

GRAMMA WORLD

A POST-RETIREMENT ADVENTURE GAME

BY: DAVID OKUM



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compatible with

Swords & Wizardry

Whitebox

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By: David Okum

**A Seriously Old-School Parody of James Ward's and
Gary Jaquet's Gamma World**

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Gamma World Role Playing Game

First Edition by: David Okum
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Dedicated to my mother Bernice who has taught me how to age and how to approach almost anything with a sense of humour and to James Ward and Gary Jaquet who wrote the first RPG I ever played.

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This game is a parody of Gamma World.

Introduction

It all started with a typo my friend Mitch made while we were setting up an upcoming Gamma World adventure on Facebook. Gamma World created a few chuckles and seemed to have run its course except that it kept striking me as funny. A few times a day I would think about it and finally I drew a few pictures of sassy grammas and thought, “this game MUST exist!” As a parody inspired by a gonzo post apocalyptic adventure I couldn’t resist creating a setting of elderly people trapped in a world they never made. The dungeon crawl explorations and strange familiarity of the mutants of Gamma World fit nicely with this conceit. When asked to describe the influences and flavour of this game I would consider it an amalgam of Scooby Doo Mysteries meeting the Golden Girls. The GM should make the world appear as mundane as possible, but just under the surface is a bizarre reality of aliens, androids, government conspiracies, and things that go bump in the night. Grammas just seem to have the time and inclination to confront this reality and still have time for bingo night. Maybe that’s why grammas seem so eccentric. Seniors also have a wide variety of sometimes-surprising skill sets from their pre-retirement careers and hobbies.

As this game is compatible with other Swords and Wizardry: White Box and original role-playing game products, there is a wide and deep pool to fish in for ideas and resources. Having the characters defending a retirement home from a horde of invading orcs and/or mutant squirrels sounds like a really fun night of action and adventure. The system is deliberately old school and designed to get everyone playing the game quickly.

Gamma World was my first foray into the world of adventure role playing games. James Ward and Gary Jaquet’s off-the-wall creation was just perfect for my 13 year old sense of humour and imagination. Reading the rule-book on the bus on the way home from the hobby shop I knew that nothing would ever be the same again. It was a literal life-altering experience that is right up there with hearing the Smiths for the first time, or graduating from high school. The format of the classic role-playing game devised the structure of how I told stories and approached big projects. This training helped me organize and write essays, school assignments and probably allowed me to bring up my marks enough to attend university. Creating a parody of the first role-playing game I ever played seems like a nice full circle in my gaming career. I hope that with this game you are able to play some amazingly hilarious adventures with your friends.

Getting Started

Gramma World requires two kinds of participants:

(1) The Games Master (GM) and (2) the Player. For Players, the first step in playing the game is to create a Player Character (PC). This is a simple matter of rolling some dice to determine your character's Strength and other basic attributes, picking a character class, and buying in-game equipment. If you're the GM, however, you've got a bit more preparation to do—that's covered in Chapter 7.

Rule Number One

The most important rule in SWORDS & WIZARDRY: WHITEBOX is that the GM always has the right to modify the rules. In fact, it's encouraged! This is your game, after all. There are gaps in the rules—holes left open on purpose—because much of the fun of “old school” gaming is being able to make up rules as needed.

Dice

This game uses several different types of dice, and they are described according to the number of sides they have. For example, a four-sided die is noted as “d4.” If the player was to roll “3d4” that means to roll three (3) four-sided dice and add the results together. Other die types (six-sided, eight-sided, ten-sided, twelve-sided, and twenty-sided) follow in the same manner.

There is no die with 100 sides. When rolling d100, roll two (2) ten-sided dice, treating the first roll as the “tens” and the second as the “ones.”

So, if one were to roll a “2” and then a “9”, the result would be “29.”

The roll of two zeroes is a result of “100,” so you cannot roll a “0” on percentile dice. The lowest result possible is a “1.”

A d3 is resolved by rolling 1d6 a result of 1-2 equals 1, 3-4 is 2, and 5-6 is 3. For d66% roll two separate six-sided die. Read one dice as tens and the other as ones.



Character Sheets

A character sheet organizes and contains information to describe the Player Character (PC).

Character Name and Player
Background, Standing and Languages

Attributes
Armour Class

Attributes
Hit Points

Attributes
Meds Points

Saving Throw
Money

Current Level
Needed for next level

Pre-Existing Conditions
XP Gained

Conditions
Equipment

Weapons

GRAMMA WORLD

Attributes:

10	STR	<small>Modifier</small>
14	INT	<small>Modifier</small>
9	WIS	<small>Modifier</small>
8	CON	<small>Modifier</small>
15	DEX	<small>+1 Modifier</small>
16	CHA	<small>+1 Modifier</small>

Name: MINNIE WATSON
Player:

Background: Housewife
Standing: Middle Class
Languages: English, Spanish

4 [15]

AC [AAC]

6

Hit Points

40

Meds

14

Saving Throw

\$30

Money

1

Level

2,000

Total XP Needed

Pre-Existing Conditions:

Deafness (D) - Saving Throw at -4 to hear

Offensive (D) - 30% chance of offending

Conditions:

Keen Nose - +2 with smelling

Driver - ignore negative senior effects of driving

Cane Fu - get a -2 [+2]AC bonus and +2 to hit with cane

Cane Fu attacks do 1d6+2 damage

Sass- Target Saving Throw or miss 1d6 rounds

Freeze - all encountered freeze for 1d6 rounds unless a Saving Throw (modified by Wisdom) is made

Equipment:

Motorcycle - Control +2, AC 8 [11], HP 5, Move 24

Leather Jacket -2[+2] AC

Weapon	To Hit	Damage	ROF	Range	Ammo	Notes
Purse	-	1d4				
Pepper Spray	+1	Stun	1	5	3	2 lbs
Cane Fu Cane	+2	1d6+2	-	-	-	3 lbs

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Chapter One

Character Creation

Characters in Gramma World are all retired senior citizens who have set out to adventure in a strange new world. Grammas come from all walks of life and share a love of adventure, scratch and win tickets and casinos.

Character Creation Checklist

1: Attributes

Roll 3d6 six times and record them in order: Strength, Intelligence, Wisdom, Constitution, Dexterity, and then Charisma.

2: Determine the character's Pre-Existing Physical and Mental Conditions (d20+d10)

3: Determine the character's 1d4 Physical and 1d4 Mental Conditions (d00)

4: Determine the character's **Background**, **Starting Cash** and **Standing**

5: Finally, give your gramma a **name** and complete the following:

Hit Points: Roll 1d6 and add your Constitution bonus. First level characters start with 6+ the Constitution bonus.

Armour Class (AC): If the GM is using the standard AC system, AC is 9 minus Dexterity bonus, and this is then modified by armour. If using an ascending AC system, AC is 10 plus Dexterity bonus, modified by armour worn.

Saving Throw: This number is determined by the level of the character, starting at 14 and lowering by one for every level after the first.

Languages: Your character is fluent in one language (usually English) and 1 additional language for every two points of Intelligence above 12

Movement: If equipped with 75 lbs of equipment or less, movement rate is 12 squares per combat round.

Combat Notes: Record the Base Hit Bonus based on level, any Strength bonus used for unarmed or melee weapons and Dexterity bonus used for ranged weapons. Record weapon damage, ammunition, and range. Unarmed damage is 1d3 + Strength bonus. Add Strength bonus to unarmed, melee weapon, and thrown weapon damage.

Equipment: Purchase Equipment with Starting Cash and Savings

Attribute Scores

The six attributes represent the Strength, Intelligence, Wisdom, Constitution, Dexterity, and Charisma of a Gramma. Attribute scores are determined by rolling 3d6 for each attribute in order. The rolls describe the mental and physical characteristics of the character. Once the Attribute scores are determined the player must determine the Mental and Physical Mutations of the character, followed by how much money they have and what equipment they start the game with.

Attribute Bonuses:

Attribute Roll	Description	Bonus
3-6	Below Average	-1
7-14	Average	None
15-18	Above Average	+1

Strength bonuses modify the “to-hit” and damage results of Melee Weapons.

Intelligence adds to knowledge-based Saving Throws.

Wisdom adds to luck-based Saving Throws.

Constitution bonuses add to Hit Points gained each level.

Dexterity modifies the character’s Armour Class.

Charisma modifies leadership and interpersonal skill Saving Throws and determines the number of staff a character may hire at one time. Hirelings might include nurses, personal assistants or housekeepers.

Charisma Bonus Table

Charisma	Hirelings (Max #)	Loyalty
3-4	1	-2
5-6	2	-2
7-8	3	-1
9-12	4	-
13-15	5	+1
16-17	6	+2
18	7	+2

Pre-Existing Conditions

Grammas should roll 1d20+1d10 twice and compare the results to the Physical and Mental Conditions Table to determine two Pre-Existing Conditions.

