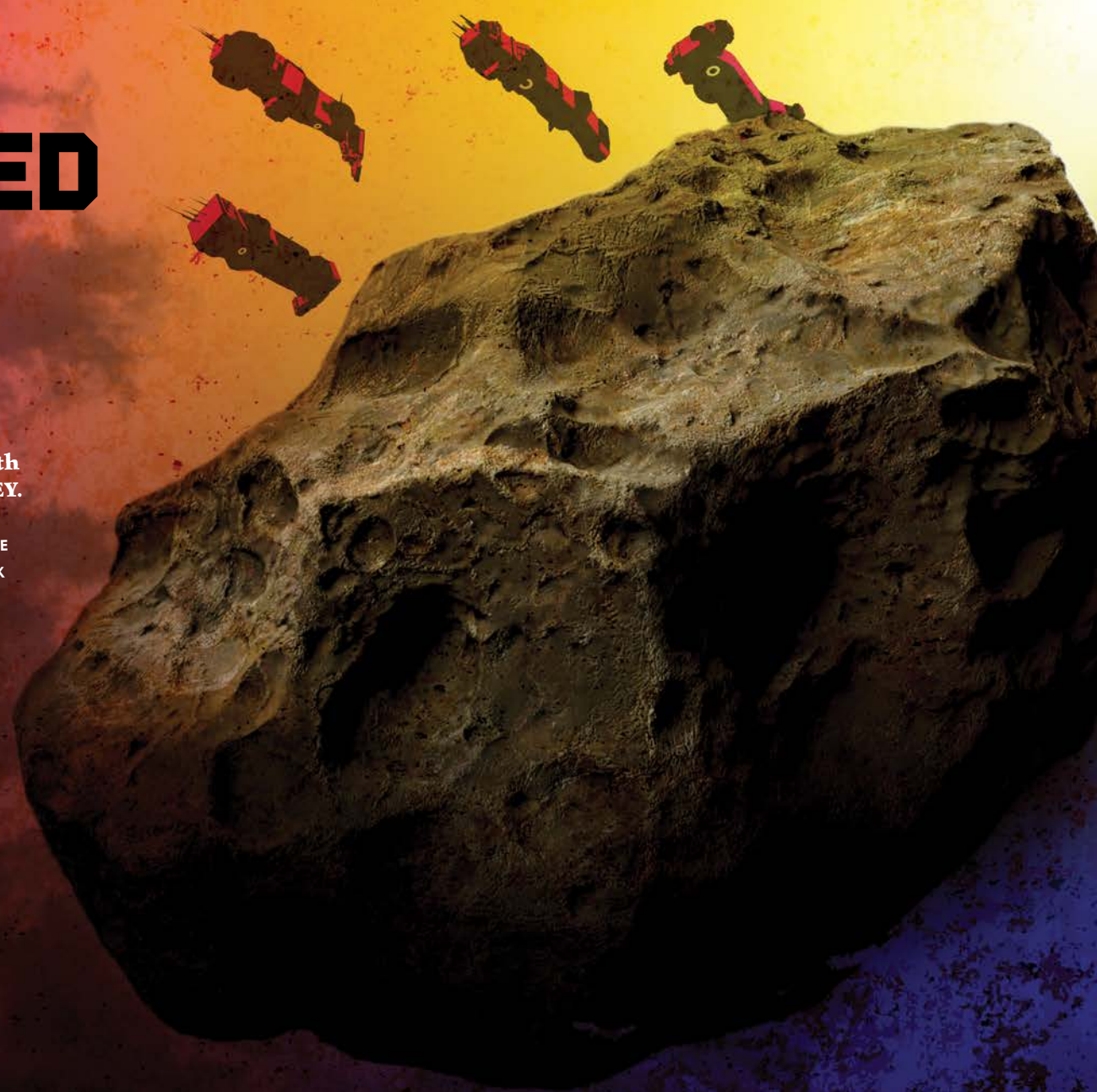


PROPHESED AND UNLEASHED

THE SIX, THE DISCIPLES OF FATUMA, SET OUT ON A PILGRIMAGE TO THE PRIMORDIAL MAUSOLEUM OF THEY IN THE YEAR ZERO. IT HAD BEEN PROPHESED IN THE BOOK OF FATUMA THAT THEY WOULD BE UNLEASHED UPON THE `VERSE BY A MISSION OF THE TRULY DEVOUT. THIS PROPHECY CAME TO FRUITION WHEN THE SIX HARNESSED THE POWER OF TRIBUTES TO DECRYPT THE MYSTICAL LOCK WHICH HAD SEALED THE MAUSOLEUM. A FERVENT GUST OF STALE, PARTICULATE-FILLED AIR EXPLODED OUT OF THE ANCIENT CRYPT WORMING ITS WAY INTO THE LUNGS OF THE SIX.

IT WAS WRITTEN IN THE BOOK OF FATUMA THAT **“Those who drew air with THEY would then, from that day forward, be one with THEY. Their breath would be the inhalations of THEY and their exhalations would be known as The Grimm”**. AS TRUE WITH THE FIRST PROPHECY AND THE RELEASE OF THEY, ALL OTHER WRITINGS IN THE BOOK OF FATUMA HAVE COME TO PASS. ALL EXCEPT THE LAST SEVEN TORMENTS.

THE SIX DISBANDED TO TRAVEL, SHARING THE BREATH OF THEY TO EVERY CORNER OF THE `VERSE. AS MISSIONARIES, THEIR PREACHINGS SPREAD LIKE A PLAGUE INFECTING THOSE IN THEIR FLOCK WITH THE GRIMM.



THIS IS THE TIME OF **THEY**. 663 YEARS HAVE PASSED SINCE THE MAUSOLEUM OF **THEY** WAS UNLOCKED BY THE SIX. OVER THIS COURSE OF TIME, THE GRIMM'S REACH HAS BECOME VAST. THERE ARE FEW SOCIETIES LEFT, AS MOST PLANETS, AND CULTURES HAVE BEEN COMPLETELY AND UTTERLY DECIMATED.

IT BEGAN WITH THE NUMBERS OF THE GRIMM SLOWLY CREEPING HIGHER AS INFECTIONS SPREAD. IT DID NOT TAKE LONG FOR PEOPLE TO CHOOSE SIDES, PUSHING WORLDS INTO WAR AGAINST ONE ANOTHER. ALLIANCES WERE MADE BETWEEN THOSE WHO WORSHIPED THE SIX LIKE GODS, THOSE WHO CLUNG TO ANCIENT BELIEFS, AND THOSE WHO FAVORED SCIENCE OVER ALL. IT DIDN'T TRULY MATTER WHICH SIDE ANYONE WAS ON. BY THEN IT WAS TOO LATE; **THEY** WERE EVERYWHERE.

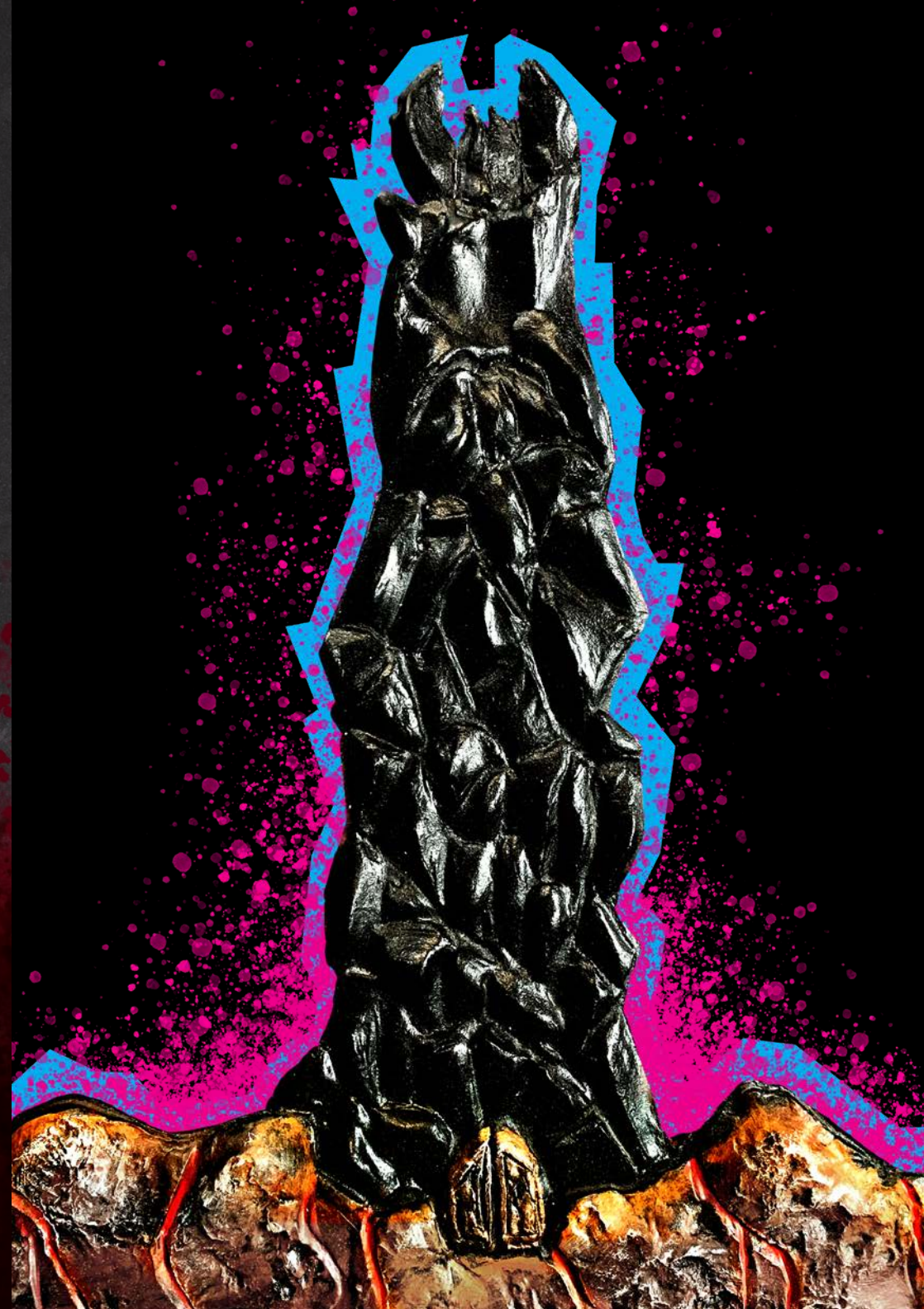
WHEN THE 'VERSE WAS A NOTHING, AN ABSOLUTE AND SHEER EMPTINESS, SIX SPARKS FLICKERED IN THE DARKNESS. **THEY** WERE THE FIRST. **THEY** WERE ALL THAT WAS. **THEY** WERE CREATION. AND AS **THEY** WERE BEFORE, **THEY** ARE WHAT WILL RETURN US TO NOTHINGNESS.

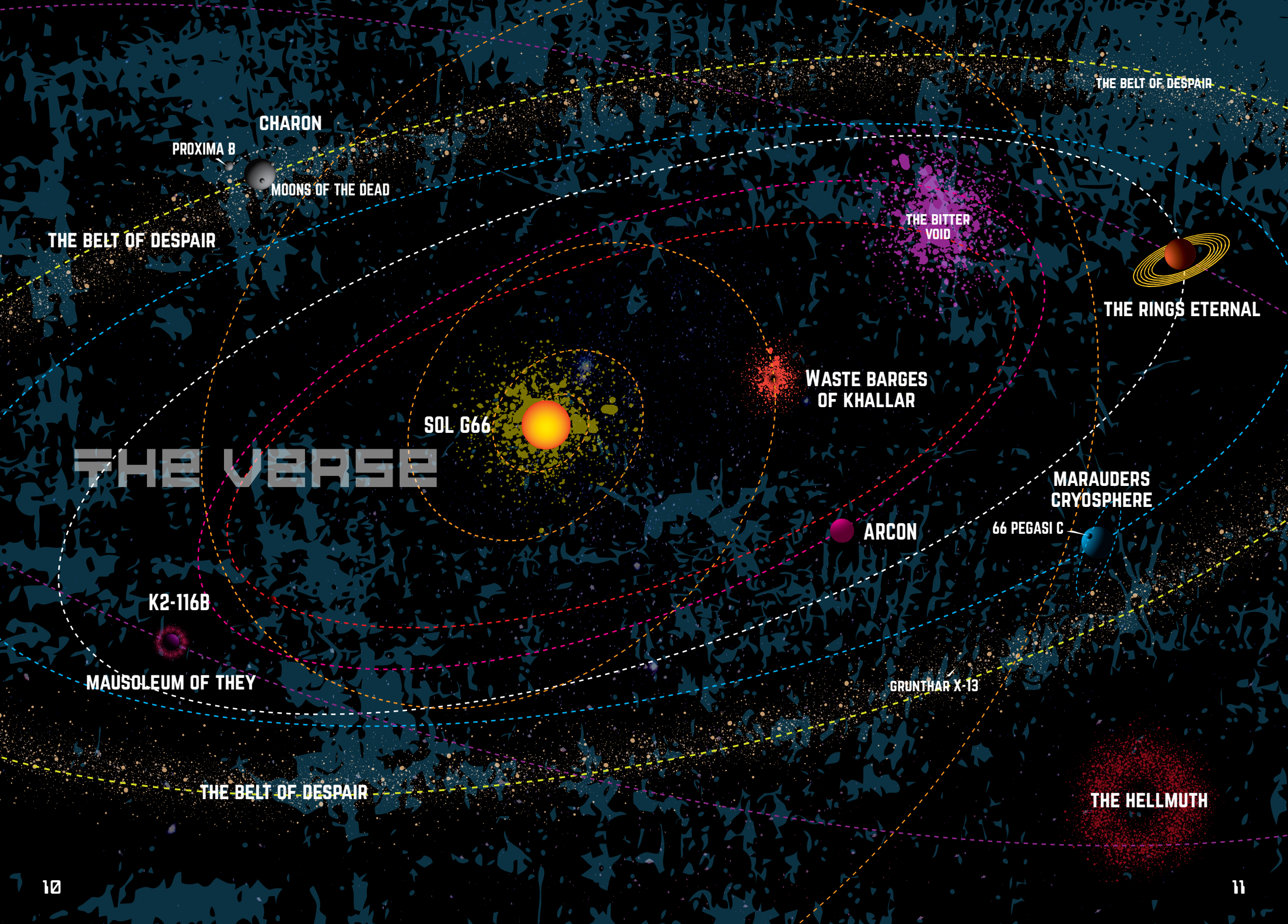
— BOOK OF FATUMA : THE ENDINGS

EACH OF THE SIX DISCIPLES OF FATUMA HAD A UNIQUE SPARK OF **THEY** INSIDE OF THEM, CAUSING DIFFERENT STRAINS OF THE GRIMM TO FESTER WITHIN THE 'VERSE. THESE DEVIATED MUTATIONS BECAME INFAMOUS AMONG THE LIVING AS **WÜRMS**.

FROM THE SPARK EXPLODES SIX FESTERING COILS, SNAKE-LIKE **WÜRMS** WHO WHEN TOGETHER ARE **THEY**. MORE TIME WILL PASS THAN CAN BE COUNTED, ALL WHILE **THEY** ARE LOCKED IN ISOLATION AWAITING THEIR PROPHESED RETURN. WHEN **THEY** ARISE, WE WILL SHARE IN THE GLORY. THOSE OF US DORMANT, UNKNOWN OF OUR SYMBIOTIC TIES TO THE GREAT ONES, WILL AWAKEN BECOMING THE GRIMM. SO IT IS WRITTEN, SO **THEY** SHALL BE.

— BOOK OF FATUMA : THE BLIGHT





THE BELT OF DESPAIR

CHARON

PROXIMA B

MOONS OF THE DEAD

THE BELT OF DESPAIR

THE BITTER VOID

THE RINGS ETERNAL

WASTE BARGES OF KHALLAR

SOL G66

THE VERSE

MARAUDERS CRYOSPHERE

66 PEGASI C

ARCON

K2-116B

MAUSOLEUM OF THEY

GRUNTHAR X-13

THE BELT OF DESPAIR

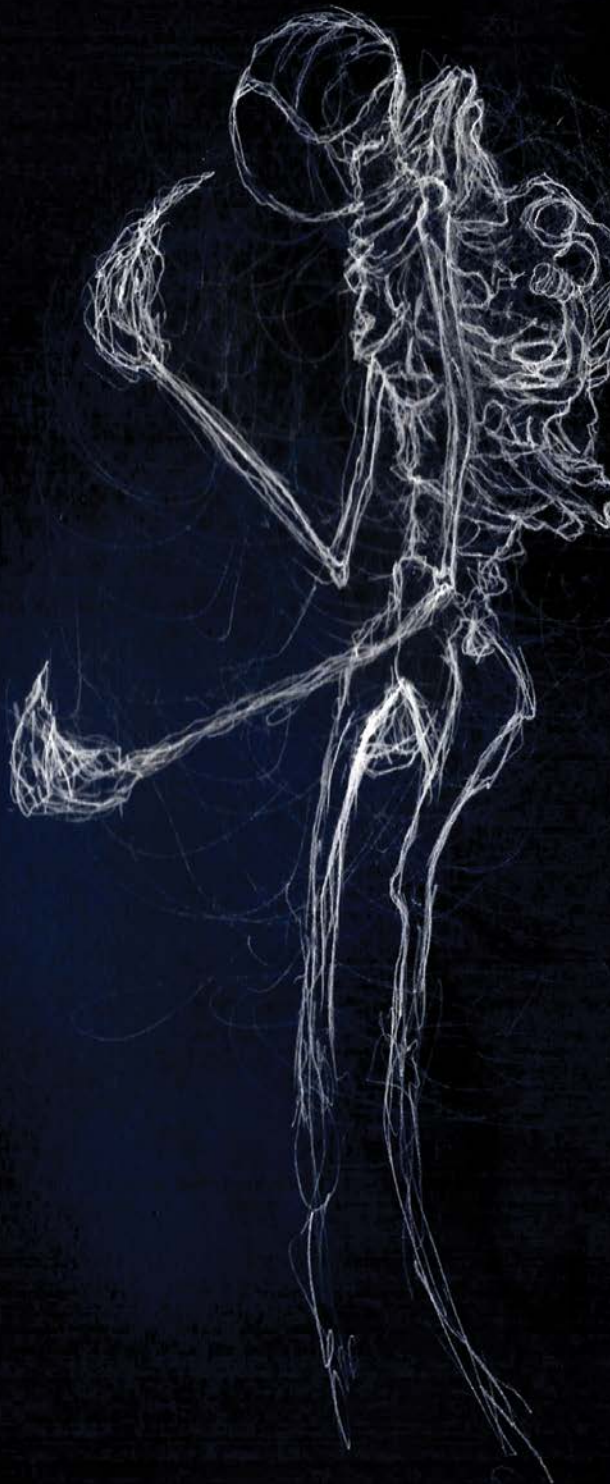
THE HELLMUTH

THE GATE OF INFINITE STARS

OH, YOU ARE ONE OF THOSE. A BELIEVER IN MATH AND SCIENTIFIC EQUATIONS. YOU'RE WASTING YOUR BREATH ON ME. IN THE END WE ALL GET CAUGHT BY THE WÜRM. BUT IF YOU REALLY THINK THE SCIENTISTS CRAFTED A PORTAL TO ESCAPE TO A PARALLEL UNIVERSE, YOU JUST KEEP THAT HEAD OF YOURS IN THE STARS.

BEFORE PLAYING VAST GRIMM, THE GM SHOULD DETERMINE WHERE THE GATE OF INFINITE STARS IS LOCATED ON A D8. (IT IS ONE WAY THE PLAYERS CAN SURVIVE. IT IS ALSO A WAY THAT THEY CAN ESCAPE TO CONSUME YET ANOTHER UNIVERSE.)

1. PROXIMA B (ONE OF THE MOONS OF THE DEAD)—GORGED RAVINES AND SKY-PIERCING MOUNTAINS ARE STAINED IN THE MUTED COLOR OF BLOOD THAT HAS SEEPED INTO THIS MOON OVER CENTURIES OF WAR. FEW LIVING STILL ROAM THE SURFACE OF THIS DESOLATE EXPANSE, AND THOSE WHO DO USUALLY SEEK THE LOST FANG OF FATUMA. EVEN BEFORE THE GRIMM OVERRAN MOST OF THE COSMOS, SENSIBLE FOLK STEERED AWAY FROM THIS MOON UNLESS THEIR LEGION WAS STATIONED ON IT. THOSE WHO HAVE FALLEN IN BATTLE HERE HAVE BEEN SEEN HAUNTING THIS CURSED LAND ATTACKING THOSE WHOSE FEET TOUCH THE GROUND.



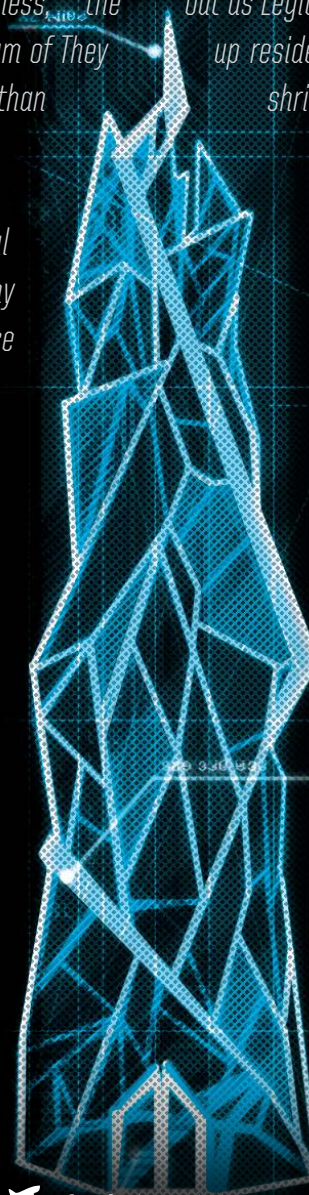
Darker than the loneliest evil ever conceived. Darker than the longest night, a great distance from any sun. Shrouded by infinite and total blackness, the monolith that is the Mausoleum of They has remained erect far longer than time has been a concept.

