

Bullies, Jocks, and Nerds

Character Archetypes from Grimm: Adventures in a World of Twisted Fairy Tales®

Grimm is a roleplaying game of imaginations, dreams, and nightmares published by Fantasy Flight Games under their Horizons product line. In Grimm, players take up the roles of children drawn from our world to a place strangely familiar, but thoroughly terrifying. In the Grimm Lands, a rotting, patched-together Humpty Dumpty rules from a broken wall; the Great and Awful Forest moves of its own volition; the Dragon amuses himself with the capering skins of those who sought to escape the Grimm Lands and failed. It is a place where the Devil is a constant nuisance, the Seven Dwarves want more than simple housecleaning, and the monsters are eager to find out what little girls and boys are really made of! To get you started, I've Savaged a few of the character archetypes presented within the pages of Grimm.

The Bully

"I'm gonna pound you into next week, shrimp!"

You are the kid who beats up "Little Johnny", the inflictor of wet willies and swirlies, the object of fear and loathing in the eyes of other children. The driving force behind your personality is the procurement and retention of power. Everything you do is to ensure your place at the top of the pecking order. You surround yourself with sycophants and toadies that goad you on, sing your praises, and do your bidding; however, when push comes to shove, you're just as scared as everyone else...

Attributes: Agility d4; Smarts d4; Spirit d4; Strength d6; Vigor d6

Pace: 6; **Parry:** 5; **Toughness:** 6; **Charisma:** -4

Skills: Climbing d4, Fighting d6, Guts d4, Intimidation d6, Notice d4, Shooting (Slingshot) d6, Stealth d4, Taunt d6.

Hindrances: Mean, Outsider, Young

Edges: Brawny, Strong Willed (applies only to the bully's "gang")

Special Abilities:

- **Brawler.** Bullies are adept at using their fists as weapons. Any attack made using only the fists gains a bonus of +2 to both the Fighting roll and any subsequent damage roll.
- **Smite Weakling.** A bully may use this ability once per encounter. A "weakling" is defined as anyone with a Strength die type less than that of the bully. This ability allows the bully to apply a bonus of +2 to his Fighting and damage rolls against an eligible target.

Gear: Dirty baseball cap (always worn cocked off to the side or reversed), slingshot, pack of baseball cards, pack of chewing gum.

The Jock

"Come on guys! We're only down by 4 points; if we pull together we can cream 'em!"

Everything you do revolves around sports. You can lift more, jump higher, climb better, and throw farther than anyone else in your class. Most of the kids hold you in high esteem, but you don't take advantage of the situation to be popular or to boss the other kids around. You don't even pick on the Nerd like everyone else does, and you're the only one who can stand up to the bully. As far as you're concerned everyone's on the same team.

Attributes: Agility d6; Smarts d4; Spirit d6; Strength d6; Vigor d6

Pace: 6; **Parry:** 5; **Toughness:** 5; **Charisma** +2

Skills: Climbing d6, Fighting d6, Guts d6, Notice d4, Persuasion d6, Riding d4, Swimming d6.

Hindrances: Enemy (the Bully), Loyal, Young

Edges: Quick

Special Abilities:

- **Heroic Surge.** Once per game day, the jock can call upon hidden reserves, inner strength, and their belief in the team to gain a +4 bonus on a single trait roll.
- **Team Spirit.** Jocks get the Charismatic Edge for free.

Gear: Top-of-the-line sneakers, team jersey, appropriate sports gear (basketball, football, baseball, etc.), sports drink and energy bar.

The Nerd

"Actually, it is quite possible that the rules of our world do not correspond to those of this world...allow me to make a few calculations."

No one really appreciates the sciences anymore. In fact, it seems that you alone can cite the differences between ionic and covalent bonds or are able to name the first 50 elements on the periodic table. As kids seldom like a condescending tone, especially from a peer, nerds often find themselves outsiders and the prime targets of the bully. Nerds also tend to be chatty and a little pedantic, but they alone possess the knowledge and intellect to help a lost group of kids find their way through the dangers of the world of Grimm.

Attributes: Agility d4; Smarts d8; Spirit d4; Strength d4; Vigor d4

Pace: 6; **Parry:** 2; **Toughness:** 4

Skills: Guts d4, Investigation d8, Knowledge (Science) d6, Knowledge (Nerd Fu) d6, Notice d8, Repair d4.

Hindrances: Anemic **or** Bad Eyes (Nerd Goggles), Cautious **or** Doubting Thomas, Young

Edges: Alertness, McGyver

Special Abilities:

- **Insight.** Once per game day, the nerd can ask the GM any question and the GM must answer truthfully.
- **Quick Study.** A nerd pays one point per die type for Knowledge skills regardless of their Smarts score.

Gear: Nerd goggles, sweater vest, pocket protector, scientific calculator, The Big Book of Science, and an inhaler.

Well that does it for this week's Nibble. Look for the savaged version of the remaining *Grimm* archetypes in a future Nibble and until then, keep it Savage!