Mental and Physical Conditions

Determine the character's 1d4 Physical and 1d4 Mental Conditions by rolling 1d00 and for each and recording them on the character sheet.

Hit Points

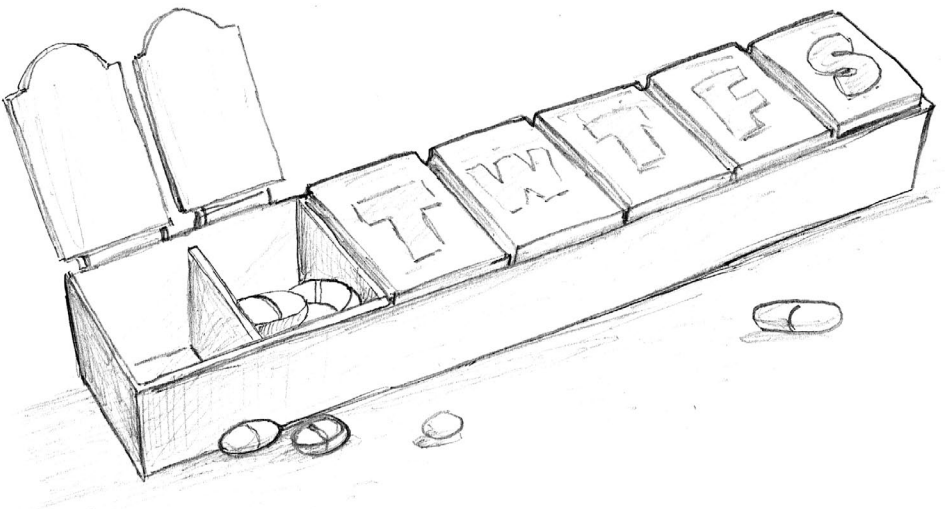
Hit Points (HP) describe how much "damage" a Gramma takes before dying. All Grammas start the game with 1d6 Hit Points. This number is modified by the Constitution Bonus of the character. GMs may wish to let first level character start with 6 HP plus any Con bonus to begin adventuring.

Meds Points

Meds reflect the amount of regular medical assistance or pharmaceuticals the character requires to function as an adventurer.

Starting Meds

A character's starting Meds score equals his Constitution score multiplied by 5. This represents a starting character's current dependence on regular medical assistance. After creation, a character's current Meds often fluctuates considerably and might never again match the starting Meds score.



Maximum Meds

A Gramma's current Meds can never be higher than 5 times a character's Constitution score.

Current Meds

A Gramma's current Meds score can change almost as much as his Hit Points.

Making a Meds Check

A Meds Check is made when a character suffers a shock such as betrayal, fright, physical damage, or receiving a medical bill. If the result is equal to or less than the character's current Meds no Points are lost. If the result is higher than the Meds number the player loses 2d6 Meds Points and must roll on the Meds Table to determine the outcome.

Meds Table

d8	Result
1	Heart Attack/Stroke/Fall: Lose 2d6 HP, Incapacitated and if the character survives, requires 1d6 months of hospitalization and therapy to recover.
2	Anxiety Spiral: Catatonic and lose 2d6 more Meds Points.
3	Dementia: Forget friends and foes. Character is a blank slate until another Meds Check is made.
4	Paranoia: Trust nothing and no one until another Meds Check is made.
5	Hysteria: Character screams and yells uncontrollably and carries on, out of control. Usually delusional about some problem or situation that doesn't actually exist. This effect lasts until another Meds Check is made. Make a Saving Throw (modified by Dexterity) or take 1d6 damage from a fall.
6	Faints: Incapacitated for 2d6 rounds. Make a Saving Throw (modified by Constitution) or take 1d6 damage from a fall.
7	Gain a new Mental Condition (d10+d20)
8	Gain a new Physical Condition (d10+d20)

Recovering Meds

1d6 Meds may be recovered by having the character not go on an adventure session (playing a different character, helping the GM, etc.). This absence could reflect rest or a hospital stay. Successfully ending an adventure/solving a problem or mystery also recovers 1d6 Meds.

Zero Meds Points

Characters who drop below zero Meds Points are considered too ill to adventure and must be retired.

Background Table

d20	Background
1	Secret Agent
2	Police Services
3	Business Owner
4-5	Pink Collar (Office)
6	Farming
7	Writer/Scholar
8-9	Teacher
10-11	Restaurant/Food Services
12-13	Factory
14-15	Housewife
16-17	Medical/Nursing
18	Civil Servant
19	Military
20	Unemployed

Background Benefits

Other than starting equipment, it is up to the GM to determine how the character benefits from their background.

Example One: A Gramma with a Police Services background might know someone “downtown” to get out of a parking ticket.

Example Two: A Gramma with a Military background may get a +1 to use firearms.

Most often the benefit adds to a +1 to a related Task Roll or Saving Throw.

Starting Money and Standing

Roll 3d6 and multiply the result by 100 to determine how much cash on hand the character can use at the start of the campaign. This does not include money tied up in other items such as houses, cars, etc.

Standing Table

d00	Standing
1-45	Poverty: lives pension cheque to pension cheque. No Savings.
46-75	Middle Class: 10x Starting Money in the bank.
81-00	Upper Class: 100x Starting Money in the bank.

Gamma Advancement Table

Level	Experience Points	Hit Dice	Base Hit Bonus	Saving Throw	Notes
1	0	1	+0	14	
2	2,000	2	+0	13	Roll for one additional Pre-Existing Physical or Mental Condition
3	4,000	3	+1	12	Roll for one additional Physical or Mental Condition or Lose a Pre-Existing Condition
4	8,000	4	+2	11	Roll for one additional Pre-Existing Physical or Mental Condition
5	16,000	5	+3	10	Roll for one additional Physical or Mental Condition or Lose a Pre-Existing Condition

Character Retirement

If a character reaches or exceeds the highest level listed, the GM may wish to make the character retire from adventuring or extend the tables to accommodate higher level play (doubling experience points required to advance for each level).

Characters who drop below zero Meds Points are considered too ill to adventure and must be retired.



Chapter Two

Conditions

All Grammas roll 1d4 to determine how many Physical Conditions and 1d4 to determine how many Mental Conditions the character possesses. Duplicate rolls may either double the effect of the condition, or the GM may opt to make the player roll again.

Physical Conditions

Roll	Condition	
1-2	Terminal Illness (D)	57-58 Fists of Fury
3-4	COPD (D)	59- 60 Fleet of Feet
5-6	Blindness (D)	61-62 Iron Fists
7-8	Brittle Bones (D)	63-64 Detect Life
9-10	Incontinence (D)	65-66 Detect Evil
11-12	Diabetes (D)	67-68 Steel Grip
13-14	High Blood Pressure (D)	69-70 Blind Sight
15-16	Deafness (D)	71-72 Light Sleeper
17-18	Obesity (D)	73-74 Hide in Plain Sight
19-20	Slow (D)	75-76 Stealth
21-22	Fainting Spells (D)	77-78 Fake Death
23-24	Bad Back (D)	79-80 Improved Recovery
25-26	Arthritis (D)	81-82 Improved Strength
27-28	No Teeth (D)	83-84 Improved Dexterity
29	Distinct Odor (D)	85-86 Improved Constitution
30	Tires Easily (D)	87-88 None Shall Pass
31-32	Produce Food	89-90 Banshee Scream
33-34	Shoe Throw	91-92 Sleight of Hand
35-36	Get out of the way	93-94 Immortal
37-38	Mighty Smack	95-100 Pick any Good Physical Condition
39-40	Quick Reactions	
41-42	Keen Ears	
43-44	Keen Eyes	
45-46	Keen Nose	
47-48	Driver	
49-50	Leather Skin	
51-52	Immune to Poison	
53-54	Cane Fu	
55-56	Tough as Nails	

Mental Conditions

Roll Condition

1-2	Dementia (D)	49-50	Sixth Sense
3-4	Paranoid (D)	51-52	“Know a Guy”
5-6	Substance Abuse (D)	53-54	Tech Knowledge
7-8	Forgetful (D)	55-56	Confusion
9-10	Gullible (D)	57-58	Precognition
11-12	Cowardly (D)	59-60	Intuition
13-14	Slow Processing (D)	61-62	Alter Reality
15-16	Pollyanna (D)	63-64	Clairvoyance
17-18	Gloomy Gus (D)	65-66	Charming
19-20	Offensive (D)	67-68	Sass
21-22	Hypochondria (D)	69-70	Read Thoughts
23-24	Anxiety (D)	71-72	Freeze
25-26	Narcoleptic (D)	73-74	Manipulate Emotions
27-28	Insomnia (D)	75-76	Juju
29-30	Distaste of weapons (D)	77-78	Curse
31-32	Stink Eye	79-80	Cackle
33-34	Willpower	81-82	Improved Intelligence
35-36	Linguist	83-84	Improved Wisdom
37-38	Expert	85-86	Improved Charisma
39-40	Guilt Trip	87-88	Voodoo
41-42	Nagging	89-90	Perfect Sense of Direction
43-44	Seduction	91-92	Psychic Vampirism
45-46	Instill Paranoia	93-94	Mental Blast
47-48	Lie Detector	95-100	Pick any Good Mental Condition

Conditions

Physical and mental conditions are detailed below. Record this information on the character sheet. A (D) indicates that the condition is a defect.