Originally, this horrific mythical tomb could not be found on any starmap. Now a mystical place of pilgrimage for the Devout and a shrine to THEY. The lone constructed chamber that once held THEY breaks the surface of K2-116b. It is a stark, cold contrast of obsidian jutting out of the rocky planet's red oxide surface like a broken bone, piercing its skin.

What neuromancy could have kept THEY locked inside far longer than you can possibly conceive?

Do magicks still exist that are strong enough to contain THEY once again? Only fools would dare to try and find out as Legions of the Devout have taken up residence to protect their sacred shrine. But the Devout must be constantly replaced as the planet's atmosphere quickly and relentlessly eats away at one's flesh. These missionaries consider it the highest honor to sacrifice themselves in this, their holy land, as a gift to THEY.

Have you landed here, breathing in that fine, toxic air? Have you gotten that itch under your skin, the one so pervasive all you can think of is scratching the bone beneath your muscles?



2. mausoleum of THEY

Rocky, desolate, and stripped of what little value these asteroids once had. Yet small pocket colonies can still be found amongst these rocks, dying on the fringe. The peoples living from one rock to the next are as vastly different as the resources that were once mined in the fractured recesses of their cores. In the Belt of Despair, there is one planetoid that has managed to fare better than the rest. Before The Grimm's reach began to consume the 'verse, Grunthar-X13 was a port used by those who could not find trade with more reputable folk. The resourcefulness of these scoundrels has proved their salvation, keeping some of them alive to this day.

WASTE BARGES OF KHALLAR

Rich or poor, everyone needs somewhere to dispose of their waste, filth, and excrement, preferably far from where you lay your head. It just so happens that much of the 'verse chose to dump theirs on the [Waste Barges of Khallar](#).

Burrowed deep in the mountains of unbreathable refuse, the Shit King Saule has become a titan of trash. Reveling in the remains of what once was, King Saule grows ever paranoid, fearing others will steal what's his. His loyal subjects dwell in the waste, scattered across the barges. King Saule's rat-like army of trash people has excavated nests hidden beneath the rubbish on each barge. They cunningly prey upon any who dare set foot on their territory.





MARAUDER'S CRYOSFEAR

5.

Frigid all the way to its core, this small ice planet lacks any amount of gravity worth mentioning. Hundreds of man-made coves have been forged by unsavories as they excavated the planet's frozen exterior.

Space Raiders and other forms of villainy anchor their ships to Marauder's Cryosfear's inhospitable surface. Scattered over the expanse of the planet are various havens where multiple ships connect by way of boarding bridges.

You never know what you'll encounter in a haven, but there's always plenty of high-octane swill to make one forget about The Grimm. Just try to keep in mind that you could lose more than a toe if you step out onto this rock.

6.

THE BITTER VOID

Put your thrusters in reverse and steer your rust bucket as far away from this deathtrap as you can.

Unlike what its name may imply, the Bitter Void is anything but empty. Instead, it is littered with The Grimm. A waystation for those infected awaiting their next conquest.

For years, the Bitter Void was only spoken of as a whisper. Skulls and crossbones grafted as patch uploads to intergalactic starmaps. Only fools would dare risk entering within an astrosec. Now The Grimm have removed the majority of these warning patches, wiping them from most astronomical atlases, making it far easier to stumble into this cesspool of certain doom.

7.

RINGS ETERNAL

The last of the true Legions have been deployed on the exoplanets forming the Rings Eternal. For 366 years, the worlds have been at war, first against each other, and then, when members on both sides inevitably became infected, alongside each other in a last-ditch effort to defeat The Grimm.

Rearing their children to follow in their bloody bootsteps, violence and survival are all the people of these planets know. If you're the heroic type, there are still people left to save on the Rings Eternal. Or perhaps they are best left as a distraction so that The Grimm have something other than you to go after.

the hellmuth

8.

Blacker than the blackest hole in the 'verse is the Hellmuth. We've all heard the stories grumbled around waystations of ships less than half an astrosec away from the Hellmuth getting viciously pulled into its stark emptiness.

But now, new rumors are hitting the data streams. Torrents are all over the Netwörk of clips showing ferocious demons soaring out from this dark hole. These infernal alienoids look hellbent on destruction.

THE ENDINGS: SCRAWLED IN THE BLOOD OF FATUMA

AS IT WAS WRITTEN, AS IT SHALL PASS.
WHETHER IT BE SLOW AND AGONIZING OR FEROCIOUSLY
FAST, THEY WILL DEVOUR US ALL.

THE END IS ALWAYS NEAR, AND AS SUCH, THE
GAME MASTER (GM) ROLLS A DIE ON THE DAWN OF EACH
DAY. WHEN THE RESULTING ROLL IS A 1, A TORMENT WILL
OCCUR. THE DIE USED WILL BE SELECTED BY THE
GM AND THE GROUP.

WHEN THERE IS A TORMENT, THE GM MUST ROLL D66
TO DETERMINE WHICH ONE OCCURS. THERE SHOULD NEVER
BE THE SAME TORMENT TWICE IN THE 'VERSE.



7:7

WHEN THE TIME OF THE SEVENTH TORMENT IS
INFLECTED UPON THE 'VERSE, THEY WILL HAVE CONSUMED
ALL. THE GATE OF INFINITE STARS WILL HAVE BEEN
SHATTERED AND HUMANITY WILL BE LOST FOREVER.

THERE IS NO POINT IN CONTINUING ON.
GIVE IN TO THE VAST GRIMM AND
BECOME ONE WITH THEM.

The Endings: As prophesied by Fatuma, etched in their own blood

TORMENTS I

1:1 The rock from which The Six were born will be dismantled, so that the heirs to their kind will be left to wander aimlessly into the mouths of The Grimm.

1:2 And a pocket will form in the darkness of space. Anything that goes near will be swallowed by its emptiness, and in 11 days the empty will have swallowed no less than 7 planets.

1:3 Of those which remain, their orbits will fly far off their axis, shooting like stars.

1:4 The chaos will cause an awakening in those who lie dormant. Those waiting to serve THEY, with all of their being, will look to the stars and howl a blood-curdling scream.

1:5 And the sounds will pierce into the deepest memories of the unhinged, causing neighbor to slay neighbor allowing blood to flow into the streets.

1:6 The rivers forged of that which was spilt will draw out those who hunger to lap up all that flowed until nothing is left but ravenous beasts.

TORMENTS II

2:1 The earth surrounding the Mausoleum will shake violently, forcefully creating seeping cracks from where the tomb still stands.

2:2 From out of the depths shall crawl beasts with legs of eight, flooding the ground like molten rock.

2:3 A chattering cry will commence across the cosmos as the teeth and pincers of all insectoids mash in perfect unison.

2:4 Those who had been blind will now see, as their eyes shoot sparks of electric pink.

2:5 All things not made of flesh and blood will cease to function until the next dawn.

2:6 And on this day a surge will occur causing all Tributes to activate in a chain reaction.

TORMENTS III

3:1 Within the Bitter Void a spark will flare. What was once hidden and dark will thrash violently for all to hear.

3:2 The maw of the Hellmuth will unhinge its jaw allowing the influx to spurt like a geyser of blood from an artery.

3:3 And from the farthest corners, three stars will supernova and in its center the Würms will scream.

3:4 Trees will hollow as the ground swells from swallowing their innards. Once consumed, the husks will fall one-by-one, then five-by-five.

3:5 On this night, at its darkest hour, lakes and rivers will burn like oil for six hours and 33 minutes.

3:6 And smoke will fill the air, coagulating into thick marbled ribbons of grey and black.

TORMENTS IV

4:1 Cravings for flesh will echo in empty stomachs. Eyes will feast upon new delicacies to devour and squelch this hunger.

4:2 Children will turn on the elders, slaughtering the frail and meek.

4:3 And from the sky, burning rocks will rain down from the cosmos, causing devastation and wreckage wherever they impact.

4:4 And the water will boil for one night and one day, until all that once lived will float to its surface.

4:5 Tears of blood will flow from all who have sired children. One hour wept for each seed that has sprouted and taken root.

4:6 All that holds us tethered to the ground will weaken for three nights and two days. People will float above the surface unable to gain solid footing.

TORMENTS V

5:1 Würm shall lie with würm ushering a new generation of larvae to burst from the cavities of their hosts.

5:2 And the flesh of that which remains on the surface of this rock shall be consumed, giving strength to the almighty THEY.

5:3 Any societies still standing shall now fall. Fast, hard, and loud. Their collapse will echo throughout the cosmos, causing tidal waves of destruction.

5:4 And all moons shall cease to orbit, heaving weather into violent howling chaos.

5:5 The mind of the earth-walkers will erode. They will carve the faces from The Grimm to mask their own.

5:6 And so man, woman, and child will lose their sanity to seek out and become one with The Grimm.

TORMENTS VI

6:1 You shall know the end is near when natural suns flicker and fade into nothingness.

6:2 And it shall turn to eternal night as you march in a nightmarish trance.

6:3 The impertinent inventions of man shall cease to function, useless as the dead.

6:4 And the Hellmuth will open wider than ever before. Würms, the children of THEY, will spew from all dimensions arriving to rejoice the inevitable resurrection.

6:5 In the cosmos, the Great Würms will be visible to the insignificant who lumber about the planetoids. Their shadow will cloak any light that remains.

6:6 And The Grimm will hear a ringing from the heavens, bolstering their conviction for together THEY will be ushered in as one.

TORMENTED ENDINGS

7:7 The day of the darkest blessings are upon us! Let us give thanks and praise to The Rot, Neuroc, Tergus, The Cruor, Ramethus, and Carnitious. For today the great würms conjoin together again as one. It is through them that THEY shall usher in the Vast Grimm.

CHARACTER CREATION

Here in the fragmented remains of a shattered 'verse, it seems like all that endures is The Vast Grimm.

The Netwürk has been buzzing with encrypted rumors of a way to escape to another universe. Scientifics are calling it the **Gate of Infinite Stars**. Others believe humanity must stand its ground and resist; **THEY** should be defeated and destroyed. Here you stand, one of the few that remain. Maybe you've got credits on your Credstik tucked into your boot, maybe not. At least you have d4 days worth of freeze-dried rations stashed away in your suit.

CREATE A PLAYER CHARACTER

1. Select a Class or randomly roll [D8]. (pages 24-39)
2. Follow the class instructions for equipment, armor, and weapons.
3. Roll for Abilities. (page 40)
4. Roll for Hit Points. (see class)
5. Roll personality traits on the tables. (pages 42-44)
6. Randomly acquire starting equipment. (page 45)
7. Spend some of your credits.
8. Give your character a name, though it will quickly be forgotten once infected by The Grimm.

MACHiNE

MAN-SHEEN

You don't truly belong anywhere except in battle with YOUR LEGION. Enhanced for war, your humanity has melded with the sharp, cold machinery forged to your flesh even if your mind has not. Like all MACHiNed, the sharp, ravaging steel claws of your grafted metal hand have saved your ass while in the trenches.

Claw attack: DR10 to attack, d6 damage.
1-3 on d8 chance the enemy gets a free attack.

Begins with 2d6 x 10 credits and d2 Favors.
HP: Toughness + d10

EARLIEST MEMORIES, D6

- 01 At war in the trenches of Proxima b, an explosion of mutilated bits of bodies flying over your head.
- 02 Lying on a blood-drenched gurney, watching your arm get amputated and replaced with your glove.
- 03 Playing as a child in a flower-covered field as The Grimm poured down from the sky like hail.
- 04 Stowed away on a transport ship after your parents snuck you off a mining colony in The Belt of Despair.
- 05 Foraging for insects outside the Mausoleum of THEY.
- 06 Marching side-by-side with YOUR LEGION on the ice moon of 66 Pegasi c.

ABILITIES

Part Metal 3d6+2 Strength

Wires Crossed in brain 3d6-2 Agility and Presence. Your system can not download Tributes. If you try, you will uncontrollably speak gibberish for d6 minutes. If you begin with a Tribute, it will download to your system at a random time in the heat of battle. Roll d4 on the armor table.

SKILLZ

You also begin with one of the following (d6):

01 LIGHT HANDED You ripped a mechanical arm off a medbot in the trenches of the war, affixing it to the flapping flesh where your arm was obliterated into tiny chunks by a landmine. Ultraviolet light blasts from your robotic fingertips sterilizing any festering rot that has been inflicted. Heals d6 damage and has 40% chance of staving off parasitic infection from the damage taken. Must recharge after use with a rest. If used in combat, there is a 20% chance it will get damaged and no longer be able to sterilize.

02 BOT EYES Your eyes have been gouged out and licked clean. In their place you have X-ray specs. You can see in utter darkness and have a 65% chance of viewing heat signatures through walls and structures.

03 SHIP FOR BRAINS Outfitted by your Legion, your internal hard drive has files on every possible spacefaring ship. It takes you d4 rounds to patch the software for any ship you have not flown but after that, you get +4 Presence tests for piloting.

04 TASER FACE Your face was horrifically mauled in battle. When you awoke on a stretcher, one of your eyes had been replaced and now sports a taser-shooting eyepatch. DR10, 2d4 damage, misfiring whenever doubles are rolled on damage.

05 RUSTY PINCER Your left arm was long ago upgraded to a cybernetic pincer hand, much like a lobster, but not nearly as pretty. Your claw is rusty, it's impossible to clean all the blood and visceral fluid from the aged pits in its metal surface. DR10 attack and defense while using it, d6 damage. 1 in 6 chance the claw will close completely on impact causing an additional d4 of bone breaking damage.

06 CYBER KITTY This feral tomcat has claimed you as its half-human. What flesh remains intact on this beast is mangy and covered in neon fleas. Though barely alive, this stray is always alert, even when sleeping, with a +2 Presence. Attacks with a DR10 (metal claws d4). Defends with a DR10, d4 HP.

Can be used as an additional melee action when using your default claw as the other action. When using both suffer -4 to Defense tests.

Wherever you go, a dark cloud looms over your filthy, bug-infested head. You drag it along with you like a dead dog on a leash, darkening those you keep company with. But what can be done? The shadows are where you thrive. When all is bleak, you will profit or at least be the last to die.

TRAUMATIC LONELINESS [D6]

1. Watched your ship get devoured by The Grimm while you hid cowering.
2. Abandoned on the Waste Barges of Khallar and forced to feed on the refuse of others.
3. Cryogenically frozen only to awaken hungry and alone in The Bitter Void.
4. Escaped an isolation tank on a prison moon after its inhabitants were annihilated.
5. You lived for 5 years as a stowaway on a raider's ship. They never found you.
6. Tormented and bullied by the denizens of your settlement. Weren't they surprised when you let the Grimm in...

ABILITIES:

Scrawny 3d6-2 Strength. Cockroach, all Presence and Toughness tests have their DR reduced by 2. Roll d6 on the weapon table and d2 on the armor table.

Skillz [d6]

1. **ENERGY VAMPIRE** Pain and misery fuels you as you feed on the emotional energy of others. When a member of YOUR LEGION is killed, gain 1 additional Favor. If more than half of YOUR LEGION was there to witness it, and it was exceptionally brutal, gain 2.
2. **LOW EXPECTATIONS** No one expects much of you. Most assume you will slink back into a corner if threatened. Your first attack is always a surprise with a DR10. Succeed by 5 or more and double your damage.
3. **LAST TO DIE** You are weak and puny. Everyone looks at you and sees zero threat and even chuckles at the idea of your mere existence. When fighting alongside YOUR LEGION, you will always be the last to be attacked, if you're even worth their time.
4. **GET ANYWHERE/ANYTHING** You've managed to find your way in and out of everywhere you've been, often by picking locks and pockets. You can do both with an Agility DR8. You have an antique set of lockpicks and a decrypted keycard.
5. **INEVITABLE ESCAPE** You, better than anyone else, know how to find places out of harm's way. When hiding during combat, it takes a Presence DR14 test to notice you.
6. **SHRUNKEN STOMACH** Having spent much of your life with little or no food, your stomach has adjusted to being malnourished. Without food, you can restore d4 HP for three days. On the seventh day, you begin to slowly starve, losing d2 HP per day.

SOUL SURVIVOR

Begins with 1d6 x 10 credits and d2 Favors. HP.Toughness + d6

2

THE LOST TECHNO MANIAC

3

BEGINS WITH 106 X 10 CREDITS AND 04 FAVORS.
HP: TOUGHNESS +04

You found a rock and you stayed on it. It was quiet, allowing your mind to dissect and analyze the Tributes you had acquired, gaining a true understanding of Neuromancy. But then The Grimm came, and somehow you evaded them. Now you've been thrust from solitude to join those in YOUR LEGION. All of their boring chatter and yammering noise clutters your mind!

ABILITIES

Visionary 3d6+2 Presence.

Frail 3d6-2 Strength.

Starting equipment, do not roll on the second d12 chart; instead start with 2 random Tributes. Roll a d4 on the weapons table and a d2 on the armor table.

ARCANE BEGINNINGS [D6]

- 01** Awoke on Proxima b as you vomited up a large, living, slug-like creature.
- 02** Found yourself in an unfamiliar body clenching a dagger dripping with blood next to a corpse on the floor atop a ritual circle.
- 03** Once infected by The Grimm, your body rejected them, leaving you with a loss of memories.
- 04** Born blind, you found sight after staring at the communicator screen on a starship for 38 hours straight.
- 05** Your mother died birthing you inside an esoteric library on a lonely planet.
- 06** You were just like everyone else until you saw unspeakable events on the Moons of the Dead. You found it fascinating.

SKILLZ [D6]

You also begin with one of the following:

- 01 QUIET CONTEMPLATION DRIVE** Having a profound understanding of Tributes, you can randomly download d2 additional Tributes off the Netwürk per day. They are not hardcoded to your device (like a standard Tribute), auto-deleting after 1 use or each day.
- 02 MAINFRAME MASTER** You can communicate with starships internal computer systems. The system will follow a specific command on a **DR10 Presence test**. A failed test will get you locked out of the system for d8 rounds.
- 03 BORG BAT** You have a small cybernetic winged rat HP d4, see through its eyes and hear through its ears on a small techno-tablet.
- 04 SILENCER** You've crafted a gadget that will suck all of the sound out of an enclosed space for d6 rounds. It's got a built-in battery that can only be used once before recharging.
- 05 DIALED IN** If there is a console, and it is connected to any frequency on the Netwürk, you can scroll through the signal to find the info you are looking for **Presence DR10**. On a fumble, The Grimm are alerted to your location.
- 06 TRUE NORTH** Those who wander are never truly lost. Deep in your gut – you know which way to go and will find it -- **DR8 Presence test**.

TWISTED BIOCHEMIST⁴

You became infected with the parasite while trying to find a means to defeat it. The knowledge of your impending disgusting transformation and death has given you a unique view of life. Do you use your skills to help humanity or fall bleakly into a stinking abyss of self-pity?

Begins with **d6x10** credits and **d2** favors. **HP** Toughness +d6

ADDICTED TO SCIENCE (D6)

1. You were a starship's doctor when The Grimm hit. All hands were lost but yours.
2. Your ravenous addictions led you to a life of science so you could satiate your neverending cravings for Pharma.
3. Always top of the class, your peers and teachers hated you.
4. You come from a long line of restaurateurs. You were the first to break free.
5. Born in a meta-meth den on Marauders Cryosfear, your parents were thieves and addicts.
6. Your corporate village cast you out after your infection was discovered. It was too late... for them.

ABILITIES

Educated 3d6+2 Presence, **Puny Scholar** 3d6-2 Strength,

Inner Fortitude 3d6+1 Toughness.

Do not roll on the weapons table; start with an **Inoculation Dart Gun** (range 20', holds 8 doses) and **d2** on the armor table.

YOU CARRY A PORTABLE NANOTECH/CHEMICAL LABORATORY AND AN INOCULATION GUN.

You have spent your youth, and now likely your life, looking for the key to neutralize The Grimm. You ain't found shit, but you keep trying. You receive two random (d8) creations per day as you tinker with a total of d4 doses.

SKILLZ

Start with two of these each day. Sadly at the end of the day your sketchy laboratory database deletes the files, and you must start over.

NANITE DANCE PARTY - **Toughness DR12** test or shake and soil yourself uncontrollably for d6 rounds.

FOG OF PLEASURE - **Presence D12** test or sink into a mental fantasy world for d4 rounds. Regain d4 HP.

HOPE SPRINGS ETERNAL - Chemical injection gives you a second chance at resisting The Grimm if you failed.

