

The GRIMM Quest

Helpful Terms & Rules

for first-time Adventurers and Fairy Game Masters (GMs)

WELCOME AND A NOTE ABOUT TONE

Hello adventurers and welcome to **The Grimm Quest**, a new and exciting all-ages role-playing game (RPG for short!) set in the **Grimm Forest Universe**! We have written **3 exciting Sessions** and designed **5 Character sheets** for you and your playgroup to enjoy and tackle in these trying times.

This system differs from many RPGs because it is intentionally designed to engage players of all ages. This is a light fairy tale setting where nothing should be so scary or graphic that you wouldn't want to share it with a child. Additionally, this system doesn't take itself too seriously. Fun is the main intent here! So gather your friends around the table, get some dice, and prepare for adventure in The Grimm Quest!



FIRST TIME PLAYERS

You are about to become a famous character out of fairy tales and go on an adventure. If there is something you want to do, say what it is! Your character can do and say whatever you want them to.

If your character is attempting something difficult, the Game Master (GM) may ask you to roll a **test** to see if you can pull it off. If you are ever unsure of anything, always feel free to ask the GM a question. They might not be able to tell you story specifics without a die-roll, but they can help you make choices and recommend options to make things easier and move the story along.

Here are a few tips to help you get into the head of your character and enjoy playing:

- Talk how you think they would sound, and talk to other players and characters as that character, using their character names when addressing them.
- Do things you think your character would do and try to avoid situations they would avoid. For example: Cinderella probably would not start stealing treats from Red Riding Hood, but she might stand up to a bully for her.
- If you do not know your character, ask about them before playing. This will make playing your character more fun!

Remember, this is not a single player video game starring just you. It is more like a book that you are writing as a group. Make sure everyone has a chance to talk and participate. Make suggestions, don't give orders.

Always ask questions if you have them, the GM is here to help make this as fun as possible!

Some **encounters** are tough, so talk about a plan with your party when trying to solve them.



FIRST TIME GMS

Firstly, **thank you!** You running this adventure makes it possible. This game couldn't happen without you. You will be guiding the players through the **adventure**, describing the results of their actions, and managing the **encounter** outcomes based on **successes** and **failures**. You will act as a narrator and play every character who is not controlled by a player, including the enemies they may face.

Here are a few major tips for you to make the game as engaging as possible for your players:

- Read the **session** at least once before playing. Making yourself familiar with the story will help cut down delays during play time which can lead to disinterest.
- Remember this is meant to be **fun**. That can mean a lot of things to different players. But one thing it should never be is the GM vs. the Players. You are creating this story together, and you don't "win" if they lose. You "win" when you and the players enjoy your time together!
- Engage your players in different ways. Try speaking in different voices for the characters you will represent, addressing the players by their character's name, and describing each area around them using two or more of the five senses.
- Feel free to adjust the adventure to the needs of your playgroup on the go. Make it harder for veteran players, or make it easier for younger players.
- If your players are ever stuck and do not know what to do, you can always offer suggestions for them to try. We recommend being vague in these suggestions so they can figure it out. But if they're really stuck, don't be afraid to give some obvious clues!
- You can also reward the players with bonus dice as a reward for good role-playing, a clever idea, or even a funny joke.
- Have fun and celebrate the successes of your party!

HELPFUL TERMS AND RULES

Session An adventure made of several **encounters**. Usually it will take a group of characters around 1-2 hours to complete each session.

Encounters These challenges represent difficult situations that require the party to use their traits to overcome some kind of obstacle. This could be anything from combat with dangerous creatures to solving a mystery. Encounters are all given a difficulty. This difficulty represents the number of successes that the party must achieve as a group to overcome the situation.

Most encounters also have a **weakness** to one or more traits. When a player gains a success using a trait that the encounter is weak against, this success counts as **double** against the difficulty of the encounter.

Below is an example where Cinderella needs to swim across a dangerous river.

DIFFICULTY



WEAKNESS

Cleverness will help Cinderella find a safe route across the river.

This encounter has a Difficulty of 2, meaning Cinderella needs 2 successes to complete it. She could do this using **Power**, **Cleverness**, or **Bravery**. But because this encounter is weak against **Cleverness**, if Cinderella decides to use that trait to pick a careful route across the river her first success will count as 2 successes, and she can defeat the challenge in one roll.

Round During an Encounter, actions take place in Rounds. In a single round, each player (on their turn) gets to make **one test** and the **GM** describes what any enemies are doing. This repeats until an encounter is resolved one way or another.

Character

A player pretends to be this person and has interactions with the world, other players, and **NPCs**. Their **Character sheet** has information about their character's **abilities** and **stats**, as well as helpful reference photos and a space for notes!