Physical Conditions

Arthritis (D): Particularly bad when the weather changes, arthritis makes it difficult and painful to perform fine motor skills (such as typing, using a remote control or cell phone). All fine motor skill tasks are made with a -2 penalty.

Bad Back (D): The character can only carry half of the regular amount (38 lbs) before they are encumbered (see page 36). If they fall or make a vigorous action, they must make a Saving Throw (modified by CON). If they fail the roll they are out of action for 1d6 rounds as they yell, “My back!” and double over, clutching it in pain.

Banshee Scream: The gramma can holler loud and long, making all who hear it have to make a Saving Throw. If it is failed the character is deafened and loses 1d6 rounds and cannot hear anything for 1d6 more rounds.

Blind Sight: The gramma can “see” normally without regular vision (blind, in darkness, blindfolded, etc.).

Blindness (D): The gramma cannot see very well (myopia, astigmatism, cataracts, macular degeneration etc.). All attacks are at a -4 and they cannot see anything unless it is a few inches away.

Brittle Bones (D): All damage to this character is doubled and effects of other conditions (such as Bad Back) are also doubled.

COPD (D): The gramma suffers from Chronic Obstructive Pulmonary Disease which is a chronic inflammation of the lungs. Usually caused by decades of smoking, sufferers have a difficult time breathing and have poor circulation. Characters with COPD use a wheelchair or scooter and require constant oxygen. Vigorous activity such as full movement or combat can only continue for 5 rounds until the character must sit down and rest. Failure to rest means that the character would pass out for 1d6 minutes after a sixth round.

Cane Fu: The gramma can use a cane as a devastating melee weapon. Grammas with Cane Fu get a -2 (+2 ascending) AC bonus and gain +2 to hit with a cane. Cane Fu attacks do 1d6+2 damage.

Deafness (D): The character cannot hear very well, needing to hear something at least two or three times until they understand it. A successful Saving Throw at -4 allows the character to understand what was said or notice someone creeping up on them or a fire alarm going off.

Detect Evil: This character can detect evil intentions in a 120 foot radius, but she lacks the details or what is intended.

Detect Life: This character can detect living things in a 120 foot radius around them. The size and shape of the living creature is revealed to the character.

Diabetes (D): The character's blood sugar is dangerously high because their pancreas has a difficult time producing insulin. Failure to take insulin (injection or pill) on a daily basis causes the character to sicken, and eventually die. Without maintaining diabetes a Saving Throw is needed or the character will slip into a diabetic coma and not recover until helped.

Distinct Odor (D): The character has a distinctly unpleasant smell. People will avoid the character and all social Tasks and Saving Throws (Charisma-based) are made at -2.

Driver: The character may drive a vehicle without any of the standard elderly driver penalties (see page 31).

Fainting Spells (D): The character is prone to fainting. Any shock that requires a Meds Check also requires a Constitution-modified Saving Throw.

Fake Death: The character can appear to be clinically dead. Even a health care professional may be fooled. The character may only fake death for one hour a level.

Fists of Fury: The character may make an extra melee attack per level. A level 2 character can make 3 attacks.

Fleet of Feet: The character may move twice as far in a round, but cannot do anything else but move that round.

Get out of the way: This conditions gives the character a -2 (+2 ascending) AC bonus and a +2 bonus for any Tasks or Saving Throws required for “getting out of the way.”

Hide in Plain Sight: You can hide while being seen by just standing still. If you move, you are suddenly noticed, but nobody will understand how you ended up in your current location.

High Blood Pressure (D): When this gramma fails a Meds Check they must make a Constitution-modified Saving Throw or take 2d6 damage from a heart attack or stroke (along with incapacitation and hospitalization as covered on the Meds Table) as well as any other Meds Table effects.

Immortal: This character is hundreds, perhaps thousands of years under their belt, trouble is, they have been experiencing the effects of old age for most of that time so most of the benefits of being immortal are balanced out by negative physical and mental conditions. Immortal characters must roll one additional physical and one additional mental Pre-existing Condition (1d10+1d20). They also receive two additional physical or mental Conditions. The player chooses the two conditions they would like at character creation.

Immune to Poison: This character may ignore the effects of poison.

Improved Constitution: Character gains +4 to the Constitution Attribute.

Improved Dexterity: Character gains +4 to the Dexterity Attribute.

Improved Recovery: The Character recovers 1d4 Hit Points each day.

Improved Strength: Character gains +4 to the Constitution Attribute.

Incontinence (D): The character must always use the washroom and needs to wear a hygiene napkin that is changed regularly.

Iron Fists: The character’s bare hands do 1d6 damage (instead of the standard 1d4).

Keen Ears: Listening Tasks or Saving Throws are made with a +2 bonus.

Keen Eyes: Sight-based Tasks or Saving Throws are made with a +2 bonus.

Keen Nose: Smell-based Tasks or Saving Throws are made with a +2 bonus.

Leather Skin: Years of sun worshiping has hardened the skin to withered leather, providing a -2 (+2 ascending) AC bonus.

Light Sleeper: The character can perceive everything happening around them while they are asleep and may react as if they were not sleeping.

Mighty Smack: The character may add their level in damage to all melee attacks.

No Teeth (D): The character has few or no natural teeth left and must wear dentures to eat corn on the cob or flash a pearly white smile.

None Shall Pass: The character may block a door or passageway up to 10 feet wide. Nobody may get past until the character gets out of the way or is knocked down.

Obesity (D): The character is double the standard weight of an average gramma. They tire after 5 rounds of sustained effort or movement. If they continue for a sixth round they must make a Constitution-modified Saving Throw or catch their breath losing 1d6 rounds.

Produce Food: The gramma can reach into any pocket, purse or bag in their possession and produce an edible meal wrapped in tinfoil. They may feed a number of characters equal to their level in a day.

Quick Reactions: This gramma always wins initiative.

Shoe Throw: A shoe can be thrown and returned like a boomerang. It does 1d4 damage and has a range increment of 4.

Sleight of Hand: The hands are quicker than the eye, allowing all manner of tricks including hiding or palming objects without observation. This condition adds +2 to challenged tasks to trick people using the hands.



Slow (D): This gramma always goes last in initiative and moves at half regular speed.

Stealth: The character may move silently and remain unseen in shadows or behind cover. Opponents may only see the character if they are actively looking for someone and a natural 6 is rolled for a Task Check.

Steel Grip: Almost nothing can break the grip of this gramma. If the gramma gets ahold of someone they can grasp for 1d4 damage each round until the grasp is broken. Breaking the grip requires a successful challenged Task Roll (modified by Strength).

Terminal Illness (D): The character must make a Constitution-modified Saving Throw or die after each Level Advance.

Tires Easily (D): The character must rest after every two rounds of intense action or movement or make a Meds Check for every extra round taken until they use a round to rest.

Tough as Nails: The results of one attack per character level may be ignored in a 24 hour period.

Mental Conditions

Alter Reality: Just by saying something, or referencing a source (even a made up source), this gramma can make it real just by insisting it is so. These changes to reality must be subtle and mostly cosmetic. Any major changes to reality (such as the sky is pink and has always been pink) will snap back to normal the next round and the gramma who changed reality must make a Saving Throw (modified by Wisdom) or take 2d6 damage as the fabric of reality knits itself back together.

Anxiety (D): Constant worry thoughts can stop this character from taking action. A Saving Throw (modified by Wisdom) must be made to proceed with stressful tasks.

Cackle: This evil laugh unnerves all who can hear it. Animals and even people with the stoutest of hearts must make a Saving Throw or run as far away as possible for 1d6 rounds.

Charming: This person can convince anyone to do almost anything. A Saving Throw is needed to disobey gramma. Even then, the guilt is almost unbearable.

Clairvoyance: Once per day gramma can stare into space and see anywhere else in the world with a successful Task Check.

Confusion: Gramma can be so muddled that it's contagious. Targets must be able to see and hear the gramma to become confused. Confused characters lose their actions for 1d6 rounds. A successful Saving Throw (modified by Wisdom) allows them to avoid confusion.

Cowardly (D): This character must make a Saving Throw (modified by Wisdom) when confronted by any potentially dangerous situation. Failure means the character flees the area for 1d6 rounds and must make another Saving Throw just to return to the dangerous situation.