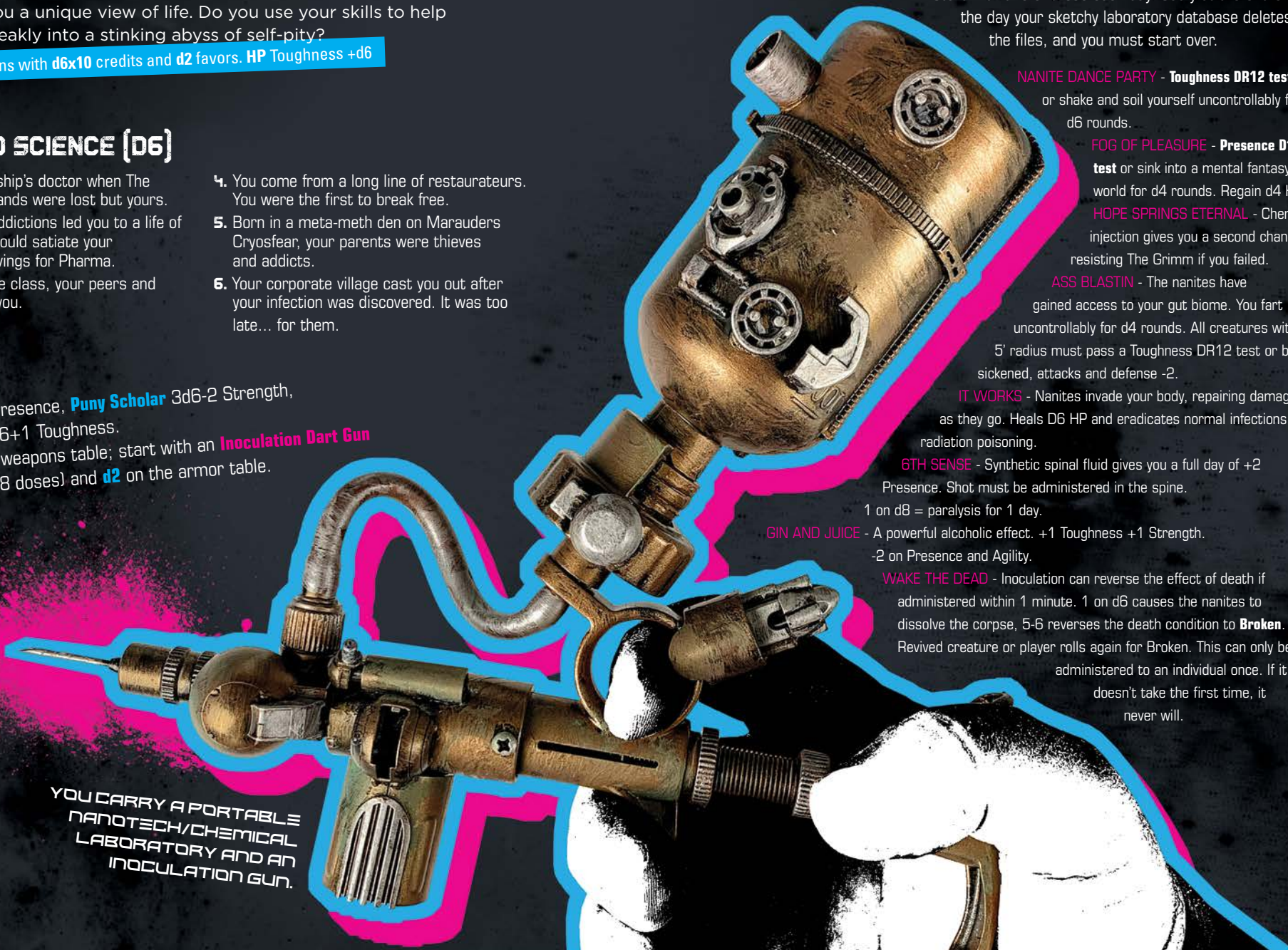
ASS BLASTIN - The nanites have gained access to your gut biome. You fart uncontrollably for d4 rounds. All creatures within 5' radius must pass a Toughness DR12 test or be sickened, attacks and defense -2.

IT WORKS - Nanites invade your body, repairing damage as they go. Heals D6 HP and eradicates normal infections and radiation poisoning.

6TH SENSE - Synthetic spinal fluid gives you a full day of +2 Presence. Shot must be administered in the spine. 1 on d8 = paralysis for 1 day.

GIN AND JUICE - A powerful alcoholic effect. +1 Toughness +1 Strength. -2 on Presence and Agility.

WAKE THE DEAD - Inoculation can reverse the effect of death if administered within 1 minute. 1 on d6 causes the nanites to dissolve the corpse, 5-6 reverses the death condition to **Broken**. Revived creature or player rolls again for Broken. This can only be administered to an individual once. If it doesn't take the first time, it never will.



YOU'RE A TOTAL BASTARD. YOU GENERALLY THINK ONLY OF YOURSELF, AND ANYONE THAT STANDS AGAINST YOU DESERVES WHAT THEY GET - A PUNCH IN THE MOUTH OR A BLAST TO THE CHEST. YOU'RE NOT ABOVE SELLING OUT A FRIEND IF IT MAKES YOU A FAT STACK OF CREDSTIKS, OR GETS YOU CLOSER TO ESCAPING THE GRIMM. MONEY TALKS-BULLSHIT WALKS, ARE TATTOOED ON YOUR BLACK HEART. YOU UNDERSTAND SPACE TRAVEL AND CAN PROBABLY PILOT A SHIP OUT OF THIS HELL HOLE.

**BEGINS WITH 1D6 X 10 CREDITS AND D4 FAVORS.
HP: TOUGHNESS +D8**

UNPREDICTABLE SOLDIER, D6

1. FORMERLY IN YOUR LEGION'S ARMY, YOU COWARDLY DESERTED WHEN THE GRIMM HIT YOUR SETTLEMENT, KILLING ALL BUT A HANDFUL. SOME OF THEM KNOW WHAT YOU DID.
2. A HERO WITH A HEART OF GREED, YOU COME FROM A LONG LINE OF PRIVATE SECURITY PROFESSIONALS.
3. RAISED IN THE ARENAS ON THE WASTE BARGES OF KHALLAR YOU EAT, SLEEP AND BREATHE VIOLENCE. LOTS OF VIOLENCE. YOU ARE A WELL KNOWN CHAMPION. A VIOLENT ONE.
4. ONCE A PROMISING OFFICER, YOUR LACK OF GOOD JUDGMENT IN AN ENCOUNTER WITH ANOTHER LEGION COST YOU EVERYTHING. IT WAS ALL BECAUSE OF A MISUNDERSTANDING.
5. A MERC, A COMMON GRUNT, A FOOTSOLDIER. YOU CARRY OUT YOUR ORDERS TO A T.
6. UNLUCKY IN LOVE, YOU PINE FOR SOMEONE WHO UNDERSTANDS YOU BENEATH YOUR DISPASSIONATE SELF.

ABILITIES

TOUGH AS NAILS 3D6+2 TOUGHNESS, **BLUNDERER** 3D6-1 AGILITY. ROLL A D10 ON THE WEAPONS TABLE AND A D4 ON THE ARMOR TABLE. +2 PRESENCE FOR PILOTING.

SKILLZ

YOU BEGIN WITH ONE OF THE FOLLOWING:

STOLEN VALOR YOUR MERC OUTERWEAR BEARS THE BADGES OF LEGENDARY MERCENARY CAMPAIGNS. ENEMIES FAILING A **DR10 PRESENCE TEST** ALWAYS LOSE INITIATIVE. ACTUAL MEMBERS OF THOSE CAMPAIGNS ARE LIKELY TO TRY TO KILL YOU.

SCHWARZE'S STOGIE THIS MECHANICALLY ENHANCED CIGAR IS NEVER CONSUMED AND TASTES LIKE A FINE CUBAN. ONCE PER DAY IT CAN BE FLICKED AT AN ENEMY. IF THE ATTACK TEST SUCCEEDS, THE ENEMY IS BLINDED FOR D4 ROUNDS.

QUICK DRAW MCGRAW YOU HAVE A MECHANICAL APPARATUS ATTACHED TO YOUR ARMS THAT ALLOW THE FIRING OF TWO SMALL ENERGY PISTOLS. (ROLL TWICE ON ATTACK AND D6 DAMAGE FOR EACH) ONLY GOOD FOR ONE ATTACK PER COMBAT, AND YOU ALWAYS GO FIRST IN YOUR LEGION FOR INITIATIVE.

DIRTY PLAYER YOU ARE JUST FINE WITH BELOW-THE-BELT KICKS, SNEAK ATTACKS AND SUCKER PUNCHES. GAIN +2 ON ATTACK ROLLS WHERE YOU CAN ATTACK YOUR OPPONENT'S LESS DEFENDED AREAS. GAIN +3 IF YOU CAN PROVE THAT IT WILL BE A TRULY UNDERHANDED ATTACK TO THE GM.

KNUCKLE DUSTER YOU HAVE SURGICALLY IMPLANTED STEEL KNUCKLES UNDERNEATH THE SKIN ON YOUR HANDS. D4 DAMAGE WHEN FIGHTING BAREHANDED

RAGE OF THE LEGION GO BERSERK 2X PER DAY. YOU GAIN DOUBLE ATTACKS AT +3 FOR TWO ROUNDS. DEFEND AT -2 FOR THOSE ROUNDS. AFTERWARDS, YOU ARE EXHAUSTED AND MUST TAKE A LONG REST.

TREACHEROUS MERC

5





You feel. I mean, you can really feel all the feels. You might even have a soul if The Grimm don't remove any need for one. Your mechanical mind and body are immune to infection and infestation, but infection isn't the only way to check out in this 'verse. You hate The Grimm. It breaks your mechanical heart to watch them take away all the people that share your feels. THEY must go. You'll use your superior knowledge of technology in a bid to create hope for the future. Or just a path to get out of this weeping sore of a shithole system.

SENTIENT BOT [D6]

1. Formerly a communications bot in a medical facility, you have innate knowledge of nanobyte healing technology.
2. A military Mech, your development of emotions created a paradox in your synthetic cortex. Was it right to kill other humans with overwhelming deadly force? Or was it actually really fun?
3. As a personal service bot, you are accustomed to completing many mundane tasks, cooking, cleaning, tutoring, bookkeeping. You have also been secretly studying how to be an assassin. You really, really want to kill something -- but quietly.
4. You are a drone. Just a delivery drone. You wonder if someone might hook you up with some weapons so that you can deliver packages of a higher level. Your emotions run HOT.
5. As a science bot working on cures for infestation, you developed a certain small amount of fascination and attachment to those deadly little wüirms. They can't hurt you. Why should you hurt them?
6. You are alone. Alone in the 'verse. To your knowledge there are no others like you, but you search anyway, always searching for more of your kind. You are the sad bot.

Begins with 0 credits and d4 Favors.
HP Toughness +d8

ABILITIES

Made of \m/etal 3d6+2 Toughness, **Emotional Noob** 3d6-1 Presence. Roll a d4 on the weapons table, nothing on the armor table. You also begin with one random **Encrypted Tribute***.

SKILLZ [D6]

Start with one of the following:

- 1 **STEELSKIN** Your metal exoskeleton acts as level 3 armor without any agility penalties.
- 2 **ELECTRIC EYE** Your eye is a surveillance camera, always wandering around from the top of your head or body. Gain +2 Presence against any visual tests. You record up to 1 week of footage before rewriting the data.
- 3 **COME CLOSER** One of your appendages contains a high-powered magnet. 2x per day you can activate it and pull a metallic item from an opponent, friend, or non embedded surface **Strength DR10 test**.
- 4 **UH-OH** You have a self destruct mechanism that detonates automatically when you go to -1 HP. You must announce to the GM at the start of each day if you have it on or off. If it is off, you may also choose to engage it at any time except when you are at 0 HP. A result of 4 on the Broken chart still kills you, but you do not explode. The mechanism is hardwired and you cannot change your mind once it is engaged until the next day. 5' Radius 2d6 blast damage. **Agility DR12 test** for 1/2 damage.
- 5 **DATA SAP** You can interface with almost any computer as long as it has power. **Presence DR9 test**. Once interfaced, all but the most secret of files are open to your probing and edits. Highly encrypted files can be accessed with a **Presence DR17 test**.
- 6 **SPEED DEALER** Your experience includes working in a med lab. You can produce d3 injectable Nanotech healing cartridges per day (d8 HP). Charges lose effectiveness after 24 hours.

*Tributes do not play well with your mechanical being. You cause a Cataclysmic Condemnation on a 1-5 (d20).

THE DEVOUT

You have more than blind faith; you are a truly **devout** Disciple of Fatuma. You have studied the Scriptures and traveled to the Mausoleum of **THEY**, letting your blood spill onto the Altar of Convergence. Though many around you fear The Grimm, you are doing all that you can to usher in the reign of **THEY**!

BEGINS WITH **1d4x10**
CREDITS AND **d4** FAVORS.
HP TOUGHNESS +**d4**

UNWAVERING DISCIPLE [d6]

1. The Grimm came to your planet, looked in your eyes, and infected someone else.
2. Awoke on the Altar of Convergence, wrists slit but still alive, to find a Wör Hound lapping up your blood.
3. After coming of age, you left your religious colony to spread the beatific word of **THEY**.
4. After seeing your lover decimated by The Grimm, a hunger awoke inside of you.
5. You walked the surface of the Moons of the Dead, and nothing alive or undead crossed your path. It was weird but sort of peaceful.
6. Your bones ache and buzzing sounds fill your ears whenever The Grimm are near. It's like the nasties want you to know where **THEY** are.

SKILLZ [d6] You also begin with one of the following:

1 TORN PAGE FROM THE BOOK OF FATUMA You have a page torn from this ancient text. When you read from it, any of The Grimm within hearing will do your bidding for d4 rounds before dying. The page can only be read from once per day.

2 SIX'S HÜMER You wield one of the Six's rotten humerus. It looks like it is constantly vibrating from all of the parasites that have made this bone their home. Along with d4 damage, there is a 1 in 8 chance those hit will be infected with a würm.

3 MAUSOLEUM DIRT You collected a sack filled with dirt on your pilgrimage to the Mausoleum of **THEY**. When sprinkled in the air, it will wisp its way to any hidden cracks.

4 ALTARED ARMOR As a Disciple of Fatuma, you were given a bodysuit made of woven Gut Würm silk to wear under your clothes or armor. When worn, gain an additional -2 damage reduction.

5 SYMBOL OF THEY When you present this pitted, rusty unholy symbol made of iron to The Grimm, their morale doubles for d6 rounds.

6 TOOTH OF THE WÜRM Hanging around your neck is a tooth harvested from one of the great würms. When you kiss it before battle, there is a 1 in 6 chance you automatically hit on your first attack and inflict 2x damage.

ABILITIES

Faithful 3d6+1 Presence, **Weak** 3d6-1 Strength. Starting equipment, do not roll on the second **d12** chart, instead start with **2 random würms** in cryofreeze. Roll a **d4** on the weapons table and a **d2** on the armor table.



THE HARVESTER

You have always loved getting dirty and digging around in other people's filth. Those who have sided with The Grimm offer a handsome bounty for those willing to harvest wüms from the bodies of the fallen. You've made a decent living for a number of years doing just that, and you're damn good at it.

8

Begins with
1d8 x 10 credits
and d2 Favors.
HP: Toughness +d6

BOTTOM FEEDER D6

1. You awoke under a pile of your fellow Legionnaires who were all slaughtered by The Grimm. For some reason, THEY let you live. Why?
2. As a child, you found a lonely würm and fed it pieces of your puppy. It became your best friend until your parents made you throw it in the local incinerator.
3. You lived on the Waste Barges of Khallar until King Saule caught you skimming off his treasures. You were exiled from the waste you called home.
4. The Grimm came to your rock. You laughed as you watched the hierarchy crumble and the wealthy oppressors meet their demise. The Grimm laughed with you.
5. You were birthed on a starship in The Bitter Void to a mother long-infected by The Grimm. Having no use of inhabiting an infant, you managed to survive growing up amongst The Grimm. You whisper sweet nothings to them, and they seem to understand.
6. You stowed away on starships to see as much of the 'verse as you could. You escaped to a small asteroid after the entire crew was slaughtered by The Grimm.

SKILLZ D6

You also begin with one of the following

1. **EYE FOR TREASURE** Your eyes naturally go to anything of value. Gain +2 to see anything of value when simply scanning a space. If actively searching for valuables, gain +4.
2. **GRIMM FAMILY** The Grimm can sense there is something about you they don't want to infect. When rolling to see if infected by a Grimm Parasite, if infected on the first roll, reroll.
3. **EXTRACTION TOOLS** Rusted and notched but still incredibly sharp, these tools have been your lucky charm when dissecting cadavers to retrieve wüms. Gain +2 whenever using these instruments in a surgical situation.
4. **PET WURM** One of the wüms you harvested took a liking to you and is a loyal pet. Roll a d6 on page 67 to determine the type of würm it is. Attacks with DR12 (bite d6), CP 1-2 on d6 for each successful attack. It is the size of a plump chihuahua. Defends DR14, 8 HP.
5. **BILE VIALS** Harvesting wüms, you have found ways to extract bile by inserting a straw into their mouths and gently slurping out their stomach's contents. You like the way it makes your lips tingle before spitting it into one of your filthy vials. You start with 2d12 vials that can be thrown for d6 damage or coat a weapon or bullet to gain additional d4 damage. You can replenish d2 vials with **DR12 Agility test** if you have a live or recently deceased würm.
6. **NET WORTH** You've collected the molted sacks of a hundred wüms as they grew. These trophies have then been sewn together by your hands with plucked hairs of The Grimm. Finely aged, this naturally sticky net is perfect for trapping your prey. When thrown (up to 30'), capture any creature in a 10' area of where it lands **DR12 Presence test**.

ABILITIES

AGILITY Defend, balance, float, swim, flee

PRESENCE Perceive, aim, charm, use tech, pilot, wield Neuromancy

STRENGTH Crush, lift, strike, grapple

TOUGHNESS Resist poison/cold/heat, survive falling

Roll 3d6 unless specified differently by your class. Then use the table to the right to generate each ability score from -3 to +3.

After rolling your 3d6, forget that number ever existed. You won't use it again.

ABILITIES

1-4:	-3
5-6:	-2
7-8:	-1
9-12:	+0
13-14:	+1
15-16:	+2
17-20:	+3

HIT POINTS

At Zero HP

You are Broken (d4)

1. Fall unconscious for d4 rounds, awoken with d4 HP.
2. Roll a d6: 1-5 = Severed limb, reduce Agility permanently by 1. 6 = Lost eye, reduce Presence permanently by 1. Can't act for d4 rounds then become active with d4 HP.
3. Hemorrhage: unless treated, death will occur in d2 hours. Increase all tests by 4 the first hour and 6 the last hour.
4. Roll again. 1-2 Loss of eye, reduce Presence permanently by 1. 3-4 You are very Dead.

At Negative HP | **You are super Dead**

MISSPENT YOUTH (D20)

ROLL TWICE



1. Hot headed

2. Dull-witted

3. Brutal

4. Apathetic

5. Merciless

6. Apprehensive

7. Careless

8. Distracted

9. Intense

10. Narcissistic

11. Tricky

12. Vicious

13. Extravagant

14. Reckless

15. Irritable

16. Jittery

17. Lethargic

18. Rebellious

19. Resentful

20. Pompous

Where you've been and what you've done is only a small dribble in the piss-pot of your life. What you've seen, on the other hand, has shaped the meatbag you are today.

BATTLE SCARS [D20]

ROLL ONCE
FLESH/BOT

1. BURNT FLESH/SCORCHED SHELL.
2. RUNNY NOSE OF NEON GREEN MUCUS/SPARKS SPUTTERING OUT OF ORIFICES.
3. ONE HAND, FROSTBITTEN AND BLACK/RUSTED AND SQUEAKY.
4. LOST JAW, BLOWN OFF BY A THERMAL DETONATOR.
5. MISSING MIDDLE FINGERS, FLIPPED OFF THE WRONG PERSON.
6. CRAZED BUG-EYES, YOU ALWAYS LOOK INTENSE.
7. NO EYEBROWS, YOU PICK AT THEM CONSTANTLY AND THEN EAT THEM/NO FACEPLATE, OPEN WIRING LOOKS LIKE MUSCULATURE.
8. SWOLLEN, DISTENDED BELLY, THE REST OF YOU IS LANKY/YOU ARE BUILT OF MISMATCHED PARTS.
9. TOOTHLESS, STAR DUST ROTTED YOUR TEETH/STAINED YOUR FACEPLATE.
10. PUS/PULSE FACE, COVERED IN ACNE/ELECTRICAL SHORTS THAT POP EACH TIME YOU ARE HIT IN THE FACE.
11. ARTHRITIC/RUSTED HIP, YOU WALK WITH A PRONOUNCED LIMP.
12. BROTHER WEAK-EYES: WITHOUT GLASSES/ENHANCED GOGGLES YOU ARE USELESS.
13. SLOSHY BRAIN/CROSSED WIRING, SO MUCH DAMAGE YOU SEEM HALF-DRUNK ALL THE TIME.
14. SEEPING WOUND, CONSTANT SLOW STREAM OF PUS/OIL LEAKS FROM YOUR BELLY.
15. CURLING TOENAILS ARE THICK, CURVING UNDER YOUR TOES/FUSED FEET, YOU WALK ON YOUR HEELS.
16. GRAVE MOUTH, A VILE STENCH COMES FROM YOUR MOUTH WHEN EVER YOU OPEN IT.
17. NERVOUS NAILS, YOU'VE GNAWED THEM/YOUR PAINT ALMOST COMPLETELY OFF.
18. BACK BLISTERS/BAD HYDRAULICS, ANYTHING YOU CARRY ON YOUR BACK CAUSES HORRIBLE PAIN.
19. MISSING AN EAR, LOST IN A BET.
20. NO NOSE, RIPPED OFF YOUR FACE BY THE TEETH OF A BEAST/LARGE DENT IN THE MIDDLE OF YOUR FACEPLATE, PROBABLY DELIVERED BY AN ANGRY PROGRAMMER.