Stats

Stats are a character's skill level in certain traits (**Power**, **Cleverness**, and **Bravery**) and are represented by **4, 3, or 2**. The numbers tell you how many dice you get to roll.

- **Power**: Magical ability, strength, and speed. You might use this to attack someone, resist a spell, or physically overcome an obstacle.
- **Cleverness**: Smarts, stealth, and ability to perceive things. You might use this to deceive someone, sneak by an obstacle, or take a hard look at something.
- **Bravery**: Courage, daring, and constitution. You might use this ability to stand up to a bully, do something particularly dangerous, or to resist getting scared.

Tests

When you have to see if a character can do something you roll 6-sided Dice (**D6s** for short!) equal to your **stat** plus or minus any bonus or penalty you have. **Stats** represent the number of dice you get to roll on a test.

After you roll on a test, look at your roll results, compare the faces of the dice, and split them into these categories to see how well you did:

- **Fail**: None of the dice match each other.
- **Success**: Two of the dice match each other (you can have multiple successes if you have multiple pairs of matches!)
- **Epic Success**: Three or more of the dice match each other.

GMs Note: Players should not know what an encounter's weakness is at first. They'll have to deduce this based on the **GM's** descriptions of the action. Thus, if a player does use a trait that is especially effective for an encounter, make sure to let them know that what they did was extremely effective.

Fail Ability

Each character has a choice to make when they fail a test. They can *either* give a **bonus die** to another player which will be used the next time they would roll a specific type of test or they can add a **Magic Point** to the **Group Magic Pool** to be spent later to use **magic abilities**.

- For example: Red Riding Hood wants to sneak past the Troll, so she rolls a **Cleverness** test, but none of her 3 dice match. She then decides to give Pinocchio a bonus die to Power. On Pinocchio's next turn, Pinocchio makes the **Power** test to fight the Troll. After this roll, he gives the dice back to Red Riding Hood.

Epic Success

Each character has a special ability unique to them when they roll 3 or more matches on a test. These are slightly vague in description to allow the player to use these powers creatively. This result will usually allow for a character to complete an encounter immediately, but may not always do so as some challenges are more difficult.

- For example: Jack wants to attack a wolf, so he rolls a **Power** test, and all of his 3 dice match. His ability says he “Lets out an intimidating Battle Cry scaring enemies and raising morale,” so after Jack explains what he wants to do, the GM may explain how this attack not only scares away several wolves, but it also inspires his other allies and gives each of them a bonus die to Bravery.

Magic Abilities

Each character has a special ability unique to them. These abilities are activated by spending 5 **Magic points** from the **Group Magic pool**. They are slightly vague in description to allow the player to apply it to the encounter creatively. This will usually allow for a character to complete an encounter immediately, but may not always do so, as some challenges are more difficult.

- For example: Cinderella wants to use the 5 Magic points the group has saved up on her turn to activate her magic ability. The group agrees, and she says what she wants to summon the Fairy Godmother to cast a powerful spell for her. Some things may be too powerful, and it is up to the GM to decide what is a fair exchange for those points. But magic is difficult to earn, so the payoff should always be spectacular!

Group tests

Occasionally, the **GM** might ask the group to do a Group test in a specific trait. When this happens, each player rolls a test for that trait. If anyone fails the test, something bad may happen to them or the group.

- For example: the group might be trying to escape a pack of wolves, so the GM asks them to do a **Group Power** test to outrun them. Each player performs a **Power** test, and Pinocchio fails. The GM might explain this by saying that Pinocchio trips and causes other players to fall, or that he falls behind and has to roll again with a worse outcome if he fails a second time.

Defensive tests

When the group is engaged in an encounter with a foe or obstacle, the **GM** may ask them to make a Defensive test in a specific trait. When this happens, each person rolls a test for that trait. If a certain number of group members fail that test, something bad may happen to them or the group. **Fail Abilities** do not happen on defensive tests.

- For example: the group is surprised by a pack of wolves, and the GM tells them to make a Defensive test for **Bravery** to not be startled. Everyone will make a **Bravery** test using their stats. Puss in Boots fails the test and suffers the penalty of the attack. The GM will create a consequence that might make it difficult to finish the Adventure, like losing something important or giving Puss a penalty on their next roll.

Item

Each character has an item they can use once each session to give them an extra die in a test of their choice. All they have to do is explain how it helps them do what they are trying to do.

- For example: Pinocchio wants to attack something, but he is worried his 2 in power will make it impossible to succeed his test. He can use his Carpenter's tools to boost his stat and roll an extra die by saying he is attacking with his hammer this time. He will then perform the test and hopefully pass, but he will not be able to use his tools again this session.