Curse: With a few grumbled words and the sign of the evil eye, this character can put a curse on one other character. The curse lasts 24 hours and all rolls (Saving Throws, Task Checks, Attacks, etc.) are at -1 until the curse is lifted. Grammas can un-curse characters they have cursed at any time in the 24 hour period.

Dementia (D): This disorder makes it difficult to remember details or make reasonable decisions. A Saving Throw is required to remember or avoid putting oneself into dangerous situations.

Distaste of weapons (D): This character does not use weapons of any kind. In fact, they'd sooner solve a problem peacefully than with force.

Expert: This character gains a +2 Task Check and Saving Throws for anything related to their areas of expertise. Areas of expertise can include: art, history, languages, coding, geography, etc.

Forgetful (D): Forgetful characters have no ability to remember recent events. Every day is a blank slate and they can even forget what they are doing in the middle of performing a task. The GM should ask the character to make a Task Roll (modified by Intelligence) each time it is important to remember something or someone. Failure means that all has been forgotten.

Freeze: The very presence of this character chills the spine and makes everyone and everything freeze for 1d6 rounds unless a Saving Throw (modified by Wisdom) is made. The effects are so pervasive that clocks have been known to stop and birds have fallen from the sky. After the initial effect, the target is immune for the next 24 hours.

Gloomy Gus (D): Everything seems horrible to this character and all they do is complain about it. It is very difficult to remain positive and all rolls (Tasks, Saving Throws, Attacks) for this character are at -1 because of the inevitability of failure.



Guilt Trip: This character can make anyone feel awful about what they did, even if it was the right thing to do. After saying something like, “don’t worry about me” or “why would you do that?” the target must make a Saving Throw (modified by Wisdom) or lose the next round apologizing or rationalizing their actions.

Gullible (D): This character believes everything they are told or read. Only a Wisdom-modified Saving Throw would make them believe otherwise.

Hypochondria (D): Hypochondriacs feel that they have every disease known to man. Every 24 hours they must make a Saving Throw (modified by Wisdom). If the roll is failed, the character makes every roll at -1 for the rest of that day.

Improved Charisma: Character gains +4 to the Charisma Attribute.

Improved Intelligence: Character gains +4 to the Intelligence Attribute.

Improved Wisdom: Character gains +4 to the Wisdom Attribute.

Insomnia (D): This character just can’t sleep and is always exhausted. Unless a Meds roll is made at the beginning of each adventure the character suffers a -1 to every roll for the rest of the day.

Instill Paranoia: By just asking a few simple questions the character can make another character question their reality, adopting the effects of the Paranoia Condition for 24 hours.

Intuition: With a successful Task Roll of 6+ the GM can provide hints or clues that will point the character in the right direction to solve a problem, but not acquire overly detailed information.

Juju: This character is incredibly lucky. A number of Saves or rolls against impossible odds may be declared as successful equal to the level of the character for each 24 hour period of game time.

“Know a Guy”: Sometimes grandma needs someone to get things done. With a 6+ Task Roll grandma can just make a phone call and within an hour someone will show up and make things right once every 24 hours. The details of “the guy” will vary from situation to situation and it up to the

GM to determine how much assistance can be provided. If things get too weird, “the guy” may simply mutter, “I’m out!” and walk away.

Lie Detector: Grammas just know when you are telling the truth or lying. The character lying to grandma must make a Saving Throw (modified by Charisma) or stumble on their words and get caught in a lie. For shame.

Linguist: With a successful Task Roll a grandma may understand and communicate fluently in any one other language for the duration of the current adventure. This knowledge is forgotten at the start of the next adventure unless another Task Roll is made. A missed Task Roll means that the grandma cannot understand THAT language for an adventure, but another roll may be made to understand ANOTHER language.

Manipulate Emotions: With a string of random anecdotes and comments, a grandma may change the emotional state of one target. Targets of emotional manipulation must make a Saving Throw or have their emotional state randomly reassigned. Roll 1d6: 1=Happy, 2=Sad, 3=Angry, 4=Afraid, 5=Depressed, 6=Worried.

Mental Blast: Any single living creature in sight may be targeted for a mental blast. The Target must make a Saving Throw (modified by Wisdom) or pass out for 1d6 rounds. Upon waking, they will have forgotten what happened to them and anything that happened in the last five minutes before passing out.

Nagging: Any single living creature in sight may be targeted for nagging. The target must make a Saving Throw (modified by Wisdom) or carry out the orders of the grandma for 1d6 rounds. This condition may also be used to make a target fall asleep or forget the events of the last hour.

Narcoleptic (D): This character falls asleep at the worst possible moments. The player must make a Saving Throw (no modifier) as the GM requests. Failure indicates that the character has dozed off and cannot take another action until they awaken. Another Saving Throw awakens the character.

Offensive (D): Grammas are constantly saying something sexist, racist or otherwise insensitive and politically incorrect. Most of this is harmless, but reveals morals and beliefs from a less enlightened time. Any sentient being within earshot of the grandma (friend or foe) will have a 30% chance of

being offended by something the gramma has said. Grammas can't control this condition and will never understand the hostility against them. "What on earth did I say?"

Paranoid (D): This character has severe trust issues and thinks that everyone is out to get them. They rarely have friends and will often act selfishly and not share resources with their group because they don't trust what they will do with it. All Charisma-based rolls are at -1.

Perfect Sense of Direction: This character always seems to know where they are and how to get somewhere. If the character is ever disoriented or cut off from the rest of the world they may make a Task Roll once every 24 hours to figure out where they are in relation to where they want to go.

Pollyanna (D): This character just can't believe anything can go wrong and trusts everyone without question. This leads to some questionable decisions, but also modifies the gramma's AC +1 (-1 for ascending AC) as they just don't know enough to get out of the way.

Precognition: Glimpses of potential futures are visible to the character. This gives +1 to all Saving Throws and Armour Class. The character can't look for specific incidents or events that will reveal the outcome of current actions unless used by the GM as a plot device to move the story forward.

Psychic Vampirism: Just being in the presence (30 feet) of this character can suck the life out of any living thing, making them feel tired, ill, or drained. Actively draining requires the gramma to be within 30 feet of the target and hear a rant. The content of the rant is not important, but all targets need to make a Saving Throw (modified by Wisdom) or take 1d4 damage and feel tired. The drained HP are then added to the Hit Points of the Gramma. If this exceeds the Gramma's starting HP then the overage is lost over the next hour. Three successive failures also means that the target passes out for 1d6 minutes, stopping the damage. Grammas can actively drain life energy a number of times equal to their level in a 24 hour period.

Read Thoughts: The gramma can pick up on surface thoughts of anyone they can make eye contact with, but the GM does not have to give the context of the thoughts. A successful challenged Task Roll (modified by Intelligence) is required to probe to find deeper, hidden thoughts. A standard Task Roll is needed for reading the deep thoughts of willing targets.

Sass: This character can smack down an opponent verbally with such savage oratory that the target must make a Saving Throw or miss 1d6 rounds sputtering and processing the sass. The GM may require the character to actually compose an appropriate sassy statement before a Saving Throw is made.

Seduction: This gramma still “has it” and can sweet talk and flatter her way into smooching anyone, winning over their loyalty. It may be more sympathy than pure seduction at this point. The gramma must make a Task Roll (modified by Charisma) while she “shakes what her mamma gave her” and the target should make a challenged Task Roll (modified by Intelligence) to avoid her “charms”. To break out of the seduction, the target must make a Saving Throw (modified by Intelligence).

Sixth Sense: This gramma sees dead people. That’s right, ghosts, spirits, fairies, mystically hidden things, and invisible demons are totally visible to this gifted gramma. The trouble is, some of these critters don’t like nosy mortals.

Slow Processing (D): It takes 1d6 rounds before this character understands what is going on. They may not take action until the rounds have passed and they always act last in initiative.

Stink Eye: The “evil eye” or the “whammy”, as it is known, is a curse that takes effect with eye contact. It makes every roll (Tasks, Saving Throws, Attacks, etc.) against the user roll at a -2 penalty for a number of hours equal to the level of the gramma. This only works if eye contact is established.

Substance Abuse (D): This gramma is addicted to some chemical vice such as nicotine, alcohol, prescription or street drugs. This can create some difficult situations, such as smoking in a no smoking zone, or being a bit too tipsy to drive the golf cart to the country club. Optionally, the player does not choose the substance and a 1d6 roll is made with 1-2 being something minor 3-4 as more serious and 5-6 as a dangerous, life-altering addiction such as painkillers or heroin. Not to downplay a serious issue like addiction, but it is suggested that the player and GM keep the game light and make the abuse more of an affectation that can just lead to awkward social situations instead of having a character suffer an overdose.