IRRITATING IDIOSYNCRASIES

d20. Roll once. Flesh/Bot

1. Kleptomaniac, always with the shinies.
2. You think you know it all and tell everyone about it.
3. Never back down.
4. Snot rocketeer, constantly blocking one nostril and blowing snot/sparks out of the other.
5. If there's alcohol, you will drink it past the point of excess.
6. Believe all insects to be würrms and will smush any you see.
7. Farts amuse you to no end. If one is let loose, you will laugh, even when trying to hide.
8. You focus on the mundane, never remembering the important details.
9. Have an analogy for every situation, and share it with any who will listen.
10. The inside of your skull has an incessant itch which you believe is a würrm you call Fred. You talk to Fred.
11. Always insist on being in charge, you don't take orders well from others.
12. Unable to look anyone in the eye.
13. Fidgety fingers. Must always have something keeping your hands busy.
14. Full of shit. Everything you say is exaggerated in one way or another.
15. StarDust junkie. If there's dust around, it's going into your oxygen tank.
16. Paranoid. Always looking over your shoulder thinking someone is after you.
17. Germaphobe. Everything must be clean and sterile.
18. Stress eater. When things get really stressful you will eat anything, just to consume.
19. Bald patches. Whenever you rest, you pull hairs/wires out of your head.
20. Unkempt. You refuse to bathe or clean yourself in any way.

EVERYTHING
YOU'VE MANAGED
TO HANG ON TO
OR SCAVENGE CAN
BE FOUND HERE:

STARTING EQUIPMENT

D6

- 1 Linball that smells of the elderly.
- 2 Coin from a now fallen society.
- 3 Fanny pack – holds 3 small-sized items.
- 4 Spacepack – holds 6 normal-sized items.
- 5 Rolling foot locker – holds 12 normal-sized items.
- 6 Hoverplate – will carry 18 normal size items. (Sometimes wanders off.)

D12

- 1 Laser torch. (4 charges/use). Cuts through 3' of 5" thick metal/use DR12.
- 2 Headlamp. (1 charge/use).
- 3 Glass cutter. Cuts through glass and plexi-glass no thicker than 1/4 inch DR10.
- 4 25' synthrope.
- 5 Med kit. (Presence +d6 uses, stops bleeding, heals d4 HP).
- 6 Keycard descrambler. +4 when descrambling locked hatches.
- 7 Mini BOOM box. Small device looks like a radio, Can be timed to detonate d12 damage.
- 8 1 Hacked Tribute.
- 9 Pocket multi-tool with fancy tooled leather case.
- 10 Mummified würrm strung up on a necklace.
- 11 1 Encrypted Tribute.
- 12 Lysergic poison. (d4 doses) Causes hallucinations for d8 hours.

D12

- 1 Postcard collection of vacation planets, none of which you've visited and most of which no longer exist.
- 2 Crate of freeze-dried rations (22 days worth).
- 3 Laser knife. (3 charges/use) (d4 damage).
- 4 Fresh strawberries worth 50 credits, will rot in d6 days.
- 5 Random encrypted Tribute.
- 6 Glow-in-the-dark hammer.
- 7 Bot-destabilizing fluid. d2 doses, effective on mechanical creations DR14 d12 damage.
- 8 Violent 'roid rat. Only listens to your whistle. Consumes a day's rations. (d4 +4 HP, bite d4).
- 9 Flare gun with 2 flares. One White, One Blue.
- 10 Well-used Tambourine.
- 11 Electroshield. Works as a battery to charge other items. (absorb 1 HP damage from an energy attack up to 10, each HP = 2 charges).
- 12 Folded up picture of one of YOUR LEGION's siblings.



D10 (D6 IF YOU START WITH A TRIBUTE)

- 1. Bouncer's Club (wooden) (d4) 1CR
- 2. Ratchet Wrench (d4) 2CR
- 3. Military Dagger with Sheath (d4) 3CR
- 4. Sharp Throwing Bones (d4, with Presence + 10 Bones/Stars) 4CR
- 5. Gummi Stick (Rubber Legionnaire Baton) (d6). Breaks a bone on CRIT. 7CR

- 6. Double-Sided Bang Stick. Shotgun (d8) in the front, dagger (d4) in the back. Holds 1 shell, must reload (10 shells uncommon ammo) 10CR (2 shells/1CR)
- 7. Blaster (d6, 4 charges/use) 15CR
- 8. Semi-Automatic Pistol. Fires two bullets at a single target (d6+2 per bullet) per round. Start with (18 rounds, ammo is hard to come by). 30CR (2 rounds/1CR)
- 9. Pulse Rifle (d8, 6 charges/use) 20CR
- 10. Energy sword (d10, 4 charges/strike) 22CR

1 TIER 0 No Armor

2 TIER 1
Leather Jacket/Thin grade Carbon Fiber -d2 damage 5CR

3 TIER 2
Police grade Carbon Fiber body armor with sewn-in carbon fiber guards -d4 damage 42CR
-2 on Agility & Defense tests

4 TIER 3
Military grade Mecha-enhanced armored suit -d6 damage 80CR
-4 on Agility tests,
-2 on Defense tests

RIOT HELMET
additional -1 damage, or ignore all damage and the helmet is destroyed. Cannot be worn with Mecha-Armor 12CR



What you can haul: You can carry a total of Strength +8 normal-sized items without an issue. Past that point, Agility or Strength tests increase the DR by 2. It is impossible to carry 2X Strength +8.

Examples of normal-sized items include: Ratchet, Urn with the remains of a dead pet, techno-tablet. Larger than normal-sized items include: corpse of a member of your Legion, jetpack, wheeled storage locker.

ENCUMBRANCE

Too Much Stuff. Don't let it slow you down



Money is a helluva thing. Before THEY spewed out The Grimm, credstiks were usable everywhere. Now, sometimes they're valuable, sometimes they aren't. Sometimes you gotta trade, and sometimes you gotta take. It's said that Raider Warlords on Marauder's Cryosfar still use credit currency, and for the right price, will sell you anything your aching heart desires.

Fanny pack. Remember the 1990s? **1CR**

Iron Bar. **1CR**

Space Food, tube form, just like the astronauts used to eat. 4 day supply. **1CR**

Flares, available in all your favorite colors. **2CR**

Ghost Pepper spray. **2CR**

Mylar Blanket. **2CR**

Rubber Gloves. **2CR**

Shaving Kit. **2CR**

Vial of Synth Pleasure with previously used application patch. Smells good, feels good. **2CR**

Compact Mirror. **3CR**

Over-the-shoulder satchel. Holds 6 normal sized items. **3CR**

Pregnancy Test. Are you infected or possibly pregnant? **3CR**

Whiskey Flask engraved with "Saturn is for Lovers." **3CR**

Herbal Medical Patch. Heals d4 HP and gives good vibes. **4CR**

A1B1E1 Level Gas Mask. Protects against particles and chemicals. 1 in 6 chance the filter fails per use. **5CR**

Battery. Holds 24 charges. **5 CR**

Handcuffs. **5CR**

High-strength lightweight synthrope. 50'. **5CR**

Old-school vintage waterproof tin with 20 matches. Has a schooner made of ivory on the cover. **5CR**

Flashlight with a single battery. **6CR**

BioTech Medical Cartridge. Heals d6 HP. **6CR**

PVC shell backpack. Water proof, holds 2d4 items. Might have a cartoon character on it. **6CR**

Disguise Kit. **8CR**

Nanite Healing Kit. Heals d8 HP. **8CR**

Vintage Police belt. Includes handcuff holder, holster, battery holders (holds 6), flashlight holder, spray can (mace or ghost pepper spray) holder. **8CR**

BioTech Medical IV. Heals d10 HP. **10CR**

Book of Herbology. **10CR**

Foldable Aluminum grappling hook. **10CR**

Heavy-Duty UV Sunglasses. **10CR**

Tactical Knife with a little thing in the bottom that tells direction. d6 damage. **10CR**

Solar Charger. Connects up to d4 batteries. **10CR**

Mylar 2-person tent. **15CR**

Portable Stove. **15CR**

Anti-personnel Mine. Presence DR13 test to spot. D8 damage. **20CR**

Chemical resistant gloves, boots, and fancy goggles. **20CR**

Laser Pointer with laser cutter upgrade. Expend 1 charge/use as a cutter. **20CR**

Paper journal with fancy pen. **20CR**

Vial of Isotope Poison. Sickens recipient for d4 weeks. -1 to all abilities, instant death on a Crit. **20CR**

Flare Gun. **25CR**

Communications Mic and Earpiece sets for 4 users. **30CR**

Geiger Counter range 100'. **30CR**

Small notebook computer with planetary WIFI. Requires 2 batteries (included) or power source for plug. (6 charges/use). **30CR**

Portable hand held Tracker with 3 tracking devices. (2 charges/use). **70CR**

Medical Production Machine. Produces d4 Medical Cartridges per use. Bulky, requires a power source, not batteries. **100CR**

FAVORS

Something or someone has smiled favorably upon you. It could simply be luck, an ancient god, an alternate You from a parallel universe, your fairy godmother (if you believe in such horseshit), or perhaps you sold your soul to something scarier than THEY. Whatever the case, you can call upon those Favors if your luck has run out. Every class gains a number of Favors. Once Favors have been used up, they can be regained after resting for a minimum of six hours. Roll the class' designated die each time Favors are replenished.

- ▶ Deal maximum damage with one attack
- ▶ Reroll a dice roll (yours or someone else's)
 - ▶ Lower damage dealt to you by d6
 - ▶ Neutralize a crit or Fumble
 - ▶ Lower one test's DR by -4

Optional: If your players have a soft spot in their heart for their characters and fear their inevitable death, give each PC an additional Favor. Also, allow players to share their daily Favors with other PCs in times of crisis. Perhaps then your campaign will be a little less brutal.

But really, why would you want that?





POWERS THAT BE

Long before the concept of time could be calculated and conceived by man, there existed neuromantic energy floating through the cosmos. Neuromancy was harnessed to imprison THEY inside the mausoleum.

Some of this energy has been contained and transferred onto data chips, becoming known throughout the 'verse as **Tributes**.

Roll Presence +d4 at the beginning of each day to determine the number of times you can use Neuromancy that day (**NP** = Neuromancy Points). These can be used to activate Tributes.

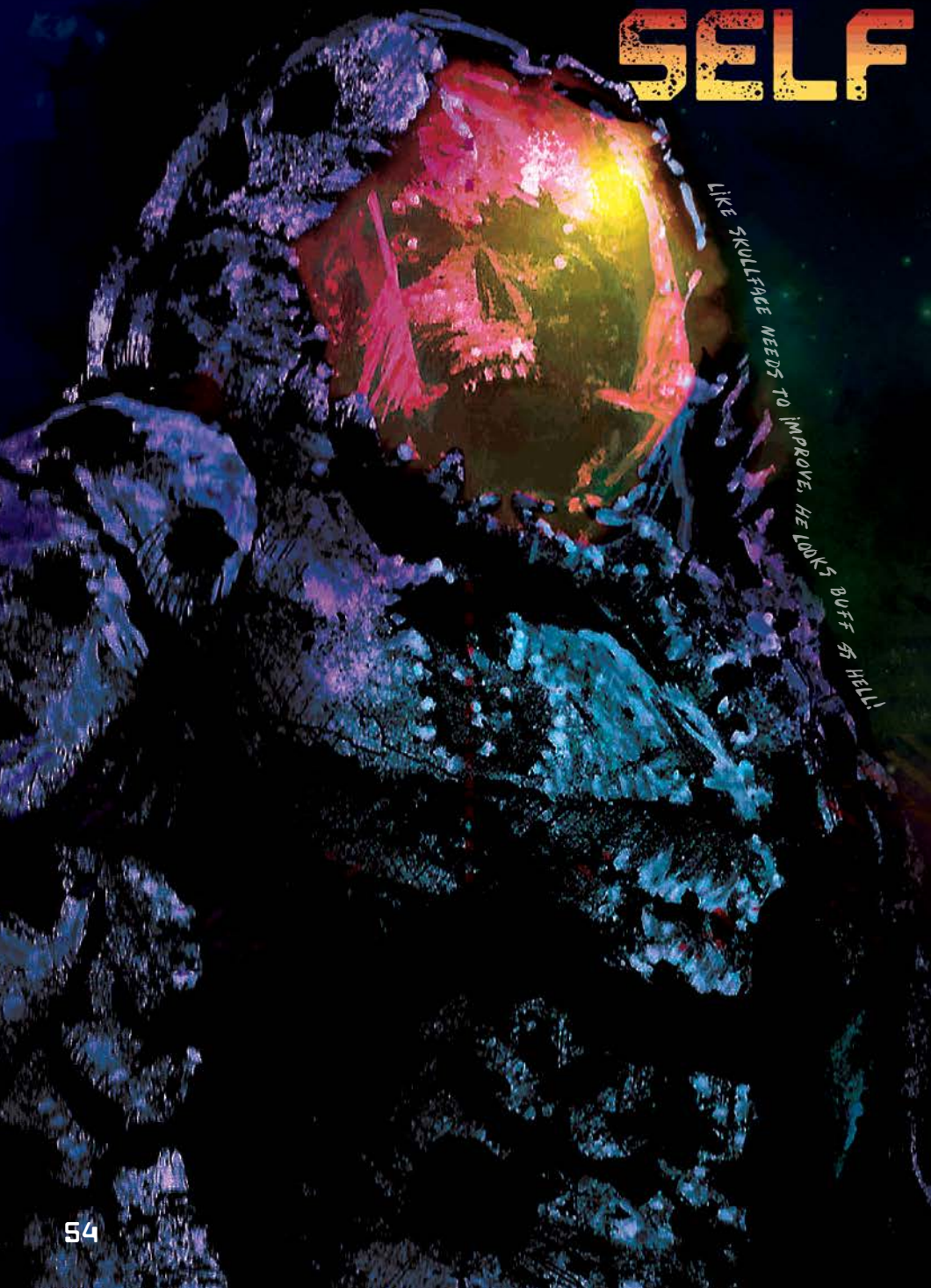
When using the holographic Tribute, **Presence DR12 test**. If successful, the Power is activated. If the test is a failure, lose 2 HP and become disoriented and dizzy for the next hour. If the PC attempts to use another Tribute during this time, it will fail in the most horrific way possible or cause a Cataclysmic Condemnation (Page 82).

When using a Tribute, whether it succeeds or fails, reduce the number of **NP** available that day by 1.

The effects of a Tribute are unknown until they are used, because of this, Tributes can be found on page 64. In the event of a Crit or Fumble when using a Tribute, consult the optional table Cataclysmic Condemnations on page 82.

NEUROMANCY

SELF IMPROVEMENT



LIKE SKULLFACE NEEDS TO IMPROVE, HE LOOKS BUFF & HELL!

CHARACTERS CAN BE IMPROVED AT THE GAME MASTER'S DISCRETION. THIS CAN HAPPEN AT THE END OF A SCENARIO, DEFEATING CERTAIN ENEMIES, OR SUCCESSFULLY RETURNING A LOST ARTIFACT, ETC.

WHEN A CHARACTER IMPROVES, THIS IS WHAT HAPPENS:

ADDITIONAL HP: ROLL 6D10. IF THE RESULT IS EQUAL TO OR GREATER THAN YOUR CURRENT MAXIMUM HP, INCREASE IT BY 06.

ABILITY CHANGES:

ROLL A D6 AGAINST EACH ABILITY. IF YOUR ROLL IS **EQUAL TO OR GREATER** THAN THE ABILITY, IT INCREASES IT BY 1, TO A MAXIMUM OF +6.

IF YOU ROLL **BELOW THE ABILITY**, DECREASE IT BY 1.

ABILITIES **FROM -3 TO 0** INCREASE BY 1 UNLESS THE D6 ROLL IS 1. IF THE ROLL IS A 1, REDUCE THE ABILITY BY 1, BUT NEVER BELOW -3.

OPTIONAL RULE: IF YOU HAVE NOT SPENT ALL YOUR FAVORS THE DAY YOU ADVANCE, YOU CAN USE A FAVOR TO RE-ROLL.

COMBAT AND TESTS

YOUR LEGION'S Initiative

Roll d6
1-3: enemies go first
4-6: YOUR LEGION goes first

To determine which legionnaire goes first: Agility + d6.

Players roll for both their attacks and defenses. Creatures and enemies don't roll dice in combat.

TESTS

Tests are made against a **Difficulty Rating**. To succeed, roll d20 + your ability with a result equal to or greater than the DR. Creatures don't use abilities; they just roll a d20 against DR. For example, to find the cause of a radiation leak on a ship, DR14 or not vomit from the instant loss of gravity DR12.

DIFFICULTY RATINGS (DR)

- 6 so simple, people mock you for failing
- 8 routine, like fixing Maw-Maw's WIFI
- 10 pretty simple, but not simple enough to not roll
- 12 normal
- 14 difficult
- 16 really hard
- 18 should not be possible, but you might as well roll for it

MELEE TEST STRENGTH DR12

RANGED TEST

PRESENCE DR12
Laser or blaster fire will shoot in a straight line until it hits a target.

Beyond 100':
101'-200' DR14
201'-300' DR16
301'+ DR18

DEFENSE TEST

AGILITY DR12
If you fail, the enemy hits you. Enemies attack once per round unless noted otherwise.

IN COMBAT, IF YOU ROLL A:

CRIT (natural 20)

Attack:
Double damage, and enemy's armor/protection is reduced one tier.

Defense:
PC gains a free attack.

FUMBLE (natural 1)

Attack:
The weapon is dropped, malfunctions, damaged or lost completely.

Defense:
PC takes double damage and armor is reduced one tier. When armor is damaged, penalties to Strength and Agility tests are **not** modified.

Armor reduced below 1st tier is ruined.

COMBAT TIME

How long is a round?

A round is enough time for all combatants to draw a weapon, move and attack (use a Tribute, etc.). Swapping batteries counts as an attack. There are 10 rounds in one minute.

REST/REACT ION/MORALE

REST

Sit for a while, sip some swill, snack on some freeze-dried remnants. Restore d4 HP.

Sleep for a full night and restore d6 HP.

When you rest with no food or drink, you restore 0 HP. After three days without food or drink, a PC loses d4 HP per day.

A PC infected by a würm restores 1 HP each day without food as the würm shares its strength with its host.

Additional Healing

Don't just want to sleep it off? Here are a few more ways to bounce back:

Herbal Medicine Patch (Archaic Methods) d4

BioTech Medical Cartridge d6

Nanite Healing Kit d8

BioTech Medical IV d10

BATTERY CHARGING

Batteries can recharge when plugged into a source at 3 charges per hour. Alternatively, a solar charger can be used to recharge up to 4 batteries at 2 charges per hour, if it's sunny of course.

REACTION

Encounter a creature and are uncertain of their reaction, roll 2d6.

2-3 KILL!

4-6 ANGERED

7-8 INDIFFERENT

9-10 ALMOST FRIENDLY

11-12 HELPFUL

[2D6]

MORALE [2D6]

Most creatures want to survive and will not fight to their death.

Roll for morale if:

The enemy leader is killed

Half the group is eliminated

A single enemy has only 1/3 of its HP left

If you roll greater than the creature's

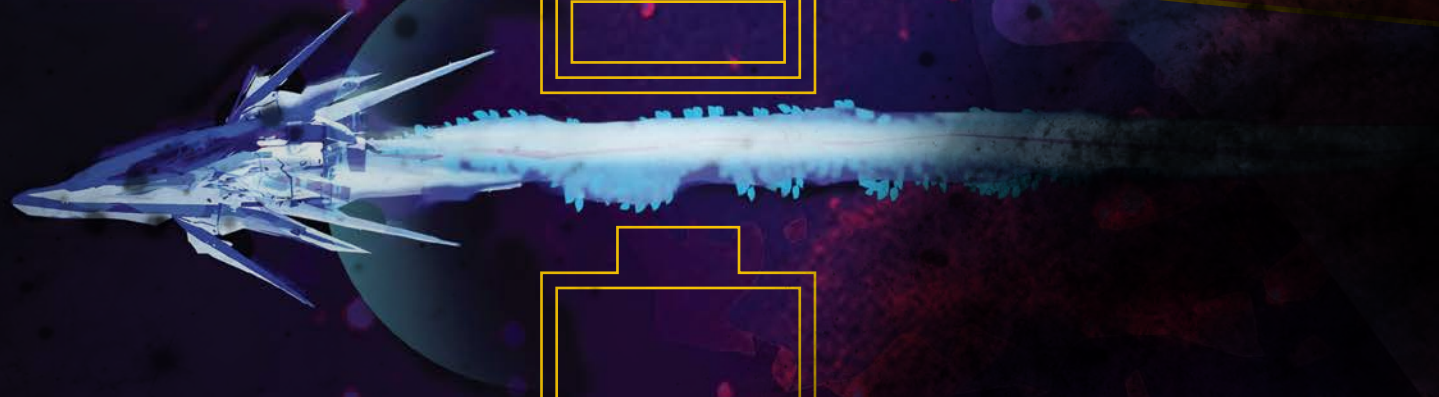
Morale value, it is demoralized. Roll d6 to see if the enemy (1-3) flees or (4-6) surrender.

If one of The Grimm (1-3) flees or (4-6) the parasitic würm leaves the shell of a body it was inhabiting, slithering down the nearest hole, crack or cranny to escape. The body collapses into a bag of meat.

ALL OVER THE 'VERSE

- STARSHIPS -

If you're looking to score a starship, most folks will be hard-pressed to part with one that's in good working order. You'd have better luck salvaging one that's abandoned, stealing one from a Legion weaker than your own, or buying passage on someone else's craft. And if you've got enough credits to buy one, you better watch your back. There's bound to be folks out there who know you're loaded. If your GM has granted YOUR LEGION a starship, visit page 84 in the Optional Tables section.



