QUICK RULES

Bad things are happening in this galaxy. Today a torment has occurred:

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

WHEN THE TIME OF THE SEVENTH TORMENT IS INFLICTED UPON THE VERSE, THEY WILL HAVE CONSUMED ALL.

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 würm 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. But watch out! It's probably covered in nasty infected filth!

Not only do the players roll to hit their opponents, but 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. 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 zer0 or lower, you are **Broken** and must roll on the Broken Chart to see what happens next. You can also heal with certain Skillz, specific items and after taking a rest..

BROKEN

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

One last thing before you start rolling those shiny math rocks, each PC starts with a number of Favors. **THESE WILL SAVE YOUR ASS.** 1 Favor to pick 1:
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