Tech Knowledge: This gramma automatically knows how to use technology created after 1980 (TV remotes, DVRs, computers, cell phones, social media) without making a Figuring Out Technology Roll.

Voodoo: This gramma knows how to create spells using a fetish (dolls or other representations of the target of magic). A physical representation of the target must be made, complete with personal parts of the target such as hair clippings, paint chips or a favourite item. Destroying the item causes 1d6 damage per level of the gramma, but the spell cannot be used again until another fetish is created (a process that takes 1d3+1 days). The gramma can also torture the target by sticking the doll with pins, causing 1 point of damage (for a maximum number of times equal to the level of the caster) and making the target lose 1d4 rounds of action due to being doubled over in pain.

Willpower: This gramma is immune to mental powers and can't be swayed by orders and always succeeds Charisma-based challenged Task Rolls or Saving Throws. If the target also has Willpower Task Rolls and Saving Throws are resolved as normal.



Chapter Three

Tasks

Most of the time the player will declare that they are doing something in the game and it will just happen without the need for a roll of any dice. Sometimes a task is more challenging or requires specialized skills or knowledge and a Task Roll must be made.

Task Rolls require a roll of a single d6. A 4 or higher is required for a standard success. This roll is modified by the complexity of the Task at hand. Seemingly impossible tasks require a 6 or higher (6+) to succeed. Appropriate Attribute bonuses may be added to the d6 roll as well as some backgrounds or equipment.

Challenged Tasks

When two characters are competing to see who is more successful, such as a character attempting to sneak by a guard, or dismantle a trap laid by another character, both roll a d6 and modify it as usual. The highest total succeeds the Challenged Task. If there is a tie, the GM should describe how the situation is resolved.

Saving Throws

The base Saving Throw for beginning characters is 13. This goes down each level after the first (12 for level 2, 11 for level 3, etc.). Monsters find their target number for saving throws based on their HD subtracted from 19.

Figuring Out Technology

High Technology is defined as anything new after 1980. This includes DVD Players, DVRs, Cellular phones, Wireless phones, Computers, TV Remotes and anything with a touch screen. Most grammas are content to use sensible, old-fashioned technology, but sometimes you have to figure out how to use some new-fangled gadget in a pinch. To do this the GM must determine how complex the technology is to use and use the Task Roll target number modified by Intelligence. Even if a grammar has used this particular piece of technology before, they must still make a roll each and every time they wish to use it. This roll is only necessary for grammar characters. Non-grammar characters do not need to make a Task Roll to use technology for everyday use.

Target Number	Examples
4	keypad locks, touch screens, most cell phones as a phone, modern photocopiers or microwave ovens, using a computer to use email
5	program a DVR or recording device, managing cell phone apps or texting, basic operation of a computer to access the internet
6	using a computer for finding specific information on the internet, buying something online or online banking

Complex technology use that eludes even the most tech-savvy adult such as hacking a secure database or guessing a co-worker's password would require a 9 or higher for grammas and a 6 or higher for most everyone else. Remember that the roll of a natural 6 for a Task Roll is an automatic success.



Chapter Four

Equipment

Players should outfit their characters before the first adventure with the essentials. They will have a place to live, and sometimes have a vehicle, or access to public transit, but they should take some time to buy equipment needed for adventuring. Not everything may be carried everywhere and the player should record where bulky, seldom-used items (such as a key cutter or home computer) are stored.

FIREARMS

Weapon	DMG	ROF	Range	Ammo	Weight	Cost	Notes
.38 Special	1d6	1	50	6	2	300	
.357 Magnum	1d6+1	1	50	6	2	700	
Glock	1d6	2	75	10	3	500	
Uzi	1d6+1	2	60	20	4	1000	Burst
Hunting Rifle	1d6+2	2	150	10	5	1000	
Shotgun	1d6+3	1	30	5	6	700	+2 to hit at Short RNG
AR-15 Rifle	1d6+2	2	150	30	7	2,500	Burst
.50 cal Ma- chine Gun	3d6	2	500	100	25	8,000	Burst

EXPLOSIVES

Weapon	DMG	ROF	Range	Ammo	Weight	Cost	Notes
Hand Grenade	3d6	1	20	1	1	75	Explosive
Concussion Grenade	Stun	1	50	1	1	50	Stuns Targets in 15 ft radius
Smoke Grenade	Smoke	1	20	1	1	50	Fills 15 ft radius
Molotov Cocktail	1d4	1	10	1	1	10	5 ft radius burns 1d3 rounds. Save for 1/2 DMG

OTHER WEAPONS

Weapon	DMG	ROF	Range	Ammo	Weight	Cost	Notes
Purse	1d4	-	-	-	5	1d6 x100	
Club	1d6	-	-	-	3	10	
Knife	1d6-1	-	-	-	1	50	
Cane	1d6	-	-	-	3	30	
Sword	1d6_1	-	-	-	5	250	
Stun Gun	Stun	-	-	-	1	40	Stuns target (Melee)
Pepper Spray	Stun	1	5	3	2	25	Stuns target
Bow	1d6	2	60	20	10	300	
Crossbow	1d6+1	1/2	80	20	15	500	
Taser	Stun	1	3	1	2		Stuns target (RNG)

Weapon Notes:

Burst: Automatic weapons can fire a single shot or a five shot burst as an attack. Bursts are rolled as one attack with a +2 bonus to hit a single target. Standard clips only hold enough bullets to make up to three bursts until the weapon runs out of ammunition. Another option for Burst weapons is Full Auto. This empties the clip, but adds a +4 bonus to hit a single target. Full auto also allows the attacker to spread their attack across four 5' x 5' squares (a 20 foot length). Separate attack rolls are made to hit each target across this 20 foot swath with no attack bonus.

Explosive: This attack affects the target 5'x5' square doing 3d6 damage, the next set of squares around this target takes 2d6 damage, and the outer squares take 1d6 damage from the blast.

Smoke: Smoke hides targets and is difficult to breathe. A failed Saving Throw means that the target is stunned for 1d6 combat rounds as they are coughing and weezing. Attacks through smoke are at -4 to hit.

Stun: Targets that are stunned lose 1d6 combat rounds of actions.

Burning: Targets hit with flammable material burn for 1d3 more combat rounds. A Saving Throw (modified by Dexterity) is allowed to halve the damage each round the character is on fire.

ARMOUR

Armour	AC [AAC}	Cost	Examples
Heavy Clothing	-1 [+1]	50	Leathers, Heavy wool
Light Armour	-2 [+2]	100	Heavy leathers, Layered wool and heavy fabrics
Medium Armour	-4 [+4]	600	Bulletproof vest, Kevlar
Heavy Armour	-6 [+6]	3000	Military grade, tactical, ceramic

Collateral Damage (Optional Rule):

Odds are that with all these weapons and vehicles tearing apart the landscape that stuff is going to break. It is ultimately up to the GM to establish guidelines that describe the most dramatic and fun outcome of game events, but a few benchmarks might help keep things consistent. As an Optional Rule consider that normal hand-held weapons (light firearms, swords, purses, etc.) or fisticuffs need to do at least 6 points of damage (varies) to count against the defense of most reinforced materials. Heavy weapons like .50 caliber machine guns, explosives and rocket launchers ignore the defense of the object. The HP of the object reflects what is needed to make a hole in the material. To totally shatter or destroy the material requires double the HP listed as described in the notes.

Object	Defense	HP	Notes
Glass	1	2	Shatters at 4 HP
Bulletproof Glass	6	2	Shatters at 4 HP
Door (wood)	6	5	Breaks down at 10
Door (metal)	6	10	Breaks down at 15
Door (vault)	10	15	Breaks down at 20
Wall (drywall)	0	5	Knocked down at 10
Wall (brick)	6	10	Knocked down at 15
Wall (concrete)	8	20	Knocked down at 30
Wall (bunker)	10	30	Knocked down at 40
Car Metal	3	5	Breaks apart at 10
Truck Metal	6	10	Breaks apart at 15