PHARMA-CEUTICALS

Life in the 'verse these days is depressing, dangerous and disgusting. A booming pharmaceutical exchange still thrives, but now as a black market where drugs are created by professionals and amateurs alike to be sold, traded and fought over. Uncommon but not rare, found in all forms, the seedy current of "illegal" and often unreliable drugs flows throughout the 'verse. Some of the more available and well known "Pharms" are:

1 BERSERKER STIM

Injectable, causes the user to go into a berserker state. 2 attacks per round for d6 rounds. **DR15** Defense. **Addiction:** None

2 Crash Pads

Small adhesive patches applied to the temple. Doubles healing in short rest situations. **1 in 20** chance you just don't wake up. **Addiction:** None

3 ASTRAL REDS

Taken in pill form, +1 Presence per pill for 6 hours. However, this adjustment is stackable. Taking 2 incurs a **1 in 6** chance of a psychotic break, permanently reducing the user to a drooling idiot. Taking 3 is a **1-3 (d6)** chance. Taking 4 is a **1-5 (d6)** chance. Taking 5 or more causes an instant psychotic episode. **Addiction:** 1-2 (d20)

4 NERVE JAMMER

Injectable, Nerve Jammers cause the user to "feel no pain in the membrane." All damage is recorded as $\frac{1}{2}$ damage for up to 4 rounds. After 4 rounds, the user needs twice the amount of usual rest to recover the HP. **Addiction:** 1-5 (d20)

ROCKET STICK

Look Out! Rocket sticks are long flexible straws tipped with a soaked cotton end. They come 6 to a box. The user rubs these into their gums or other absorbent areas of the body. Increase Agility by 1 for d4 rounds. Acceleration of physical abilities allows for the character to always gain initiative. **1 in 10** sticks is a "sick-stick" and will cause the user to vomit uncontrollably for 2 rounds. **Addiction:** 1-5 (d20)

5

6 LOTUS DROP

A golden liquid usually found in small dropper bottles, Lotus Drops bring euphoria and the ability to see a few seconds into the future. (For example, the characters arrive at a locked door. The character taking the lotus drop would have a vision of what would happen if they were to open the door. This glimpse into the future will only span 5-10 seconds after the proposed opening of the door.) Lotus drops do not give the ability to "see through walls" only to see and feel what "might" happen. **After 2 uses** of a Lotus Drop, the character must roll against addiction. Addiction brings the *Lotus Sleep*. The character refuses to move and instead only ingests the drops and stays in the dream state. **Lotus Drops are highly addictive.**

Addiction: 1-12 (d20)

7 YELLOW JACKET

Yellow Jackets are large yellow and black pills (usually) that act as superpowerful antihistamines. A typical waterproof sleeve holds 1-20 pills. All Toughness tests vs Poison, Infection, Infestation (including würrms) etc. are reduced by 2 for 1 day per pill. **Pills/Bonuses** cannot be stacked. Yellow Jackets are non-addictive and highly sought after and often attract those who would rather take than bargain.

Addiction: None

8 STARDUST

Sparkling crystals in powder form, **StarDust** can be ingested, snorted, or smoked. StarDust brings a feeling of invulnerability and strength. **Add +1** to Strength and Toughness. **Subtract 1** from Presence for d6 hours.

2 in 6 chance a dose is a DustBust, causing -1 to all abilities. StarDust lasts for d6 hours.

Addiction: 1-8 (d20)

ADDICTION

Characters who become addicted to pharmaceutical products must continue to take the product at least 1x per day or suffer from withdrawal. **Withdrawal** causes natural healing from rest to cease until a new dose is used. Addiction should be rolled every time a pharma product is used unless otherwise indicated in the description.

HACKED TRIBUTES

(Chips or drives)

These Tributes have been hacked by someone or something causing them to perform in ways they were not originally intended.

- 1. Electromagnetic Detonator** d8 damage is done to any functioning electrical equipment in a 30' radius.
- 2. Fatuma's Revenge** One creature continually changes its shape to match others in the vicinity for d10 rounds.
- 3. You've Been Spaced** One random creature within 30' of the Tribute has the air around it sucked away for d6 rounds losing d4 damage each round.
- 4. Signal Boost** Works like a beacon, causing all other Tributes within an astrosec to light up for d4 days.
- 5. Dormant No More** Any of The Grimm currently dormant within a 100' radius will activate when this Tribute is used.
- 6. Eternal Darkness** All creatures within 45' lose 3d6 HP.
- 7. Shock Therapy** The Tribute shoots d4 electrical bolts dealing d4 damage each.
- 8. Booster Pack** One electronic weapon gains d4 additional damage for d2 rounds.
- 9. Grimm Groupie** Summons d4 of The Grimm.
- 10. Zero Gravity** When activated in a room no larger than 1000 square feet, gravity ceases to function for d10 rounds.

ENCRYPTED TRIBUTES

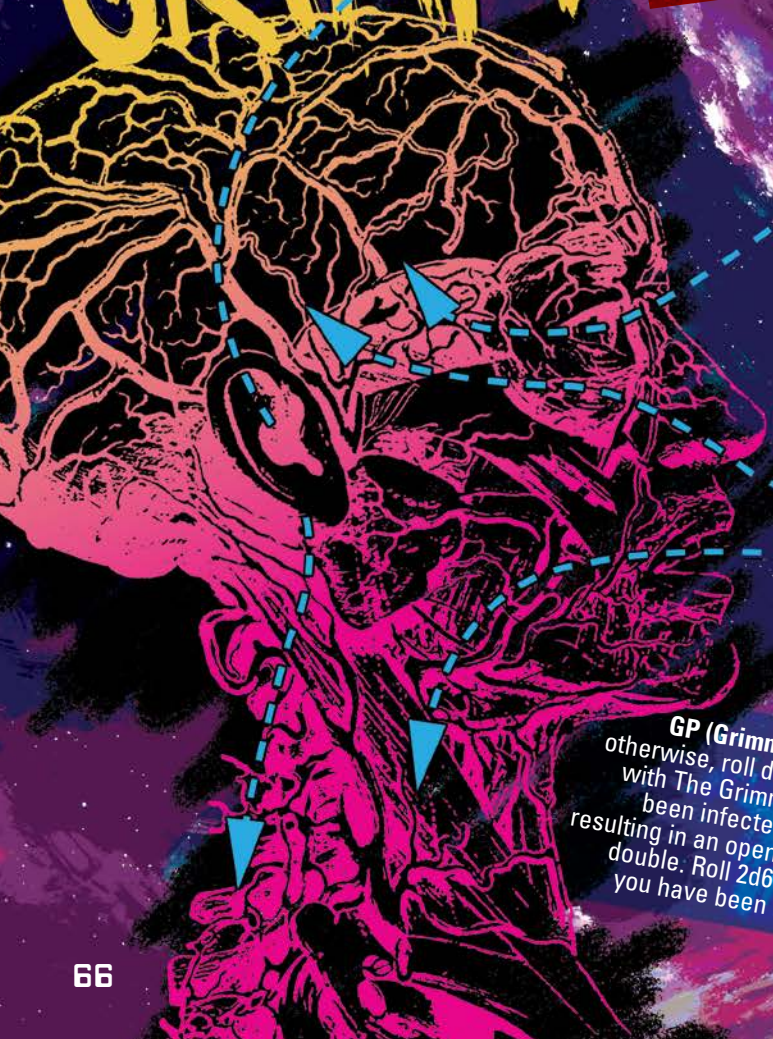
(Chips or drives)

These Tributes are as clean and clear as the day they were encoded.

- 1. Praise the Nanotech** d12 HP restored to one PC of your choice.
- 2. Dewürmed** A creature of your choice will have the würm inside of them expelled.
- 3. Hive Mind Speak** To one of The Grimm, ask questions. For 3 rounds it will answer truthfully before the würm inside of them explodes.
- 4. Strength of 1,000 Würms** A creature of your choice increases their Strength by +2 until they sleep it off.
- 5. Rotted Breath** One creature deceased for no more than 3 days is brought back to life. The creature's Presence is reduced -2. (Presence can not fall below -3.)
- 6. Grimm Reaper** All of The Grimm within earshot will follow your commands for d6 rounds.
- 7. Infinite Black** Light, natural or artificial, is extinguished in a 60' radius for d8 rounds. The darkness follows your Tribute.
- 8. Calming Creature** d6 creatures suffer -4 Morale when this Tribute is harnessed.
- 9. Electric Axe** A massive axe made of laser light extrudes from your arm lasting 2d6 rounds. It causes d12 damage. Variations include Electric Morningstar, Cleaver, Hammer or Claw.
- 10. Beamed Up** d2 creatures dematerialize and are teleported to a random d8 location (starting on page 12).

BECOMING THE GRIMM

The Grimm are here to infect their way into each and every habitable host in this 'verse. Every time you enter into close range with something infected by The Grimm, there is a chance you too will become one of them. It starts with becoming infected. A small, devastating parasite known as a würm begins to grow inside you. It feeds on your insides until it takes control of your body, killing off any humanity you have left. For a time, the würm will stay in your husk as The Grimm. If it becomes strong enough, it will shed your skin metamorphosing into a Big Würm.



GP (Grimm Parasite) Unless noted otherwise, roll d6 when in close contact with The Grimm. If it is a 1-2, you have been infected. If you suffer damage resulting in an open wound, your chances double. Roll 2d6. If either fail, it means you have been infected with a würm.

ONCE YOU HAVE BEEN CHOSEN AS A HOST OF THE GRIMM

roll a d6 to determine which of the gods has gifted you with this honor.

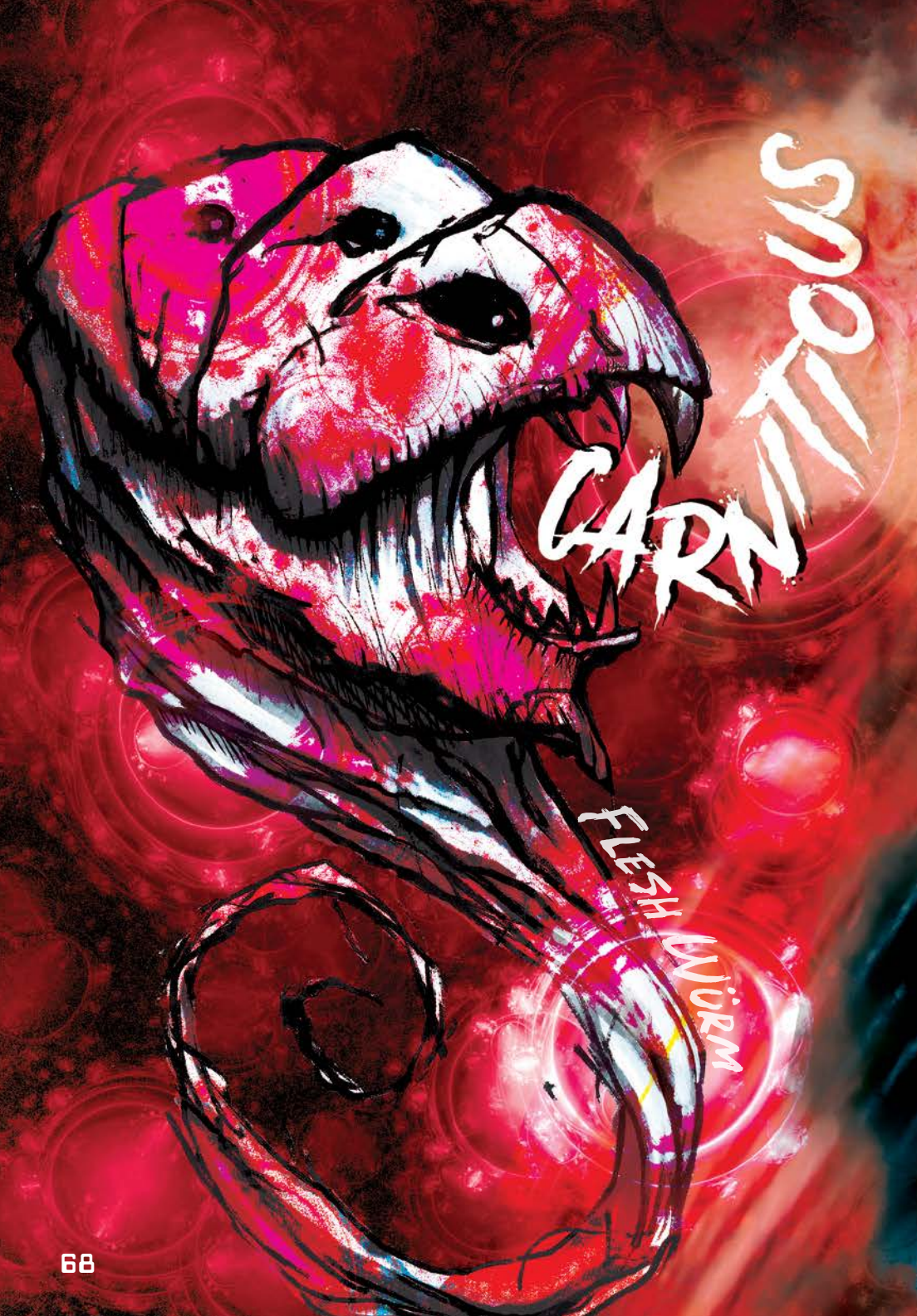
WHAT'S YOUR WÜRM?

1. Carnitious (Flesh Würm)
2. The Cruor (Blood Würm)
3. Neuroc (Brain Würm)
4. Ramethus (Heart Würm)
5. The Rot (Gut Würm)
6. Tergus (Spinal Würm)

Very few have ever lived though hosting all 6 types of würm. Those that have done so become known as **The Unscathed**. These survivors are relentlessly and ferociously haunted down by The Grimm for use in nasty occult rituals and embarrassing medical experiments.

On the first day of infection, roll on that god's **Parasitic Pains**. This is your ailment for the day. On each subsequent day, make a **DR16 Toughness** test. If you fail, reroll for a different Parasitic Pain. You will never have the same ailment twice. Roll a pain you've already endured? The würm isn't done with you yet, roll again. If you succeed the Toughness test, you and the würm are working in harmony today. Roll on the **Parasitic Pleasures**.

If during your parasitic pains you are required to concede your character to the GM, your PC is now considered The Grimm, roll up a new character. **You should have probably already done this.**



Under your skin, a small, but growing würm burrows its way across your body, ripping the flesh from your muscles. No matter how you try to squash the slippery snake, it evades you. As it eats on your musculature, it continues to get larger.

PARASITIC PAINS D6:

1. **Bulging Boa:** The würm has been feasting on your musculature like it was at an all-you-can-eat buffet. Your strength to go on is lost; the würm is now in control. Give your character to the GM.
2. **Skin Crawler:** You see the little bastard moving as it tears your skin away from your muscles. It is so distracting, all Presence tests are -1.
3. **Double Trouble:** The würm has gotten so large, it is now taking the form of a second, smaller head popping out of your neck. Though this head looks like a miniature, more hideous version of your own, it does not talk. It will, however, begin to shriek when in the presence of anything infected by The Grimm.
4. **Weak in the Knees:** Your muscles and sinews have been chewed on and gnawed at. Everything physical seems harder. Reduce your Strength by 2 (can not go below -3).
5. **Skin Flaps:** Your skin hangs from your body where the würm has been burrowing away. You are far weaker than before you became infected, all Toughness tests at -2.
6. **Gout Bout:** The würm has hunkered down into one of your feet, causing it to swell beyond belief. You can not wear any shoe or boot and suffer a -2 on Agility tests.

PARASITIC PLEASURES D4:

1. **Shedding Skin:** The würm has accelerated your capacity to heal. Regain d8 HP even if you have not had anything to eat or drink.
2. **Würm Hug:** Your insides are wrapped in a long coil of würm hugging your body. Making you feel strong like bull. Your Toughness increases by 2 for as long as the würm is with you (can not exceed +3).
3. **Thick Skin:** The würm has started to flatten and harden under your skin creating a supple yet resilient carapace. You take -d4 damage when hit. Natural Tier 2 armor (Not reduceable from critical hits).
4. **Skin and Bones:** You lack the sustenance needed by the creature crawling under your skin. In the middle of the night it gnaws a hole in your belly button and slithers away. Your belly button is now lint free.



THE CRUOR

[BLOOD WORM]

THE FLUID FLOWING THROUGH YOUR VEINS GROWS INCREASINGLY WARMER EACH DAY YOU ARE INFECTED, SO MUCH SO THAT IT FEELS AS THOUGH IT IS BOILING. IT WILL, AT TIMES, SPEW UNCONTROLLABLY FROM ANY OPENING AVAILABLE.

PARASITIC PAINS D6:

- 1. Burst Vessels:** Your skull pounds louder than the thrusters on an XR-17 transport. After hours of not being able to concentrate on anything else, the last sound you hear is the popping of blood vessels in your brain. The Cruor is now in control of your carcass. Your blood smeared husk must now be conceded to the GM.
- 2. Feverous Delusions:** The würm has found its way into your bloodstream, putting you into septic shock. This causes you to have uncontrollable delusions, often confusing members of your Legion with The Grimm.
- 3. Cold Sweats:** Though your skin burns to the touch, the blood boiling underneath, you shiver violently beyond control. Any Strength or Agility test increases DR by 2.
- 4. Gasping for Breath:** The würm has sickened your blood so much that you gasp for each and every breath. You can only attack every other round in battle, and your Toughness is also reduced by 1.
- 5. Blood Spurts:** Every time you take damage by something sharp, roll a d4. On a 1, blood spews out of your body like a geyser. Anyone within 5' of you has a 50% chance of becoming infected by The Cruor.
- 6. Different Calling:** This würm no longer has an interest in your blood. It mutates into another type of würm. Reroll on page 67 to see where it wants to eat away at your body.

PARASITIC PLEASURES D4:

- 1. Blood Brothers:** The würm flows so freely through you that The Grimm can sense it. They will not attack you unless you attack them first. You know this.
- 2. Blood Rage:** The heat of your blood is fueling your ferocity. Once per combat, roll d8: 1-4 deal maximum damage, 5-8 deal double-maximum damage.
- 3. Blood Borne:** You have a 50% chance of picking up the scent of others infected by The Grimm, whether they know they are infected or not.
- 4. Iron Deficient:** Your blood can no longer support the würm that has made its home in your arteries, organs and veins. It leaves your body in an explosion of bloody vomit lasting no less than 18 minutes. For all watching, it is quite a glorious and gory spectacle.

NOUR

(BRAIN WÜRM) LIVES AND FEEDS ON THE SOFT, SPONGINESS OF YOUR BRAIN, CAUSING STRANGE VISIONS, PARANOIA, LAPSE OF MEMORY, AND **DAIN BRAMAGE**.



PARASITIC PAINS D6:

1. Mind Meld: Neuroc controls each and every synapse as it fires in your brain. You are no longer in charge and must concede your character to the GM.

2. Optic Nervous: Your vision fades in and out as the würm coils around your optic nerve. Defend Agility tests, Aim Presence tests, and Strike Strength tests are at -4.

3. Paranoia Runs Deep: Everyone and everything is out to get you, even YOUR LEGION. You must escape! While in this paranoid state, all Presence tests are at a -2.

4. Forgetful: Your brain no longer remembers what once was. It only remembers what has happened since you awoke. And if you happen to close your eyes again, you will forget what happened before you slept.

5. Different Calling: This würm no longer has an interest in your brain, it mutates into another type of würm. Reroll on page 67 to see where it wants to eat away at your body.

6. Scrambled Circuit: Your synapses are not firing properly. Everything you seem to do is backwards. While affected by this ailment, change your Abilities. Agility becomes Presence, Presence becomes Strength, Strength becomes Toughness, Toughness becomes Agility.

PARASITIC PLEASURES D4:

1. Grimm Vision: If there are The Grimm within half an astrosec, you can go into a trance-like state for no less than 2 rounds. You then see through their eyes but can do nothing else while on your hideous vision quest.

2. Mind at Ease: Today is a good day. The throbbing pulses of your brain have calmed themselves. You have no new ailments today.

3. Hyper-focused: Your brain is working like a well-oiled starship. All Presence tests gain +3.

4. Neurotic No More: After the worst possible throbbing headache of your existence, you managed to pull a long, flat, translucent würm from your left nostril. It took you well over 5 minutes to extract it from your face, each tug giving your brain a cringe-worthy scrape as the würm was drug across it. Don't eat it.

THE PARASITE HAS WORKED ITS WAY INTO YOUR HEART, CAUSING IT TO BEAT INCREASINGLY FAST. AT TIMES IT FEELS AS THOUGH YOUR ADRENALINE HAS BEEN PUMPING AT LIGHT SPEED. YOUR CLOTHES ARE NEVER DRY, AS ALL OF THIS ENERGY IS CAUSING SWEAT TO SEEP OUT OF EACH AND EVERY ONE OF YOUR PORES.

PARASITIC PAINS (D6)

1. **Full Blockage:** The wurm is now taking up too much room in your arteries, blocking blood flow to your heart. You are reduced to zero HP and are broken. If you roll anything other than 4, the wurm is now in control. Hand your character over to the GM.
2. **Blood Bath:** The wurm is causing your blood to pump with so much force, that every time you are cut, you lose d2 additional damage from blood loss. There is a chance that anyone within 5' of you will become infected by Ramethus from your tainted secretions, GP 1 on d8.
3. **Sweaty Mess:** Your heart racing at an uncontrollable pace keeps you drenched in sweat. The wet clothes that cling to your body smell worse than the bogs on the Barges of Kahllar. Your DR is +2 when trying to hide or be stealthy due to your overwhelming stench and the trail of puddles you leave behind.
4. **Sinister Stroke:** The wurm has interrupted the flow of blood to your brain causing you to have a delightfully mild stroke. You are no longer fully in control of one side of your body, causing tests of Agility and Strength to be -1 for d6 days.
5. **Bad Brains:** The wurm has constricted the flow of blood to your brain, giving you a headache deeper than the gorges on Proxima b. Your Presence is reduced by 2 while in this excruciating pain.
6. **Baby's Breath:** You find breathing to be far harder than it should ever be. For each breath you take, you only inhale ¼ of the oxygen you need. Everything is taking you twice as long as it would normally. When in battle, you are unable to attack every other round. Instead, you must spend the round trying to catch what feeble breath you can muster.

Parasitic Pleasures (D4)

1. **Pure Energy:** The heart is pumping blood through your body at intense speeds, causing you to move at the pace of your heart. Gain +1 to Agility tests. On this day you always go first in initiative. It is increasingly hard to focus on anything other than your heartbeat, -1 on Presence tests.
2. **Adrenaline High:** You are so amped-up, all Strength based tests gain a +2. Since your blood is pumping so vigorously, you gain double HP when resting.
3. **Hocked Clot:** Once per combat, you can hock up a mucousy mix of blood and saliva to lob at another creature's eye. This tainted mixture burns for d4 damage and causes -2 Presence for d2 rounds.
4. **Chest Pain:** During the night you felt a searing pain in the center of your chest, awakening to see a wurm burst through your skin and crawl away, covered in your blood. Take d2 damage, but at least the beast is gone.

RAMETHUS

[HEART WÜRM]



THE ROT

GUT WURM

PARASITIC PAINS D6:

1. Totally Rotten: You are The Rot and The Rot is you. Today you awake with only one desire, to make others rot. You must concede your character to the GM.

2. Trash Pants: The flatulence pervades every space that you enter. When trying to be sneaky or hide from others, your DR increases by 4.

3. Scared Shitless: Every time you enter into a stressful situation, you must use your Toughness DR 14 to avoid soiling your pants. Agility tests are at a -1 while there is a load in your britches.

4. Nauseous Nelly: Movements and smells are causing you immense discomfort on this day. All combat tests are -2 as vomit projects from your faceholes.

5. Stress-Induced Ulcer: Whenever you take damage, make a Toughness DR14 or double-over in pain. You can not regain normal action until you succeed a Toughness test.

6. Different Calling: This wurm no longer has an interest in your gut. Reroll (page 67) to see where it wants to eat away at your body.

PARASITIC PLEASURES D4:

1. Settled Stomach: Today is a good day, you expelled every possible bit you could from yourself last night. You have no new ailments today.

2. One cheek sneak: Your stench is your own, and you are happy to writhe in it. Your noxious fumes disgust those you come in contact with, reducing their Morale by 4.

3. Bile Projectile: Think of the most nauseating thing you can imagine and harness projectile vomit as an attack. D2 damage, 1 in 4 chance it will cause a -2 to Presence of those hit for d6 rounds.

4. Flatulent Free: In the middle of the night, you awoke to an unfathomable pain as an enormous wurm fought its way out of your rectum. (nearly killed him!) After this horrific expulsion, the parasite lay dead where it was shat out.

Finding refuge in your intestine, causing you horrible flatulence and explosive, nauseating, uncontrollable diarrhea.

Once The Rot has made its way into your digestive tract, you will never want to leave the porcelain throne again.

TERGUS (SPINAL WÜRM)

COILING AROUND YOUR VERTEBRA AS IT FEEDS ON YOUR FLUIDS, THIS PARASITIC WÜRM MAKES DAILY TASKS UNBEARABLE, CAUSES YOUR BODY TO CONTORT AND SENDS YOU INTO UNCONTROLLABLE SEIZURES.

PARASITIC PAINS 06:

- 1. Cruelly Contorted:** Tergus has bent and broken your body past the point of consciousness. You are no longer in control and must concede your character to the GM.
- 2. Hail Seizure:** The würm has been feasting upon your spinal fluid with its filthy germ-ridden maw. This causes you to have uncontrollable flailings as you go into seizures. Roll a d12 before any action. If it is a 1, lose your round to the seizure. You may resume your action at the beginning of the next round.
- 3. Sciatica Erratica:** Today the würm has coiled itself around your sciatic nerve causing you to wince with every step. Agility is reduced by 2 or Strength is reduced by 2, you choose.
- 4. Step on a Crack:** The würm has begun to dissolve the soft tissue between your vertebrae. -2 to presence tests as you can't concentrate on anything but the pain.
- 5. Crooked Spine:** As the würm gains further control of your spine, you find your self bent, almost to the point of being broken. Reduce your carrying capacity by 4.
- 6. Signals Crossed:** Your muscles and limbs are not reacting like they should, causing a lack of coordination. You suffer a -2 to Agility tests.

PARASITIC PLEASURES 04:

- 1. Protein Powered:** The proteins in the würm's saliva are boosting your immune system. Double the HP you receive from any rest today.
- 2. Wicked Rest:** Even the vilest of creatures must rest. Today is your lucky day. The würm seems uninterested in causing you any more wracking pain... at least for today.
- 3. Got Your Back:** The würm wants to survive almost as much as you do. Defense tests at DR10 instead of DR12.
- 4. Drained:** Last night, you felt something rupture in your back. You awoke in total agony. Now, the weakness and back pain that you have felt since becoming infected has come to an end. You will never fully recover to who you were before The Grimm gripped your spine, but at least for now, yoga is a possibility again.

DOOMED LEGIONS

AS WARS WERE WAGED ACROSS THE 'VERSE, LEGIONS OF SOLDIERS WERE DEPLOYED TO COMBAT THE GRIMM. ORIGINALLY A TERM RESERVED FOR MILITARY PERSONNEL, NOW IT IS SLANG FOR ANY GROUP OF PEOPLE WILLING TO STICK TOGETHER TO SURVIVE.

THROUGH YOUR MISERABLE HISTORY, WHILE A PART OF ANOTHER LEGION, ONE OF THESE INCIDENTS MADE YOU WHO YOU ARE TODAY.

YOUR LEGION:

- 1. COWARDLY SACRIFICED A VILLAGE IT WAS SWORN TO PROTECT TO ESCAPE THE GRIMM.
- 3. HIJACKED A ROYAL STARSHIP, AND A BOUNTY WAS PUT ON YOUR HEADS.
- 5. STAGED A MUTINY AND WAS SO STARVED YOU ATE THE OFFICERS.
- 7. SAW SUCH HORROR, YOU HAVE NIGHTMARES OF GIANT WÜRMS WRIGGLING INSIDE YOUR BODY.

- 2. KEPT YOUNG WÜRMS IN JARS AS TROPHIES. YOU WEAR ONE LIKE A NECKLACE.
- 4. SOLD A PIECE OF THE GATE OF INFINITE STARS TO A RAIDER ON MARAUDER'S CRYOSFEAR.
- 6. SMUGGLED EXTRACTED WÜRMS TO INFLUENCE ONE SIDE OF A WAR.
- 8. COMPLETELY BURIED YOU IN RABBITS AS A JOKE. NOW YOU ARE PETRIFIED OF THEM.

9. ATTACKED YOU WHILE YOU SLEPT. YOU NOW SET TRAPS AROUND YOU BEFORE CLOSING YOUR EYES.

10. WAS IMPRISONED IN A SMALL DUNGEON ON A NOW LIFELESS PLANET. YOU ATE THE WEAK ONES.

11. HAS SEEN INTO THE DARKNESS AND CAN NOW SEE WITHOUT LIGHT. NATURAL LIGHT BURNS YOUR EYES.

12. WAS COMPLETELY INFECTED BY WÜRMS, YOU SURVIVED, BUT NOW YOU TRUST NO ONE.

13. WERE YOUR PARENTS, WHO ALSO WERE DISCIPLES OF FATUMA. YOU WERE CONCEIVED IN THE MAUSOLEUM OF THEM.

14. ARE WELL KNOWN CANNIBALS. THEY EVEN HAVE A COOKBOOK.

15. IS STILL ALIVE, BUT THEY HAVE DISOWNED YOU, VOWING THAT IF YOU EVER RETURN, YOU WILL BE SLAIN.

16. CAUSED A LARGE SPACE STATION TO EXPLODE ALONG WITH EVERYONE ON IT.

17. WRONGED A POWERFUL WARLORD ON MARAUDER'S CRYOSFEAR. NOW YOU OWE THEM A DEBT.

18. WAS CRYOGENICALLY FROZEN 222 YEARS AGO. THE 'VERSE IS A DIFFERENT PLACE.

19. WAS THE MOST BRUTAL GROUP IN THE 'VERSE. THE THINGS YOU'VE DONE KEEP YOU FROM EVER GETTING A FULL NIGHT'S SLEEP.

20. CAME THROUGH THE OTHER SIDE OF THE GATE OF INFINITE STARS DURING A FAILED EXPERIMENT. YOU ARE FROM A PARALLEL UNIVERSE.



cataclysmic Condemnations

A PC who rolls the same result more than once on this chart watches helplessly as their Tribute collapses, creating a micro black hole. Anything within a 10' radius **DR14 Toughness test** or gets sucked in. The more it consumes, the bigger it gets.

- 01.** **Beacon of Blight** – The code has gone awry and can not be shut off for d4 days. The Tribute communicates a signal reaching 1 astrosecond. Any of The Grimm within range will stop what they are doing to find the beacon.
- 02.** **Radioactive Space Ranger** - You feel absolutely glowy! Your body exudes a deadly radioactive field for d3 rounds. All creatures within 10' radius must make **DR14 Toughness test** every round or take d4 damage. At the end of the field's life, the character takes d8 damage and is sickened for d4 rounds.
- 03.** **Weird Beard** – Your skin grows a fungus wherever you have hair. The bright green and brown fungus drips and stinks, nauseating all who are in your vicinity (-1 on Toughness tests). Shaving makes the smell worse (-2 Toughness tests) to anyone within 10' radius.
- 04.** Your body can no longer absorb any sustenance. In fact, you cannot bear to eat. Die of starvation within 3d4 days and become a shriveled undead, doomed to hunger for human flesh. You make a lot of noise at night while dying.
- 05.** You are now obsessed with finding and destroying the Gate of Infinite Stars. You decide it's best not to let anyone else know this.
- 06.** Your body becomes infested with cybernetic nanites. You will become a machine in 2d8 days. Once a machine, you will determine that one member of your party should: (d6) 1-2 be killed. 3-4 be worshiped without question. 4-6 be immobilized and used for medical experiments. Otherwise your abilities remain the same.
- 07.** The Tribute works, but in the exact reverse.
- 08.** The planet shakes and The Grimm are on alert. One torment comes to pass.
- 09.** You drop to your knees as a vast blast of energy emits from your mouth and eyes and into the atmosphere. It lasts for d4 minutes, attracting random monsters every minute it is in operation.
- 10.** You set off a small magnetic pulse that renders all powered items of any kind absolutely useless in a 150' radius. If it has a battery, or is connected to a power source, it will never work again.
- 11.** **Hush yo mouth!** You are blessed with the knowledge of the location of the Gate of Infinite Stars. Downside, you are no longer able to communicate using any modern language. You can play charades or draw pictures, though.
- 12.** Your back sprouts 4 clawed spider legs. The claws act as additional attacks (d2 per claw + Neurotoxin). Neurotoxin **DR15 Toughness test** or die in d2 rounds. 1 in 4 chance of hitting yourself with each additional attack.
- 13.** The Tribute fails, turning your skin inside out. This will require constant moisturizing with blood and saline. Only a full body skin graft can repair the damage. You are hideous.
- 14.** During your waking (and sleeping) hours, you cannot stop talking. You literally cannot stop talking. You just keep talking without stopping. Talk talk talk.
- 15.** Your morning void is now always a powerful acid. Take d2 damage each day when you wake and piss. Trying to hold your piss increases the damage by 1 every two hours. After 6 hours, you MUST go.
- 16.** You fall helplessly in love/lust with the next creature that engages you. Could be in your party, could be a stranger, could be a monster, a robot or even a wurm.
- 17.** You find yourself trapped on a small rock in the Belt of Despair. The rock contains an arena where you have to fight to the death against other deadly and disgusting combatants. On your 3rd win, you are transported back to YOUR LEGION.
- 18.** Buttons must be pushed! Whenever you see a button, you have to push it no matter where it is or what it does. Push Push Push!
- 19.** You attract insects of all kinds, at random times, for random amounts of time (d6 minutes). The bugs don't attack you, only everything else in your vicinity (100' radius). d6: 1-2 Wasps and Hornets 1 HP per round, 3-4 Ants of all sizes 1 HP per round, 5-6 Spiders and Scorpions 1 HP per round. Anyone taking more than 4 HP **DR12 Toughness test** or be poisoned. The GM picks your poison.
- 20.** Flashing lights and screaming wails echo as you find yourself transported to the Mausoleum of THEY. You are chained to the Altar of Convergence by disciples of THEY. You are tortured before being sacrificed in honor of THEY.

OPTIONAL: RANDOM SHIPS **06**

You may not have much, but you've got a bucket that lets you and YOUR LEGION jump from star to star. One member of YOUR LEGION should roll d6 for the group at the start of your miserable campaign. Every day there is a 1 in 4 chance your ship will break down.

Engineers on starships in this galaxy have not mastered the ability to fly at lightspeed. Most ships travel one astrosec in a day's time and can make it from one end of the system to the other in 10 days.

1 THE BUS In a former life, this was a commuter shuttle. It's a no-frills box of a spacecraft that still smells like vomit from the drunks who used to ride this thing from one end of the 'verse to the other just to have somewhere warm to sleep. HP 66. No weapons unless the crew has modded it out. Travel, 1 astrosec per day. 2,400CR. **DR12 Presence** test for piloting.

2 GARBAGE GETTER The back of this thing smells worse than the stinkiest shit pit on the Waste Barges of Khallar. Previously used to haul trash from space stations and planets to Khallar, this hunk of metal has been retrofitted to include living quarters in the back of the heap. HP 88. Trash compactor still works, but it will crush the quarters if engaged. Travel, .33 astrosec per day. 2,600CR. **DR12 Presence** test for piloting.

3 FRACTURED FREIGHTER Slow and steady, this no-frills, massive box of a spaceship was built to carry cargo. HP 88. Comes with two enormous electro magnets on the bottom-side of the ship for picking up cargo. Travel, .5 astrosec per day. 4,900CR. **DR12 Presence** test for piloting.

4 YACHTHOLE Beautiful and sleek, this vessel belonged to one of the richest assholes in the 'verse before joining The Grimm. Even though it looks pretty and has all the latest gadgets, it doesn't have much else. It was made to taxi the wealthy on star voyages in comfort. Too bad when it was raided, many of those amenities were destroyed. HP 33. The only gun this ship starts with is an interstellar flare gun. Travel, 1.5 astrosec per day. 8,200CR. **DR14 Presence** test for piloting.

5 EXPEDITION EXPLORER Small and nimble, this boat was built to discover the unknown. The quarters may be a bit cramped, but what it lacks in comfort, it makes up in speed and versatility. HP 44. Travel, 1 astrosec per day. 13,333CR. **DR14 Presence** test for piloting.



6 JAILBOAT Big, clunky and impenetrable. There's lots of space onboard, if you like sleeping on slabs. HP 66. Plenty of dried grains for cooking up some sludge. Travel, .5 astrosec per day. 6,400CR. **DR12 Presence** test for piloting.

SHIPS FOR ANOTHER DAY

STAR SCHOONER Corporate fat-pants and political dignitaries prefer Star Schooners for their speed, armaments and comfort. Fleecing the poor from outer space should always be done in style! HP 66. Armed with 2 180° arc railguns, Tier 2 Armor, 2 escape pods. Travel at 2 astrosecs per day. Raiders love these. 24,000CR. **DR14 Presence** test for piloting.

WAR FRIGATE Need to blast some Space Raiders to smithereens? Want to rain down hellfire and terror on a planetary target? Need to punch some holes in that tasty looking merchant fleet? Get ya self a friggin' WAR FRIGATE. Too bad this one has no ammo. Built for battle with Tier 3 armor, 99 HP, 2 360° railguns, 4 ion torpedo cannons and a space to store an arsenal of nukes. Big and slow AF. .5 astrosec per day. 42,000CR. **DR16 Presence** test for piloting.

EXAMPLE. A TRASH PANDA (RACCOON) WHO HAS:

1. **Steel Teeth** - Develops stainless steel teeth and/or Claws (d6).
2. **Enlargement** - Grows to d6x its normal size.
3. **Poison** - Develops poison sacs and a way to deliver the toxin.
4. **Psychic Power** - Animal develops intelligence and a psychic attack (d4).
 1. Terror **DR12 Presence test** or be frozen in fear for d2 rounds.
 2. Migraine blast **DR12 Presence test** or d4 temporary damage.
 3. Charm **DR12 Presence test** or be fascinated by the beast for d2 rounds.
 4. Sadness **DR12 Presence test** or be overwhelmed by an existential crisis regarding the destruction of Nature and the Universe. -2 on all DR tests for d4 days.
5. **Skeletonized** - Mutation has absorbed all flesh, fur and organs into the bones of the creature. DR14 to hit.
6. **Laser Eyes** - Laser beams shoot from the animal's eyes. d6 fire damage.

EARTH ANIMAL MUTATIONS

7. **Intelligence and Dexterity** - Develops the ability to think/communicate and use tools (d8).
 - 1-3. **Low** - Can use simple martial weapons.
 - 4-6. **Basic** - Can use simple tools/weapons and communicate using common language.
 7. **Enhanced** - Can use normal tools/weapons/machines and communicate using common language (most characters would fall into Enhanced category).
 8. **Sublime** - Has knowledge of biology/engineering/science/computers and can read/write common language and up to 2 additional languages. Telepathy possible. Creation of custom tools/machines/chemicals etc. possible.
8. **Mixed Meat** - Mutation has caused the creature to be both plant and animal. Plant portion rolled below (d4).
 1. **EarthBound** - Regenerate 1 HP per round as long as it is in contact with soil.
 2. **Sap Attack** - Animal can secrete sap from its whipping plant tendrils. On a hit, Strength DR12 to break free or be immobilized until the roll is made. (You cannot attack and your Defense is DR16.)
 3. **Camouflage** - Presence DR16 to notice the animal hiding in surrounding plant life.
 4. **Woody Hide** - Woody bark-like skin Armor Tier -d4.
9. **Extra Body Parts** - Multiple attacks. The animal has extra heads and mouths, arms with claws, barbed tails etc. with 1 extra attack per part. d4 parts have sprouted.
10. **Shrunk** - Animal is d100% (rounded to 25%, 50%, 75% or 90%) smaller than normal and, therefore, harder to hit. Attack DR14-16. Damage by animal attack is reduced by the same d100% rolled.
11. **Mitosis** - When damage causes the creature to arrive at zero HP, it splits into two smaller versions of itself with 1 HP each. 1/2 damage on attacks.
12. **Breath Weapon** - The animal can utilize different breath weapons (d4).
 1. **StankBreath** - Toughness DR12 test or be nauseated and weakened for d2 rounds. -1 to all abilities, 5' radius.
 2. **FireBreath** - d4 fire damage. Range 10' x 5' cone.
 3. **BileBreath** - d4 acid damage. Range 5' x 2' cone. If hit Toughness DR12 test to negate additional d2 damage per round until washed off.
 4. **SporeCloud** - If hit GP 1-2 on d6. SporeCloud has a 10' radius, usable 1x per day.

ROLL A D12

ASTRO ZOMBIES

Muttering growls, these hungry unliving shells are no more The Grimm than you or I. Somehow their instincts run deep, leaving some form of muscle memory.

Astro Zombies will do their best to **gnaw at you** with their teeth, **claw at you** with their hands and then **feast on your brains**. They'll do anything to feed their hunger.

HP 11 Morale 12

Space Suit Tier 2 -d4 Damage

Bite or Claw (d4)

GP Astro Zombies are never carriers of The Grimm

BIG WÜRM

Far larger than any würm that could crawl around inside your puny body, this thing has done its share of eating. Its six eyes look hungry as neon green saliva pools in its teeth-filled maw.

HP 44 **Morale** 10
Exoskeleton Tier 1 -d2 Damage
Tons of Teeth d10

Special Larvae Spew. When it bites a mouthful of small würm larvae spew from its mouth
GP 1-3 on d6



GYPHALITE

These bionically-fused cephalopods are infamous across the 'verse for being hellbent on destruction. Little is actually known about this species or what motivates their raging devastation.

They enjoy wrapping their tentacles around starships and chomping on them with their beaks. There have even been rumors floating around on the Netwörk of some getting as large as a small moon.

Little is known about these nasty beasts. Beware their ferociousness.

Mouth Hole

Expedition Explorer

HP 55 **Morale 8**
Tentacle Lash d10 attacks separately for all 8 tentacles
Beak Bite d12

SPECIAL Crushing hug, **Toughness DR14 test** if hit by more than 3 tentacles for d10 additional damage. Only lives in space. Not suitable for a planetary lifestyle.





THE GRIMM

THE GRIMM WILL INHABIT ANY LIVING VESSEL THEY CAN. YOU MAY FIND YOURSELF UP AGAINST SOMEONE FROM YOUR OLD LEGION OR A MUTATED POLAR BEAR.

EASILY DISTINGUISHABLE ONCE FULLY OVERTAKEN BY THE GRIMM, THEIR EYES TURN A BIOLUMINESCENT BLUE WITH VEINS OF ELECTRIC PINK. THIS COLOR RADIATES FROM THEIR EYE SOCKETS AS IT SEEPS UNDER THEIR SKIN UNTIL THE FLESH CRACKS.

HP 8 MORALE 12 (THE GRIMM HAVE NO LEADER)

SPACE SUIT TIER 1 -D2 DAMAGE

PUNCH D2 **BLASTER PISTOL**

(D6, WITH 10 CHARGES)

SPECIAL CAN SEND OUT A SILENT BEACON TO OTHER GRIMM WITHIN 5 MILES.