Vehicles

Vehicle	Control	AC	HP	Move	Cost	Notes
Wheelchair	-1	-	2 HD1	9	500	No Dex Bonus for AC
Scooter	-2	-	4 HD1	9	3K	One Free Hand No Dex Bonus for AC
Motorcycle	+2	8 [11]	5 HD1	24	10k	Seats 2
Sidecar	-1	+1 [-1]	3 HD1	-	5k	+1 Seat
Golf Cart	-2	8 [11]	4 HD1	18	6K	Seats 4
Subcompact	+1	8 [11]	4 HD1	20	10k	Seats 4
Compact	+1	8 [11]	6 HD2	20	15k	Seats 5
Midsized	+0	8 [11]	8 HD2	21	20k	Seats 5
Muscle Car	+1	8 [11]	9 HD2	22	50k	Seats 5
Sports Car	+3	8 [11]	6 HD1	24	100k	Seats 2
Luxury Car	+0	8 [11]	10 HD3	21	80k	Seats 6
Station Wagon	-1	8 [11]	10 HD3	21	60k	Seats 6, +2 in back
SUV	+0	8 [11]	10 HD3	21	40k	Seats 7
Minivan	-1	8 [11]	12 HD3	20	35k	Seats 8
Passenger Van	-2	8 [11]	13 HD3	20	35k	Seats 9
Pickup Truck	-1	8 [11]	13 HD3	20	35k	Seats 2, +4 in back
Helicopter	+0	7 [12]	10 HD2	30	300k	Seats 2, Flight
Cessna	+0	7 [12]	10 HD2	9/30	300k	Seats 4, Flight
Jet Ski	+1	8 [11]	4 HD1	12	10k	Watercraft
Motorboat	+0	7 [12]	5 HD1	12	10k	Seats 4, Watercraft
Sailboat	-1	7 [12]	9 HD2	12	30k	Seats 4, Watercraft
Small Fishing Boat	-2	7 [12]	12 HD3	10	50k	Seats 6, +4 on deck, Watercraft
House Boat	-3	7 [12]	15 HD4	10	60k	Seats 10, Watercraft

Vehicle Notes

Elderly Limitations: Sometimes it's difficult for grammas to operate standard motor vehicles. They either drive too slow, too fast, or not at all. Every time a grandma needs to operate a vehicle, they should make a Saving Throw (modified by Dexterity). Success allows the vehicle to be used without penalty, but failure indicates that all rolls for that vehicle are at a -2 penalty.

Control: Control modifies the Task Roll to maintain control of the vehicle if it takes more than 50% of remaining Hit Points in damage or it is pushed beyond regular usage such as stunts, stopping suddenly or turning sharply.

If the player fails to make the Control Roll 1d6 and compare to the following: 1 fishtailing, skidding or bumpy ride, 2-3 move 1d6x10 feet forward in an uncontrolled skid, 4-5 move 1d6x10 feet in a random direction, 6 Instant crash/rollover- vehicle and crew take 1d6 for every 10 feet of movement. Note: Damage to passengers is halved if they are wearing a seat belt.

Armour Class: Armour Class for vehicles acts just as it does for personal combat. It represents how difficult it is to actually damage the vehicle based on defenses, size or agility.

Hit Points: Vehicle Hit Points act just like character Hit Points. When a vehicle takes more than half of its remaining hit points the operator needs to make a control roll. When a vehicle reaches zero Hit Points it stops working until it can be fixed. At -10 HP, the vehicle explodes and passengers and crew take 3d6 damage. A Saving Throw (modified by Dexterity) halves the damage of this blast.

Movement: Vehicle speed is measured as character movement, but the distance is multiplied by 3 when moving full out (running) instead of 2.

Cost: This is the estimated cost of the vehicle if bought new.

Used Vehicles: Used vehicles range from 25% of the total cost for unreliable vehicles (breakdown 50% of the time) to 50% of the total cost for standard used vehicles (breakdown 25% of the time) to 75% of the total cost for gently used vehicles that operate almost as reliably as new vehicles, but lack that “new car smell”.

McGuffins

Some equipment is more than just functional or decorative. When equipment drives a plot or causes conflict, it is a McGuffin. These items are mythical in nature, powerful and are often the reasons for embarking on the adventure in the first place. Mostly, these items will simply come in handy during the course of the adventure. Good McGuffins are worth 250 XP. It's a good idea to have a limited number of uses (1d6) or get stolen by a villain and need to be rescued.

Haunted Car – This car holds the ghost of a departed friend, spouse, or family member. The ghost can keep the characters company and even give information that might help move the adventure along (clues, facts, etc.).

Voodoo Doll – This doll can be personalized to affect one person, but a personal item (such as a piece of clothing, lock of hair, etc.) of the target must be wrapped around the doll. Damaging the doll in any way may cause 1d6 damage to the actual target once per day, or the target can be overwhelmed by pain and lose 1d6 rounds of action. The player must declare if the attack is lethal or non-lethal.

Hats of Many Skills – A handsome collection of enchanted hats that provide the wearer access to the skills and knowledge associated with the hat in question. A party hat, for example, would give the character a +1 Charisma bonus. A construction helmet might give the character +1 to hit and damage for melee attacks. The nature of the hat should be determined by the GM.

Little Black Book – Any number or address needed will be scrawled into this tiny black book in the tiniest ball point pen numbers and letters you've ever seen. It might just take some time (1d20 hours) to find the information.

Boo Boo Strips – These colourful bandaids heal 1d6 HP of damage and may be used on any one character in a 24 hour period.

Worry Stone – Once per day, when rubbed, the worry stone can calm a character enough that they will receive +1 on all Saving Throws and Task Rolls for a number of hours equal to the level of the character.

Tea Pot of Lu Yu – This teapot always provides a piping hot cup of tea that recovers 1d6 lost Meds if used within 24 hours of losing the Meds Points.

Cane of Striking – This elaborately carved wooden cane hits at +1 and does 1d6+2 Damage (modified by Strength).

Tin of Scotch Mints – Consuming this candy allows the user the same effects as the Willpower Mental Condition for a number of hours equal to the level of the character.

Doctor Book – This old school version of WebMD helps diagnose illnesses and provides dubious cures for diseases, both real and imagined. Somehow, grammas are able to use this book to cure illnesses and heal 1d6 HP by creating unusual poultices and brews from common household items.

Chapter Five

Play of the Game

This section of the book should give the GM everything needed to start running a game of Gramma World.

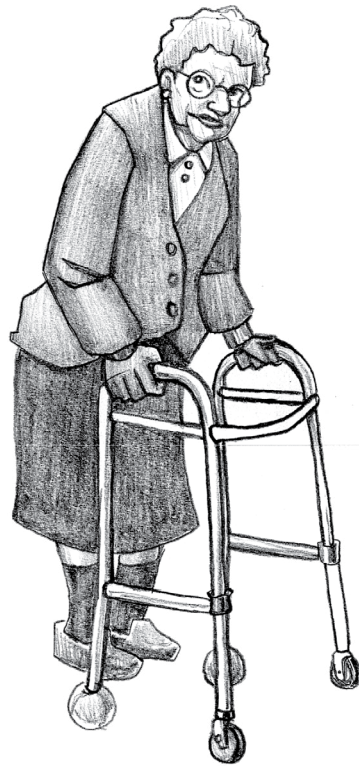
Once the players have made their grammas and have everything recorded on character sheets, the GM should describe the setting and what the characters are experiencing. Most adventures start with a mystery that needs to be solved. This might require a patron to come for help or, better yet, one of the players contacts the other players to help on an adventure of some kind. The grammas usually live in the same condo or retirement community and should already know each other, if not already be friends. The GM describes the environment and action of the game, being careful not to reveal too much and describe everything from the point of view of a senior citizen in a strange, new world where old values and knowledge just don't cut it anymore. If something is not covered in the system, the GM is encouraged to make a decision to help move the story along and create a better gaming experience. The rules are simply guidelines to help arbitrate the outcome of events such as communication, combat, movement, healing and dying. Make sure everyone has something to do and everyone is having fun. Even failing in a role playing game can be more entertaining for the players than success.

Experience

Grammas earn Experience Points (XPs) by solving mysteries, defeating enemies and completing tasks. Enemies have a set XP value, but may also have valuables such as money or equipment on their person that the grammas can take. Ten dollars of money found equals one XP and is added to the experience earned at the end of a game session. Special equipment called McGuffins also provide 250 XP.

Experience earned for defeating enemies is based on the Hit Dice (HD) of the target. 1 HD opponents are worth 15 XP and 5 HD opponents are worth 240 XP. Defeating opponents should not always be limited to killing them. Thwarting an evil overlord's scheme and making them flee the exploding warehouse is considered defeating them, as is knocking someone out and turning them over to the police. Special powers, equipment, or conditions can increase the XP award by one or two levels.

Opponent Defeated	XP Awarded
Level 1/2	10 XP
Level 1	15 XP
Level 2	30 XP
Level 3	60 XP
Level 4	120 XP
Level 5	240 XP
Level 6	400 XP
Level 7	600 XP
Level 8	800 XP
Level 9	1,100 XP
Level 10	1,400 XP
Level 11	1,700 XP
Level 12	2,000 XP



Example

A group of grammas who meet for tea every day at the same café uncover a car theft ring that is raising money for a sinister cult intent of summoning a powerful demon to lay waste to the community. Uncovering the conspiracy by sneaking into the community centre at night and interrupting a summoning ritual, calling the police and leading to the arrest of 7 cultists (1 HD) and the 4 HD leader the group is also awarded \$200 reward offered for rescuing the missing cars.

The GM rules that the total XP awarded to each player for the adventure would be 105 for the cultists (7x15), 120 for the cult leader and 20 for the reward money for a total of 245 XP at the end of the night.

Time

A GM controls the pace and movement of time of the adventure. Hours and even months can pass in a few words of description to the players. When passages of time get shorter in the course of an adventure there are more specific rules that explain what can be accomplished in these periods. A turn denotes ten rounds of game play, or roughly one minute of time. A combat round, or round represents roughly six seconds of time. This slightly differs from the description in *Swords and Wizardry White Box*.

Movement

Most game play movement such as driving to Reno or taking the bus to the mall is described by the GM to the players and is fairly abstracted and ordinary unless something noteworthy occurs during the movement. A GM might simply say “the drive to the mall is uneventful, except for the odd sense of creeping doom and hopelessness as more passengers boarded and the bus drove steadily on to its destination.”

The following rules are provided as a structured set of guidelines to help determine how far a character can move based on what they are carrying. Base movement is described in terms of five foot lengths per six second combat round. Characters can move slowly and carefully at half of their movement rate, or they may choose to run at double the rate. GMs can further modify the movement rate based of terrain effects such as: water, loose sand, ice or deep snow.

Movement Based on Encumbrance

Weight Carried	Movement
0-75 lbs	12
76-100 lbs	9
101-150 lbs	6
151-300 lbs	3

Armor Class

Two armour class systems (standard and ascending AC) are described in the basic Swords and Wizardry rules set. It is up to the GM to determine which system will be used for their Gramma World campaign. In the standard system high armour class (AC) is bad and in the ascending armour class system (AAC) high armour class is good. Numbers for AAC are printed in parenthesis on equipment lists and opponent descriptions to quickly identify the appropriate stats.



In a standard armour class system (AC), unarmoured targets have a base AC of 9. Armour worn by the character lowers this number, making them harder to hit. In the ascending armour class system (AAC), unarmoured targets have a base AAC of 10. Armour adds to this number, making them harder to hit. In the standard system high AC is bad and in the ascending system a high AAC is good.

The two systems are presented so that a wide range of resources created during the long history of old school role playing games can be referenced. Ascending armour class is a more recent innovation and often preferred by more recent GMs and players because of it runs faster and does not require complex comparative tables.



Chapter Six

Combat

Grammas usually avoid direct combat, but often need to take things into their own hands as the authorities often scoff at the existence of skunk apes and android assassins.

Order of Combat

1. Roll Initiative
2. Highest Initiative performs Actions in Combat Round such as Task Rolls, moving, attacking, etc.
3. Cycle through Initiative until all player characters and non-player characters have had a turn.
4. Repeat the process from step 2 until combat is resolved.

Roll Initiative

At the start of combat each player rolls 1d6 and adds the Dexterity bonus. To speed up the process the GM should roll for the Opponents as a group. Highest rolls act first and continue to act until the lowest initiative result has acted. Ties occur simultaneously, making it possible for characters to strike, even after being killed in a combat round.

The Attack Roll

When an attack is made the player must roll a d20 and add or subtract modifiers such as the base hit bonus (BHB), Strength bonus for melee attacks, Dexterity bonus for ranged attacks, and any other bonuses for weapons or situations. This attack roll is then compared to the target's Armour Class to determine if the attack is successful. This depends on the armour system the campaign is using. For the standard system where a lower armour class is preferred, use the "to-hit" table to determine the target number required for a successful hit.

AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
[AAC]	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
ROLL	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28

With the ascending armour class system (AAC) the attack roll must be equal to or higher than the defending Armour Clas to hit the target.

Note: Opponents “to-hit” bonus is equal to its hit dice capped at +10. An opponent with 3 HD, for example, attacks with a bonus of +3 “to-hit” targets.

Optional Rule: Dodging

Standard roleplaying murderhobo violence can be hazardous for the elderly and sometimes characters can be overwhelmed by opponents that are far more efficient than an seventy year young retired librarian in the combat department. Grammas may declare that they are dodging attacks, taking cover behind nearby furniture or vehicles or attempting to get out of the way of flashing blades or gunfire. Dodging makes the target harder to hit (-2 AC or +2 AAC), but the player must give up the character’s next action.

Specific Game Situations

The following is a compilation of guidelines and instructions designed to help arbitrate specific situations that might occur during the course of the game.

Negotiation and Diplomacy: Combat isn’t the solution for every conflict. Conversation and diplomacy can allow the players to avoid entering combat. The GM may require a challenged Task Roll (modified by Charisma as well as a reflection on who has the upper hand in a potential combat). Success allows the players to move on without violence.

Morale: Some opponents, such as single-minded killer androids or zombies have no capacity for fear and will always fight until destroyed. Most opponents, however, will understand when to cut their losses and run away. Morale is tested as a Saving Throw for the NPC. NPC Saving Throw target numbers are determined by subtracting the Hit Dice from 15. Failure indicates the NPC runs away. The GM decides if success means fight or flight based on a reasonable assessment of the odds. If the monster or NPC is overwhelmed by the PCs, they should be given a chance to run to safety if possible. Morale also determines the behavior and loyalty of hirelings and other friendly NPCs. Failure might indicate open revolt or resistance to carry out orders while success indicates fealty and allegiance to the PCs and their cause.

Unarmed Attack: Unarmed combat does 1d3 damage and any Strength bonus is added to the to-hit roll and the damage.

Melee Attack: Attacks with hand-held weapons such as a club or knife are called melee attacks. Damage varies from weapon to weapon and any Strength bonus is added to the to-hit roll and the damage.

Ranged Attack: Ranged combat uses weapons such as pistols, bows or thrown weapons. Damage is not modified by Strength unless it is a thrown weapon. The Dexterity bonus is added to the to-hit roll. Each multiple of the weapon's listed Range has a -2 penalty to hit a target up to a maximum range of 3 multiples. When attacking a target involved in melee combat, roll to attack as usual, but you have an equal chance of hitting either target engaged in the melee (including friendly characters).

Indirect and Hidden Targets: Attacking unseen targets requires the character to know the basic location of the opponent and subtracts four (-4) from the attack roll. Invisible or unseen attackers add a +2 bonus to their attack roll.

Explosive Attacks: These attacks inflict damage to everything within five feet of the explosion's point of origin (a 5' x 5' square). Damage then spreads out from this point. Each additional five feet or square reduces the damage by one die until the explosion has no more dice left for damage. Larger explosions can affect a very large area and characters who make a Saving Throw (modified by Dexterity) take half damage from the attack. Attackers roll to hit the Armour Class of the target as usual, but the grenade scatters 1d6 squares from the intended target in a random direction. The explosion may still be able to take out the target or may hit an unintended object or character.

Rate of Fire: Weapons with a Rate of Fire (ROF) higher than one can attack as many times as listed each combat round. Each attack is rolled separately, but they all occur during the initiative order of the character that is attacking. Automatic weapons can fire a single shot or a five shot burst as an attack. Bursts are rolled as one attack with a +2 bonus to hit a single target. Standard clips only hold enough bullets to make up to three bursts until the weapon runs out of ammunition. Full auto empties the clip, but adds a +4 bonus to hit a single target. Full auto also allows the attacker to spread their attack across four 5' x 5' squares (a 20 foot length). Separate attack rolls are made to hit each target across this 20 foot swath with no attack bonus.

Conditions, Spells, Special Powers and Abilities

Using conditions, spells or any other kind of special power or ability starts when a combat round begins. The effect of the condition only happens on the initiative phase of the character.

The GM Decides

The Game Master (GM) must have the final say in how rules are interpreted and how situations that are not covered in these rules pan out. Every GM has a gaming style: some are storytellers, focusing on a good story, and some are wargamers, keeping track of every inch of movement and bullet. Both styles are valid and fun. Players should trust the GM and enjoy the fruits of their hard work.

Damage

When a character is hit, the amount of damage of the incoming attack is lost from the current Hit Points. Damage rolls resulting in less than 1 HP of damage are assumed to take away at least 1 HP from the target. When Hit Points reach or drop below zero, the character falls unconscious and is bleeding out or dying. Each combat round the character remains untreated causes another HP of damage until they reach a negative number equal to their level. A 4th level character survives until they drop below -4 Hit Points.

Treating Wounds

Wounded Characters can be stabilized using medical techniques such as first aid. This requires a Task Roll (modified by Intelligence). Stabilized characters are still unconscious, but have stopped bleeding out and recover 1d4 points of damage.