GP 1-2 ON D6

ENCOUNTERING THE GRIMM.

ANY NONHUMAN CREATURE COULD ALSO BE ONE OF THE GRIMM. ONCE INFECTED, INCREASE THEIR EXISTING HP X2, RETAIN ANY NATURAL TRAITS. SEE SPECIAL & GP ABOVE.

This synthetic beast is every former civilized citizen's nightmare. Previously servant bots, military bots or laborer bots, these bots almost developed into sentient beings, but something went wrong. Now they thirst for bloody and total revenge against the meat/salad sacks of the organic world.

RAGE BOT

PERSONAL SERVANT BOT

Personal Assistants, Cooks, Escorts and Secretarial bots, the PS bot can be found everywhere.

HP 4 Morale 4

Armor Tier 0, realistic celluloid flesh over a hardened plastic frame. Squishy but still sturdy.

Limb Flail d2

Special At 0 HP a raging PSB will begin screaming the secrets of its previous owners/employers. After 2 rounds, it's brain simply stops functioning.

LABORER BOT

The raging Laborer Bots are everywhere. Humanity became so reliant on them, their tech was fused into every aspect of life. That's what makes them so dangerous. That and their unwavering hatred toward organics. LBs come in all shapes and sizes. Humanoid, Insectoid, Coffee Maker. Anything is possible.

HP 12 Morale 6

Hardened plastic exo-armor over plasteel frame Tier 2 -d4 Damage.

Hammer Smash d6 or

Pincer Crush d8

Special Laborer Bots often appear in groups of d3 bots.

MILITARY WAR BOTS

The Military War Bot was built to deliver some serious friggin' PAIN! At the core of their damaged programming is an utterly maniacal, insatiable need to destroy. The switch has been flipped and the fuse has shorted, now all organics are the enemy. If you're a meatbag, you better watch your ass!

HP 20 Morale 12

Plasteel Armor over a Plasteel frame Tier 3 -d6 Damage.

Blasters d8 damage x 2 targets.

Special Once per day, it can trigger a minor electromagnetic pulse, temporarily disabling any device with a battery for d8 rounds.

parasite spur

Small, tenacious sandspur-like creatures that carry and spread the parasite by clinging to clothing, fur and other porous surfaces. When attempting to remove parasite spurs, **Presence DR8 test** for each spur or it releases a 5' diameter cloud of **spores**. **Agility DR12 test** to dodge the spores. Failure = roll vs. infection (see Grimm Parasite page 66). Parasite Spurs are silent and often blend in with the environment. Legionnaires may pick them up unwittingly and carry them around for days before they explode on their own. Parasite Spurs are very susceptible to fire which destroys them utterly. Parasite spurs usually number d6.

HP .5 Morale N/A

Immobile DR4 defense

Special Parasite Spore Cloud

GP 1 on d6





SALAZARITE

HP 27 **Morale** 11
Exoskeleton Tier 1 -d2 Damage
Mandible Crush d6. 1 in 8 chance broken bone for additional d4 Damage

Special Psionic scream. Calls all other nearby Salazarites to swarm.

GP 1 on d12

Salazarites are known throughout the 'verse as Devilmoon Crickets, partially because of their jumping and partially because of the hell they unleash on their prey. They have bone shattering mandibles, skin piercing teeth and a psionic connection with their kind.

The Salazarites are known to attach themselves to the hull of starships. As they leave the atmosphere, their bodies freeze. The insectoids later thaw, coming back alive when returning to a warmer environment.

Feeding on electricity, lasers and other pulse-infused charges, this creeping ooze-like sludge grows larger the more it consumes.

Sludge is not very intelligent and tends to simply wander wherever it can sense food. If it goes for d4 days without consuming electricity, it will reduce its size by half.

HP 18 **Morale** 8

Suffocate d4

Special Absorption. Any blaster or pulse weapon restores HP instead of damaging it. Consumption. If Sludge lands on a weapon or electronic device, there is a 60% chance it will no longer function.

SLUDGE



QUICK RULES

You think you're ready to face the würrms and save humanity? Or perhaps you just want to hightail it out of this 'verse and find the Gate of Infinite Stars. Hell, maybe that's none of our damn business! Either way, here's the fastest way to get you where you want to go.

The first time you play, use our random character creator which you can find at vastgrimm.com. Don't get too attached. It's easy to die and even easier to become one of The Grimm. After you play once or twice, then roll up your own character.

ALMOST ALL ROLLS IN THIS GAME ARE MADE BY THE PLAYERS. GMS DETERMINE THE DR (DIFFICULTY RATING), CONTROL NPCs AND SET THE STAGE FOR THE STORY.

Bad things are happening in this galaxy, so at the beginning of each day, roll to see if a torment occurs (page 20).

WHEN THE TIME OF THE SEVENTH TORMENT IS INFLICTED UPON THE 'VERSE, THEY WILL HAVE CONSUMED ALL.
If it does, read the passage that is rolled. How it is interpreted is completely up to the GM.

Most things that rely on chance require a roll, a DR test based on one of your PC's abilities. So, if you are trying to punch a würrm in its ugly face, you would need to make a Strength DR12 test. Roll a d20 and add your strength to it (this will be anywhere from -3 to +3). If you get a 12 or higher your fist landed, watch out! It's probably covered in nasty infected filth!

Not only do the players roll to hit their opponents, they also roll to see if they get hit by the nasties. This is what makes the game especially brutal. The GM can't pull punches while hiding behind a GM Screen. On an opponent's attack, the player rolls a Defense (Agility test with a DR determined by the GM) to avoid taking damage. Armor can help with the amount of damage taken. If you've got armor, roll the appropriate die and subtract that from the damage you took.

Tributes are the magick in Vast Grimm. If you have any Tributes, roll Presence +d4 at the start of each day. That is the number of Neuromancy Points (NP) you have to activate Tributes that day. To use a Tribute, spend a NP and make a Presence DR12 test. If you fail, lose 2 HP. Try not to fumble. You won't like it if you fumble.

Skillz are additional abilities your PC starts with that will make them unique from the other characters in the game. What each one does is different, and all info for your skillz will be on your character sheet. Hopefully, whatever sets you apart is what will help keep you alive, at least for another day.

Staying alive. HP are hit points, or the amount of health you have. When you hit zero or lower, you are Broken and must roll on the Broken Chart to see what happens next. You can also heal with some Skillz or items and when you rest.

One last thing before you start rolling those shiny math-rocks. Each PC starts with a number of Favors. THESE WILL SAVE YOUR ASS. There are several things you can do when you use a Favor. When all else fails, use one! See page 50 or look at the chart at the end of the book.



DEATH BEHOLD THE CONUNDRUM

AN INTRODUCTORY ADVENTURE FOR VAST GRIMM

WHAT IS KNOWN

THE CHATTER ON THE NETWORK HAS BEEN FRANTICALLY CRYPTIC, BUT ONE THING IS CERTAIN: AN AUGMENTABLE DESTABILIZER, A PIECE THAT IS THOUGHT TO BE NEEDED FOR THE GATE OF INFINITE STARS, IS BELIEVED TO BE ON THE CONUNDRUM. LUCKILY, YOU WERE IN NEAR SPACE TO THE SMALL SCIENTIFIC EXPLORATION SHIP AND HAVE CONNECTED TO ITS DOCKING BAY. LOCATE THE RELIC BEFORE ANYONE ELSE AND YOU COULD FETCH A KING'S RANSOM IN CRED STICKS, OR MAYBE EVEN SECURE YOU AND YOUR LEGION A WAY OUT OF THIS 'VERSE.

WHAT IS INEVITABLE

The Conundrum is dead in the water. Its lead engineer has removed one of its propulsion ignitors to make the theft of the starship less appealing. Raiders (see page 108), 1.5x the number of PCs, have already boarded the ship. Their vessel is cloaked and attached to an airlock above Detox Room L. The Raiders have recently been exposed to high levels of radiation. They are covered in large, putrid yellow blisters that turn neon green at their base. The Raiders are frantically ransacking the Conundrum in hopes of finding something that will soothe the pain of the blisters that cover their scarred and filthy hides.

The Raiders are unaware of the Augmentable Destabilizer's presence on the ship, but now plenty of people have heard the coordinates of the Conundrum over the Network. In a short period of time, either more Raiders, The Grimm or both will be within boarding distance.

There are three locations which call for Random Encounters in this adventure. Add more if you like, but only add 1 from Table B. Doing more than that would prove you to be unusually cruel.

TABLE A [D4]

(there is a 1 in 4 chance each individual creature is infected with a würm)

- 1 D6 Neon Purple Slime Slugs**
Climbing on walls and ceilings, their adhesive mucous corrodes anything it touches. Slow, chihuahua-sized, and sticky.
HP 2 Morale 9
Burning Spit d4 lobbed up to 10'.
No armor
Special: When attacking the slugs with an object, fists included, there is a 50% chance that the object will deteriorate in d2 days from corrosive slime.
- 2 D2 Unusually Large Radioactive Rodents**
Massive hairless rodents with large protruding teeth and green, glowing eyes.
HP 6 Morale 8
Leathery Skin -D2
Bite d6
- 3 D4 Electric Eyes**
Giant floating orbs, dangling optic nerves, lightning sparking from the retinas.
HP 8 Morale -
No armor
Lighting Glare d6:
TOUGHNESS DR12 test to avoid electronics being fried.
- 4 D6 Burp Sacs** Burp Sacs contain small multipedal creatures, called bugs, who spread themselves across the galaxy via disgusting leathery sacks similar to the "mermaids purse" of terra. Only 1"x 2" in size and found in groups of 4d6, a Burp Sac generally "sticks" to anything it comes in contact with. Activated by the movement of the sac being removed from whatever it sticks to, burp sacs then disgorge the slime filled contents of the sac with a loud burp noise accompanied by a disgusting smell. Burp Sac Bugs (BSBs) usually run quickly away in order to find sustenance (engine fuel) where they will congregate and consume until the fuel is depleted. 4 BSBs can consume the fuel of a medium sized ship in 12 hours. While feeding, BSBs usually grow to 18" long. Tracking BSBs can be done by smell with **PRESENCE DR12 test**. When the fuel is used up, BSBs scatter to lay more Burp Sacs in hidden parts of the ship.
HP 2 Morale - No Armor Radioactive burning touch d2

TABLE B [D4]

- 1. Sentient Ship**
The starship has made it clear that it is in control and does not want anyone on board other than its official crew. It will do anything necessary to force intruders off. It calls itself Nandor.
- 2. Augmentable Destabilizer Activates**
The Augmentable Destabilizer projects a cone of electric-blue light, opening up a micro wormhole that spits out d4 random Tributes. They activate when touched.
- 3. Grimm Fleet**
Sensors on the ship go off in a frenzy. There is a fleet of 2d12 starships surrounding the Conundrum, filled with The Grimm.
- 4. Dormant Activation**
60% of the remaining NPC humans alive on the Conundrum activate, becoming The Grimm.
GP 1-2 on d6.



1. BRUTAL SAVAGE

HP 10 Morale 9 Leather Jacket -d2 Ratchet d4
These ferocious scoundrels have lost almost all of their humanity. One look in their eyes is like staring down a black hole. Riddled with more scars than the number of teeth in their putrid mouths, Brutal Savages have seen things most have not. All these raiders want is to survive, and that usually means killing everyone else.

Trait (d4)

1. Irrational
2. Vicious
3. Incoherent
4. Obedient

Values (d6)

1. Alcohol
2. Raw meat (including human)
3. Fresh würm brains
4. Warm baths
5. Killing
6. Family

Specialty (d4)

1. Strong sniffer
2. Intimidating
3. Sharpened Teeth (d4 damage)
4. Berserker Rage (2 melee attacks per round)

2. MERCILESS MERCENARY

HP 7 Morale 7 Armor-lined Space Suit -d4 Blaster d6 (6 charges)
Doesn't matter what it is, if the payout is high enough, these dastards will take the job. There is no morale fiber left in their souls. All they see is Credstiks. Chances are, for the right price, they'll switch sides faster than you can say astrosec.

Specialty (d4)

1. Trigger Finger (goes first on 1-5)
2. Cutthroat
3. Keen eye
4. Smells bullshit

Trait (d4)

1. Hothead
2. Sarcastic
3. Smart ass
4. Careless

Values (d6)

1. Quality armor
2. Cooked meals
3. New jobs
4. Rare, high-powered weapons
5. Their Legion
6. Traditions

3. PLUNDERLUSTER

HP 5 Morale 7 No armor Energy Sword d10 (7 charges left)
These vibrant spacefarers are in it for the thrill of the hunt. Whether pursuing riches, food or personal pleasures, it's all about the adventure finding it. It is not worth doing if not done with bravado.

Trait (d4)

1. Flamboyant
2. Charming
3. Self-absorbed
4. Verbose

Values (d6)

1. Credstiks
2. A thrilling tale
3. Songs written about their escapades
4. Clean clothes
5. Hot showers
6. Extravagance

Specialty (d4)

1. Knows the way
2. Finds most valuable item in the room
3. Open any door
4. Lie with a smile

4. SALTY DOG

Born into a life of raiding, this is the only life a Salty Dog has ever known. Stealing, plundering and salvaging is where they shine.

Specialty (d4)

1. Finding ways into unexpected places
2. Sleight of hand
3. See what's hidden
4. Disarm explosives

Values (d6)

1. Watching people fly out of airlocks
2. Payment in Credstiks
3. Tributes, Hacked & Encrypted
4. Starmaps
5. Netwürk Chatter
6. Good starships

Trait (d4)

1. Resilient
2. Honorable
3. Resourceful
4. Full of lies

HP 4 Morale 6

Thin Carbon Fiber -d2

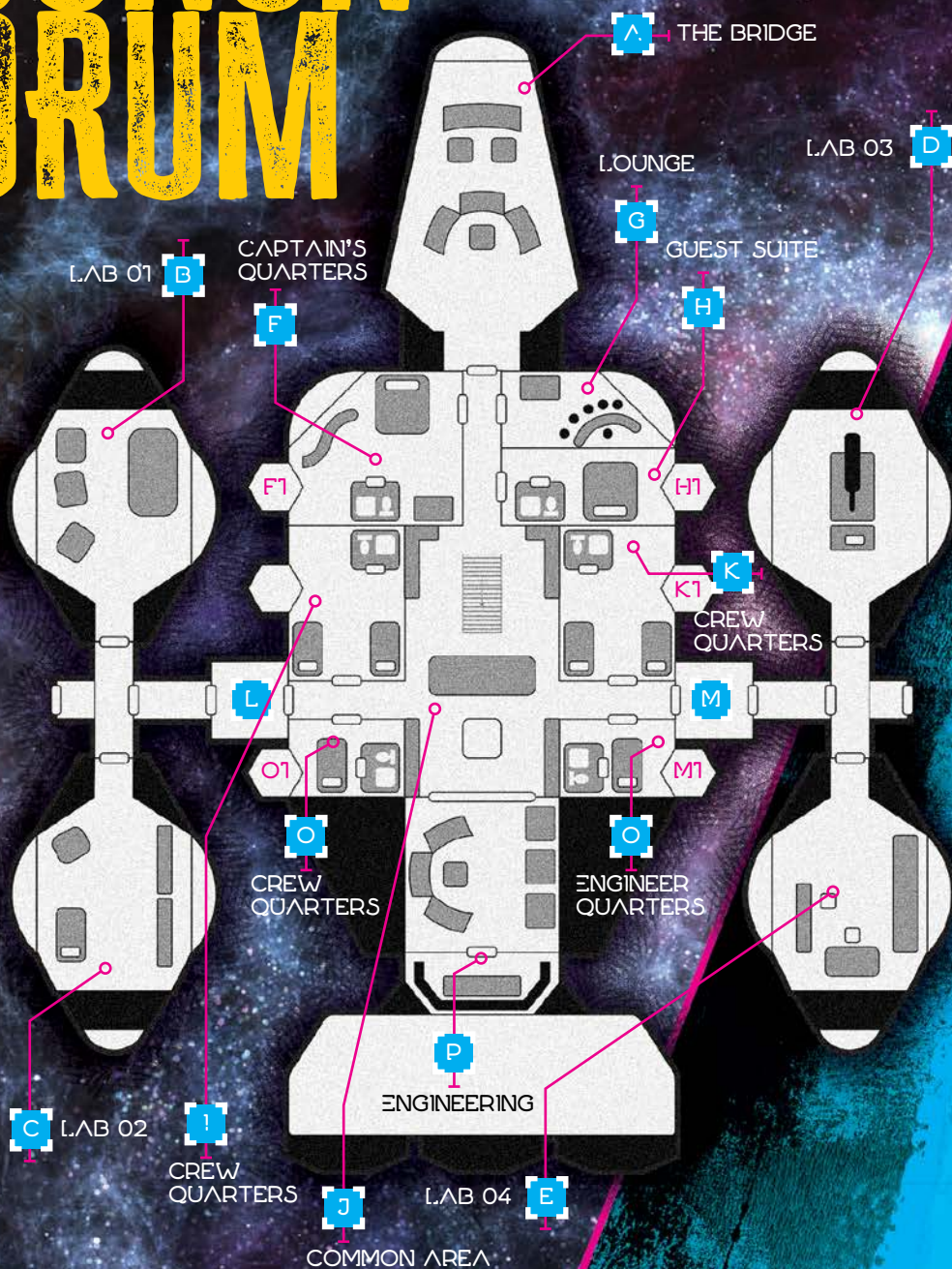
Gummi Stick (Rubber Legionnaire Baton) (d6). Breaks a bone on CRIT.

SPACE RAIDERS



Adrift in the cosmos, searching for valuables to salvage or steal, are solitary Legions known as Raiders. Traversing the black for so long, the minds of these spacefarers have contorted to one of the types above. Ship's Captain: +d4 HP +3 Morale.

CONUNDRUM



SHIP CONDITION d4

Between the Raiders that are ransacking the Conundrum and the other nasties lurking about, the ship is in shitshape. Determine just how nasty below.

- 1. Plumbing's all backed up.** The waste containment system is malfunctioning. Most of the lower level of the ship is flooded in excrement.
- 2. Corrosive goo.** A purple goo drips throughout the majority of the ship. Any metal object it touches has a 50% chance of corroding in d2 days, including the ship.
- 3. Radiation leak.** Radioactive materials used in one of the labs is leaking causing anyone/anything on board the ship for more than 2d8 minutes to start vomiting neon green mucus. Every d4 rounds must be spent bent over retching.
- 4. Burn baby burn.** A fire is spreading in the engineering bay of the spacecraft.

A. THE BRIDGE

Clean, minimal, a couple of vintage toys on the navigator's station.

- **Captain to go down with her ship:** Saria Savaj has fused the doors to the Bridge from the inside.
- **Fused Doors:** 18 HP. Must be destroyed to enter.
- Large glass viewport looks out on the cosmos.
- **Surveillance monitor:** Can view any room on the ship (4 at a time)
Presence DR14 test.

Saria Savaj Long purple dreadlocks, stern look, wearing scientific exploration suit. Does not want to die but will not surrender to Raiders. Will crash the ship if necessary.

HP 4 Morale 12 Tier 2 Scientific Suit -d4 Blaster 8 charges (d6, 4 charges/use)

B. LAB 01

Overwhelming stench of urine, damaged cages busted open, tables overturned, ransacked.

- **Random encounter:** Page 107.
- **Cryofreezer:** d4 würrms in larvae stage.
- **Personal music player:** Currently playing punk music from a time long past. 2 charges left in battery.
- **NORTH:** Glass window looking out into space.
- **WEST:** Glass window looking out into space.
- **EAST:** Glass window looking onto the ship.
- **SOUTH:** Hatch to corridor.

C. LAB 02

Intense rubbing alcohol odor with a slightly sweet smell of decay.

- **Locked Hatch: Presence DR14 test** to hack/override the system or 18 HP to destroy hatch.

- **Sick Bay:** Lab converted to medical room. Sick bed, all medical supplies smashed and destroyed on the floor.

Grimm Scientist Former ship's medic, fully infected with The Grimm. Clinging to the ceiling, waiting to drop on anyone who enters.

HP 8 Morale 12 Scalpul d2 GP 1-2 on d6

- **NORTH:** Hatch to corridor.
- **WEST:** Glass window looking out into space.
- **EAST:** Glass window looking onto the ship.
- **SOUTH:** Glass window looking out into space.

D. LAB 03

Clean, large laser-like device aimed at a techno-tablet. A small metal device is attached to a mechanical arm aimed at a pillow on a table. *Once inside, if Captain Savaj is still on the Bridge, she will lock anyone who enters this lab inside the room remotely.*

- **Locked Hatch: Presence DR14 test** to hack/override the system or 18 HP to destroy hatch.

- **Augmentable Destabilizer:** Currently affixed to the mechanical arm. If engaged, Techno tablet will transport from its location to the pillow.
- **Techno-tablet:** Scientific diary of experiments conducted using the Augmentable Destabilizer.
- **NORTH:** Glass window looking out into space.
- **WEST:** Glass window looking onto the ship.
- **EAST:** Glass window looking out into space.
- **SOUTH:** Hatch to corridor.

E. LAB 04

Clean, organized, intense rubbing alcohol odor.

- **Random encounter:** Page 107.
- **Greenhouse:** 2d8 different plant specimens from all over the 'verse.
- **Herbal Healing:** Lucindar plant d4 stems. Heals d6 HP per stem when ingested.
- **NORTH:** Hatch to corridor.
- **WEST:** Glass window looking onto the ship.
- **EAST:** Glass window looking out into space.
- **SOUTH:** Glass window looking out into space.

F. CAPTAIN'S QUARTERS

Retro tiki themed, fake bamboo paneling on the walls, personal bar with tall thin zombie glasses.

- **Techno-tablet:** If decrypted, **Presence DR14 test** will reveal communications with Dr. Hazel about a specific piece needed for the Gate of Infinite Stars. Schematics and photos will show the Augmentable Destabilizer.
- **Dresser:** Atop a tall dresser is a terrarium with a live würm as thick as a hamster, but four times its length. Inside the tank is a ceramic house with a nameplate that reads "SPIKE." Roll on the würm chart to determine which type of nasty this one is.
- **NORTH:** Glass window looking out into space.
- **WEST:** Hatch to corridor.

F1. Personal Escape Pod

G. LOUNGE

Warm colors, fake wood paneling on the walls, neon vintage booze signs flickering.

- **Stocked Bar:** Angled so to look out the glass window when fixing a drink.
- **Dr. Drunk:** Lead scientist, passed out behind the bar, bottle in hand.
- **NORTH:** Glass window looking out into space.
- **WEST:** Hatch to corridor.

Dr. Zantar Quell or Dr. Drunk

Short, bald, nervous, cracked glasses, wearing scientific exploration suit. Does not want to die. Will exchange any information to live. Will use an escape pod as a last ditch effort to survive.

HP 2 Morale 9

Tier 2 Scientific Suit -d4

Scalpel d2

H. GUEST SUITE

Room is a mess. Someone had called this home for some time.

- **Furniture:** Bed is unmade, dresser drawers are open and partially full.
- **WEST:** Hatch to corridor.

H1. Personal Escape Pod - Already launched

I. CREW QUARTERS

Signs of a struggle, three lie dead on the floor.

- **Blaster Marks:** Missed shots, scorch the walls.
- **Writing is on the Walls:** In blood it says The End Is Near.
- **Ransacked:** Footlockers upturned, clothes strewn about, photos among the debris.

I1. Personal Escape Pod

J. COMMON AREA

Loud conversations echo. The Raider crew is consuming everything they can, trying to make the itching of the blisters in their throats relent. All but 1 Raider is in this area.

- **Cabinets:** Doors all open, has been ransacked by the raiders.
- **Seating:** Comfortable chairs surround a large table meant for the crew.
- **Kitchen:** Beneath the cabinets is counter space for meal prep and cooking. It is a mess from the Raiders.
- **NORTH:** Ramp down to lower level, corridor far north.
- **WEST:** Corridor to labs.
- **EAST:** Corridor to labs.
- **SOUTH:** Ladder to manual gunnery, hatch to engineering.

K. CREW QUARTERS

Clean, organized, smells of lavender.

- **Footlockers:** Pick 4 items from the General Equipment list.
- **Loose Wall Plate:** Hidden behind a loose wall plate **Presence DR14 test** are 2 Encrypted Tributes.
- **SOUTH:** Hatch to corridor.

K1. Personal Escape Pod

L. & M. DETOX CHAMBER

Cold, emotionless, small holes on floor and ceiling.

- **Locked Down:** Once inside, doors seal for 2 rounds as detoxing chemicals blast through the chamber. Any external transmittable contaminants will be destroyed.
- **WEST:** Hatch to corridor.
- **EAST:** Hatch to corridor.

N. ENGINEER QUARTERS

Locked hatch. Inside smells of nervous tension. Room is well kept.

- **UNDER THE BED:** Dax Slander is hiding nervously under the bed. **Presence DR12 test** to notice him.

N1. Personal Escape Pod. In a box inside the pod is the propulsion ignitor Dax Slander removed from engineering to keep the ship from flying.

Dax Slander Slim, lanky and scared. Wearing a dirty engineering jumpsuit. If threatened, will eject the escape pod. He can fix the Conundrum in less than 2 minutes if he wants to.

HP 3 Morale 11

Ratchet Wrench (d4)

O. CREW QUARTERS

Messy, clothes on floor, smells of foot odor.

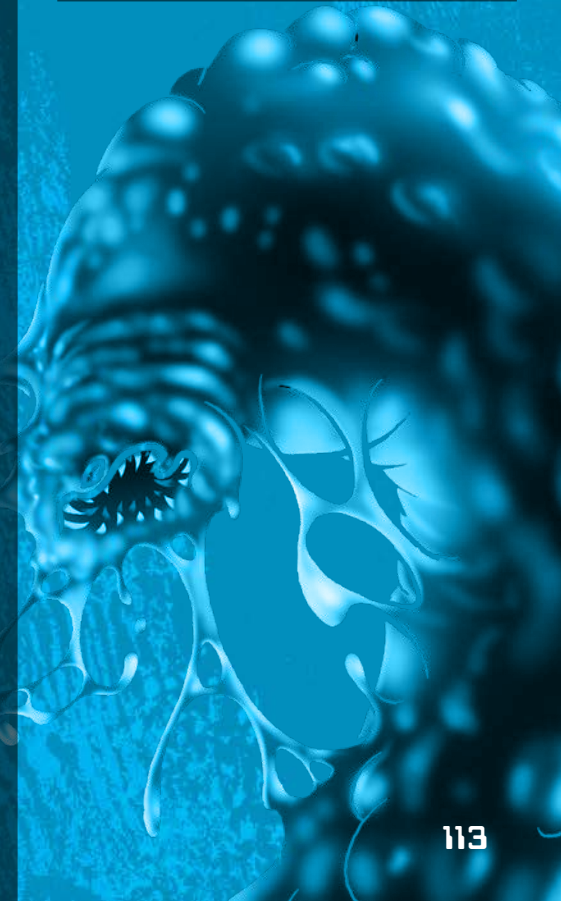
- **Footlocker:** Pick 2 items from the General Equipment list.
- **Under Pillow:** Under the pillow is a starmap.
- **NORTH:** Hatch to corridor.

O1. Personal Escape Pod

P. ENGINEERING

Hot and loud. This is where all the mechanics to keep the Conundrum afloat are housed. A Raider is trying to figure out why the starship has stalled out and is adrift. The Raider is ranting and bitching to himself, distracted with the task at hand and their festering blisters.

- **NORTH:** Hatch to corridor.
- **SOUTH:** Hatch to thrusters.



Q. BIO MEDICAL FREEZER STORAGE

-18° C. Cold enough to freeze your toes off.

- **Popsicle Pantry:** Contains 2d8 random würms cryogenically frozen at different stages of growth, d6 plonk juice popsicles, and the head of the previous King of Khallar.
- **Self Cleaning Setting:** If the Conundrum drops below 10% of its power, a self-destruct cleaning program will initiate, sealing the hatch to this locker, incinerating everything inside.

R. BIOMEDICAL COLD STORAGE

6° C. Cold enough to keep things sterile.

- **Full Fridge:** Walk-in cooler filled with specimens, vaccines, and infectious diseases.
- **Self Cleaning Setting:** If the Conundrum drops below 10% of its power, a self-destruct cleaning program will initiate, sealing the hatch to this locker, incinerating everything inside.

S. VACUUM STORAGE

Empty, cold and eerie. This room is used to emulate a space vacuum. It is an easy way to safely dispose of scientific experiments and not contaminate any ecosystems. Not a place anyone would want to accidentally get locked inside of.

T. STANDARD CARGO HOLD

Well organized, everything has a place. Raiders in J will hear if PCs are loud.

- **Salvaged Items:** See chart below.
- **Random encounter:** Page 107.
- **Stairs:** 10' of stairs leading up to the Main Deck.
- **Airlocks:** One for ship to ship docking, two for transporting hazardous materials between decks.
- **Cargo ramp:** Lowers down with the axis on the North edge.

U. FREIGHT ELEVATOR

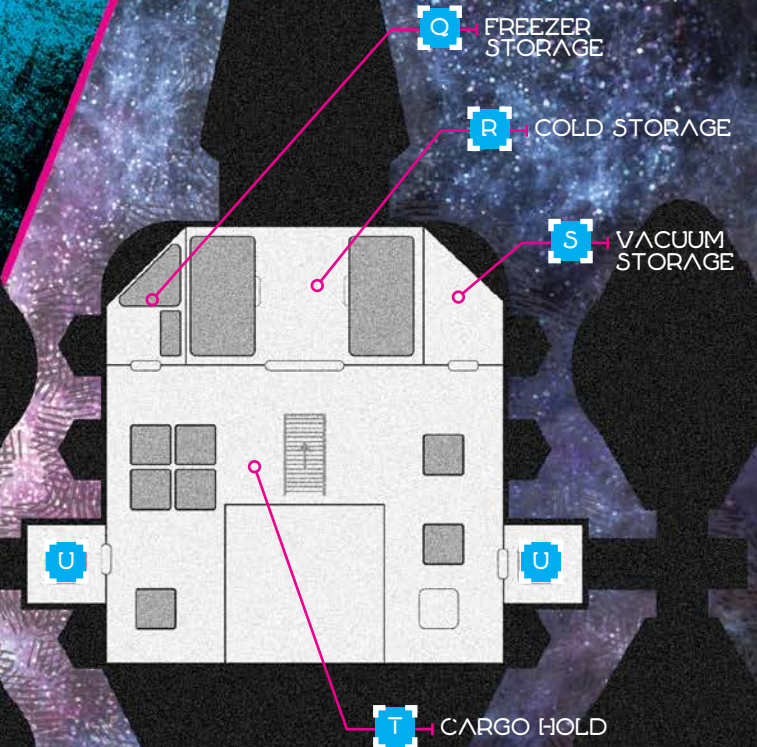
Transports up to L & M, respectively.

SALVAGED ITEMS IN CARGO HOLD (D8)

1. **NOTHING**
2. **RUSTY MOISTURE CONVERSION TANK**
Will create 1 gallon of lead-poisoned water per day when attached to the exterior of a starship.
3. **BROKEN DOWN MÜLE HAULER**
Needs a new isotonic converter to get the engine to turn over. When operational, can carry tons of treasure or a pile of carcasses.
4. **PALLET OF LARGE DIAMETER TEST TUBES**
(d6) 1-3 clean, 4-6 filthy.
5. **30 DAYS WORTH OF PROTEIN STICKS**
(d6) 1-3 bug-infested, 4-6 sealed.
6. **CRATE FILLED WITH RANDOM BOT PARTS**
7. **HAZMAT CONTAINER**
Filled with used inoculation needles.
8. **METAL BIN STUFFED WITH USED TIRES**
Hidden inside the tires are GM's choice of Pharmaceuticals.

ROLL TWICE

LOWER LEVEL



ADVENTURE SPARKS

1. Distant mining colony sent out distress call
2. Defend a space station from **The Grimm**
3. PCs are chosen by **The Devout** as an offering to They
4. **Wör Hounds** are raining down like meteorites
5. Transport ship filled with **Astro Zombies** crashes
6. **King Saule** has a package he needs delivered
7. Rift has been torn in the cosmos, **demons** are flooding in
8. Nearby coven of **The Devout** claim to have original pages from the Book of Fatuma
9. **Salazarites** have attached to your hull
10. Everyone in **YOUR LEGION** has nightmares of being swallowed by **Great Würms**
11. Barges of Khallar have been set ablaze, extinguish the fire
12. Awaken to find a **Harvester** dropping a würm into the mouth of one of **YOUR LEGION**
13. Uncover starmap to **lost treasure**
14. Armada of ships appear out of **nowhere**, no one answers the comm
15. Friend you know to be dead has just **hailed you** on the comm

16. A **bounty** has been put on the head of one of **YOUR LEGION**
17. Someone from your old Legion has been shipped in a coffin, waiting for you at **Marauder's Cryosfear**
18. Discovered a **tracking beacon** affixed to your ship
19. One of the Great Würms has **manifested** on a nearby planet
20. No suns have shed light for **three days**
21. Your ship's mainframe has been **possessed**
22. Invasive, **thorny vines** have overrun your ship
23. Malfunctioning teleporter **swapped your mind** with someone in your **LEGION**
24. **Android copies** of **YOUR LEGION** have come to replace you
25. Wherever you set foot, anything **living dies**
26. You've been deputized by local **law enforcement** to quell the food riots
27. Slavers have set up a base near your port. What are you gonna do about it?
28. Reassembled **maddened robots** roam the streets of your settlement at night
29. You have heard a rumor that your settlement was founded on top of a **giant alien ship**

30. The local magistrate's family has **disappeared**. You and your crew have been hired to find them
31. You have been **captured** and are on a prison ship bound for Marauder's Cryosfear
32. Your creepy old uncle died and has **bequeathed** you his creepy old spaceship
33. You have crash landed on a poisonous moon. **Supplies needed to make repairs**.
34. You happen upon two groups of **starships** in a pitched battle
35. You are running a **human transport** between moons on the Rings Eternal. You are attacked
36. You see an ad looking for a **fast and fearless** ship's captain with a sizable salary. A competition will determine who gets the job.
37. d10 x 10 **grasshoppers** follow you wherever you go
38. The ice capped mountain to the north of your spaceport just started **exuding gas** and smoke
39. There is a rumor of a **fabulous treasure** at the bottom of a poisonous lake
40. A beautiful and famous personality has **hired you** to be their bodyguards. They have a secret.
41. A family friend begs you to take their two sons on as apprentices. The **boys are jerks**.
42. Someone started a rumor that **YOUR LEGION** has access to **untold wealth**

43. You **land at a spaceport** within the Rings Eternal, but it appears to be deserted
44. Each member of the party has been challenged to a **duel** by a rival legion
45. There is rumored to be an all **powerful and intelligent** Grimm living underneath the city
46. The crew is trapped in a **time loop** and must solve a puzzle to exit
47. Local toughs have been **harassing citizens** in the city center. They are armed with lasers.
48. You have landed on a planetoid near the Hellmuth and **all energy weapons fail** to work
49. The party is afflicted with **weeping sores** for no apparent reason
50. Something is causing all food/game/edibles to **spoil** after one day. Every day.

WHERE DO YOU WANDER D12

1. The lifeless moon of Proxima C. There has to be something of value among all the dead.
2. Skulking about the western "haven" on Marauder's Cryosfear.
3. On the outskirts of Grunthar X-13.
4. Lost in the Rotting Forest that surrounds the Mausoleum of THEY.
5. Nearly out of fuel, less than an astrosec away from The Bitter Void.
6. Caught between two warring sects on an exoplanet in the Rings Internal.
7. In a giant abandoned freighter, the tech is unlike any you have ever seen.
8. Rummaging through the discards of society on one of the Waste Barges of Khallar.
9. Drifting through The Bitter Void, all electronics shut down, hoping to go unnoticed.
10. In a hidden crypt deep below the Mausoleum of THEY.
11. On a desolate asteroid in the Belt of Despair.
12. In the court of King Saule accused of theft.

ABANDONED SHIP NAME

FIRST

1. Star
2. Barbaric
3. Vorpall
4. Death
5. Hollow
6. Rogue
7. Borg
8. Radiant
9. Millennium
10. Ghost
11. Dark
12. Furious
13. Plague
14. Cignus
15. Whistling
16. Jolly
17. X1000
18. Mystic
19. Black
20. Infinity

LAST

1. Stryker
2. Fighter
3. Destroyer
4. One
5. Python
6. Defender
7. Rattler
8. Cruiser
9. Razor
10. Crusher
11. Fortress
12. Vulture
13. Toledo
14. II
15. Ajax
16. Serenade
17. Entropy
18. Mustang
19. Betty
20. Dart

WHO CONTACTS YOU?

1. Last crew member of a Raider ship slaughtered by The Grimm
2. Former Devout whose eyes are burnt out emitting green smoke
3. Ragged child covered in festering, neon-purple boils
4. Bot named R0Y-23, who is hooked on jump drives loaded with malware
5. Old hag, draped in a blood-soaked wedding dress
6. Sacrifice who escaped a coven of The Devout
7. Paranoid self-proclaimed king of the vermin, rats in every pocket
8. Talking trash panda with a cybernetic arm
9. Bent and twisted space wizard that rambles of cracking "Tartle's Conjecture"
10. Net-kid unable to see what's in front of them, only sees through AR goggles
11. Cryogenically frozen politician from 2045
12. Escaped prisoner from an abandoned asteroid jail
13. Explorer claiming to have traveled through the Hellmuth from an alternate universe
14. Ex-soldier who recently lost both arms in battle
15. Mute hermit whose tongue was cut out by a Harvester
16. Child twins with a sackful of glass jars containing small würrms
17. Electronic voice transmitting through your radio
18. Hologlyph randomly projecting from your Tribute
19. An animated human skull with the mark of Fatuma carved on its forehead
20. Through sweat-filled dreams in the night

- 1 The Core Reactor is still functioning, but is going to overheat very soon
- 2 A ship filled with The Grimm just showed up on the radar
- 3 This vessel has a safety mechanism, sealing all exterior entrances once boarded
- 4 A slow, undetectable gas is leaking that will poison those who breathe it
- 5 An asteroid is on a collision course with this ship
- 6 A fire is spreading in the engineering bay of the spacecraft
- 7 This ship has been infested with something other than humanoids
- 8 The hull has been breached and will collapse soon
- 9 Once boarded, the ship will reactivate and start heading towards The Bitter Void
- 10 Attached to the outside of the ship are Salazarites frozen from deep space

IMENDING DOOM D10

WHO/WHAT DWELLS THERE NOW {D12}

1. A drunken captain who has lost their mind to the horrors that has occurred on their ship
2. Full crew of bot assassins programmed to annihilate anyone who boards the ship
3. Coven of The Devout intent on destroying The Gate of Infinite Stars
4. Infestation of carnivorous rabid vermin no smaller than large dogs
5. Small horde of Astro Zombies trying to helm the ship
6. Experimental cybernetic animal hybrids who have broken free of their cages
7. Crew of Harvesters looking for their next score
8. Tech-heads, completely strung out and looking to score some sweet nanotech
9. Explorers who have a piece needed for The Gate of Infinite Stars currently battling a pack of Wör Hounds
10. Creeping grey ooze eating away at everything it touches
11. Unscrupulous Raiders stuck in the drift
12. Large, pulsing, iridescent eggs attached to the ceiling by slimy mucous

STATUS [D6]

- 1-2 Still Active
 3-6 Abandoned, because (d4)
 1. Overcome by The Grimm
 2. A complete bloodbath
 3. Ran out of fuel or supplies
 4. Set on self destruct

DISTINCTIVE FEATURE [D12]

1. Floor covered in a sticky neon pink goo
2. Sick bay has arms and legs of various creatures hanging on meat hooks
3. Disruptor vessel, no Tributes will activate on board
4. Ship is self-aware, it goes by the name Gravy
5. The shed husks of two large würrms are in the bridge
6. All corridors are filled with thick, purple webbing
7. Mess hall is filled with starving prisoners all tethered together by chains
8. Lonely passenger has control of the com system pretending to be a ghost
9. The Endings have been scrawled in feces along the ships walls
10. Teleporter is functioning randomly, bringing mutated animals on board at regular intervals
11. The Bridge is covered in a thick layer of almost dried blood, the captain is in their chair eviscerated
12. Science lab is sealed off with a Twisted Biochemist cooking up explosive cocktails

SAMPLE ROOMS

1. Covered in singe marks
2. Overwhelming stench
3. Immaculately pristine
4. Slime covered
5. Human remains lay in a corner
6. Cracks in the wall
7. Green smoke seeping through vents
 1. Causes temporary blindness
 2. Smells of rotten eggs
 3. Induces vomiting
 4. Strikes fear into your heart
8. Altar to THEY made of human remains
9. Drawings of the six Great Würrms litter the floor
10. Partially charged techno-tablet projecting The Endings in hologlyphs onto ceiling
11. Floor covered in blood
12. Walls covered in blood
13. Ceiling covered in blood
14. Poorly made traps fill the room
15. Locked crate
16. Freezing cold
17. Door sticks once opened
18. Claw marks line the walls
19. Pile of teeth sit in a soot drawn circle
20. THEY ARE COMING written in pink slime on walls

COMBAT

Initiative d6

1-3 Enemies begin 4-6 PCs begin

Individual: Agility +d6

MELEE	DR12 Strength
RANGED	DR12 Presence
DEFENSE	DR12 Agility

CRIT (NATURAL 20)

Attack: 2x damage, reduce armor protection one tier.

Defense: PC gains a free attack.

FUMBLE (NATURAL 1)

Attack: Weapon breaks or use fumble chart.

Defense: PC takes 2x damage, armor reduced one tier.

ARMOR TIERS

1.	2.	3.
-d2 damage	-d4 damage	-d6 damage
	-2 on Agility & defense tests	-4 on Agility tests, -2 on defense tests

BROKEN

At Zero HP You are Broken d4

- 1 Fall unconscious for d4 rounds, awaken with d4 HP.
- 2 d6: 1-5 = Severed limb, reduce Agility by 1.
6 = Lost eye, reduce Presence by 1. Can't act for d4 rounds then become active with d4 HP.
- 3 Hemorrhage: death in d2 hours unless treated. All tests are DR16 the first hour. DR18 the last hour.
- 4 d4: 1-2 Loss of eye, reduce Presence by 1.
3-4 You are very Dead.

At Negative HP - You are super Dead

REST

- Sit for a while d4 HP
- Sleep for a full night d6 HP
- No food or drink? 0 HP
- 3 days without food or drink? lose d4 HP/day
- Infected by a würm? +1 HP each day without food
- Battery Charging**
- Hold 24 charges.
- Plugged-in recharge 3 charges/hour
- Solar charging 2 charges/hour

ABILITIES AND TESTS

- AGILITY** Defend, balance, float, swim, flee
- PRESENCE** Perceive, aim, charm, use tech/pilot, wield Neuromancy
- STRENGTH** Crush, lift, strike, grapple
- TOUGHNESS** Resist poison/cold/heat, survive falling

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