Mysteries and Clues

Combat isn't the only thing grammars will find themselves doing in an adventure. Most often they are skulking around looking for clues and interacting with NPCs. The GM shouldn't just spoon feed the players evidence or direction. This will come across as a cheesy solution and the players will not be as proud of solving the mysteries and grow bored of non-combat adventures. Clues and facts should be organized to help the players come to conclusions themselves. If the players are having a difficult time noticing or making connections make them roll a Task Roll (modified by Intelligence) to reflect what the character knows about the mystery. Players should not use out of character knowledge (such as a personal knowledge of tax law or

art history) to jump to conclusions or solve the mystery. Sometimes part of role-playing is playing within the limitations of the character's knowledge. Have the character consult an expert or get a second opinion in the game setting if it is getting too frustrating for the players, but never have an NPC solve a whole mystery. It makes the players feel useless and powerless.

Kibitzing

On-going snarky back and forth between players as they adventure is a staple of the elderly mystery genre. Some of this banter can be the best part of a Gramma World adventure and kibitzing back and forth should be encouraged, even if it's just complaining about medical conditions, or how "kids these days" have no respect for manners. Traditionally kibitzing offered unwanted advice or expressed concern for something that the target cannot control such as the colour of a hair dye or the awkward wording of a sign at the pharmacy. The GM may even want to offer a 25 point experience point bonus to the "best kibitzer" of the adventure.



Example of Play

Gabby Zbornak and Blanche McCaine have followed a mysterious set of footprints to a small shack deep in the everglades. As they approach the building Blanche makes a Task Roll (modified by Intelligence) to notice that the tracks have webbed feet and would have been made by a bipedal creature over 7 feet tall and weighing at least 300 lbs.

The GM describes the scene carefully, adding detail to increase the tension and build suspense.

Gabby's player: "I knock on the door of the shack loudly."

Blanche's player: (reacting out of character) "What are you doing?"

Gabby's player: "Just wait and see."

Blanche's player and the GM: (together) "You don't have a plan, do you?"

GM: "OK, make a Task Roll to listen for any noises inside the shack. Modify this with any Intelligence bonus you may have."

Neither character has a bonus and both players roll a 2 on a d6, indicating failure.

GM: "There is no sound or movement from the shack."

Blanche's Player: "I walk around behind the shack, looking carefully for alligators or web-footed monsters."

GM: "You move around the back and need to make another Task Roll."

Blanche's Player: "I roll a 5. Success!"

GM: "You notice the web footed tracks continue into the swamp. Twenty feet away and up to their waist in water you notice a green, scaled humanoid creature slipping into the murky water."

Gabby's Player: "I open the door to the shack."

GM: "It seems to be stuck or locked."

Blanche's Player: "I scream for Gabby to get back here!"

GM: "It's too late, the creature looks back over its shoulder after hearing the bang on the shack's door."

Blanche's Player: "Does it see me?"

GM: "Of course it sees you."

Gabby's Player: "I run around the back to see what Blanche is screaming about."

GM: "You see a green, scaled humanoid waist-deep in the swamp. It's turning around and seems to be heading for shore."

Blanche's Player: "I reach into my purse and take out my pistol."

GM: "Make a Task Roll modified by Intelligence."

Blanche's Player: "Why?"

GM: "One of your Mental Conditions is that your character is Forgetful. If you fail this roll you have forgotten where you put your pistol."

Blanche's Player: (rolls 1d6 and gets a 1) "Dang it!"

Gabby's Player. "I toss a rock at it."

GM: "Everyone roll initiative."

Everyone rolls a d6 and modifies it with Dexterity. The order is The Monster, Gabby and Blanche respectively.

GM: "The monster turns and moves towards you. Since it is in water it can't run and the movement is halved. It can only move a maximum of 6 squares, but that's enough to get to you. Fortunately, it took everything it had to get to you and there is nothing left for it to attack."

Gabby's Player: "I throw the rock" (rolls 1d20 for a total of 17).

GM: "That's a hit. Roll 1d4 damage." (4 is the result, modified by Gabby's Strength bonus of +1 for a total of 5 Hit Points).

Blanche's Player: "I hit the monster with my purse." (rolls 1d20 for a total of 14).

GM: "That's a hit. Roll 1d4 damage." (the result is another 4. The monster has now taken a total of 9 Hit Points dropping it below zero). "The creature slips below the surface of the water."

Gabby's Player: "I grab the monster and try to drag it out of the water."

Blanche's Player: "I help."

GM: "Together you grab the fallen creature and lift it out of the water. The scales are rubbery and soft, in fact, it appears to be a modified scuba suit with a rubber mask."

Gabby's Player: "I pull off the mask."

GM: "It's Old Man Jenkins, and he's gasping for air."

Blanche's Player: "I KNEW it was him! Who else would benefit from scar-ing off the developers?"

Chapter Seven

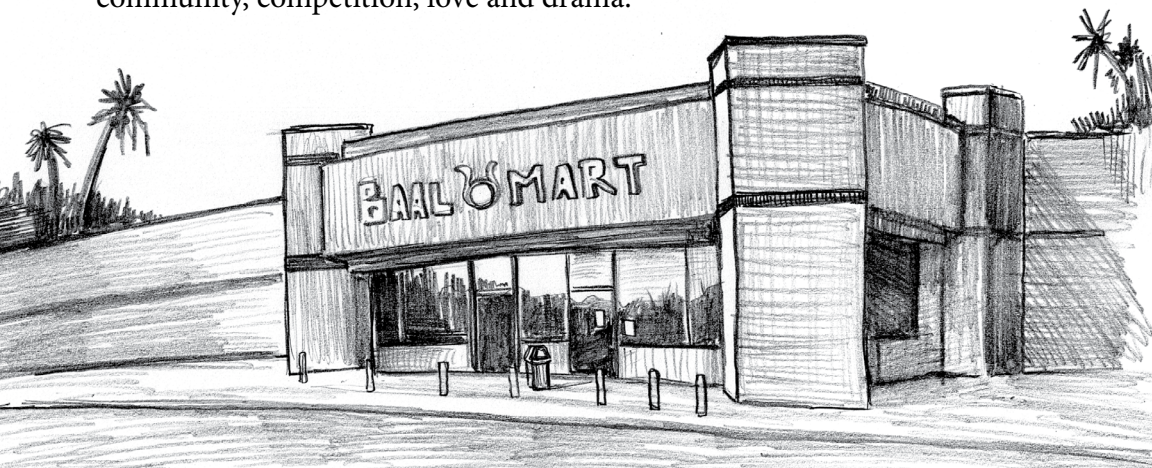
The Post-Retirement Landscape

Things today are different than they were in the past: people used to respect their elders, kids walked ten miles to school (both ways), and the dead stayed in the grave. The world is almost unrecognizable as well. A trip downtown to the bank is a terrifying adventure into the unknown with gang violence and muggers around every corner. In reality, crime rates have dropped considerably in the past 25 years, but this game is more about the impressions of a senior citizen in a very alien world that is so different to the world that they once knew that it seems to be another planet.

Change is everywhere and it's hard to cope. You can't find VHS tapes anywhere so you've been recording your "story" on the same tape for over 20 years now. Just try to go to the shops. The employees don't know anything about what they're selling. You give the children that work there money and they don't know how to make change. It's even hard to find things. Just try to locate a telephone booth or film for the camera these days. The world has changed too much, too fast.

Creating a Campaign

The standard Gramma World campaign is set at a retirement community or home in Florida. The characters should all be living together, if not in the same unit, then in the same building or collection of bungalows or trailers. Tying them together in this way creates an instant reason for them to know each other and be working together when the campaign starts. In some ways retirement communities operate much like high school: there's community, competition, love and drama.



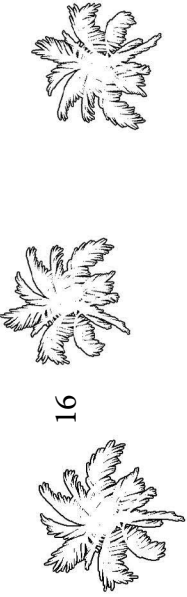
Sample Campaign: Vida Feliz Retirement Community

Vida Feliz is a retirement condominium complex on the Gulf Coast of Florida. There are two main buildings housing over 170 residents. A quarter of the residents live in a more involved assisted living situation with 24 hour nursing services and interns available. The rest of the residents live on their own in spacious one or two bedroom units. Well-off residents usually live in their own unit, but most residents share their units with one or two other people. Each unit comes with a full kitchen and dining area and most have a screened-in lanai that serves as a balcony and patio. The buildings overlook the marina where lots of nefarious goings-on are visible to those who look for that sort of thing. The weekly newsletter is called the Feliz Breeze and it outlines the community news stories and dramas of the day. The Breeze has employed many a retired investigative journalist looking to make just ONE MORE big break. There is also a highly coveted crossword puzzle that spurs a strong competition between residents to see who can finish it first. Some residents believe that there are hidden messages in the crossword puzzle, pointing them in the direction of adventure and mystery. The two towers are 10 stories each. The East Tower is generally better-kept and snootier than the West Tower. The West Tower's bad reputation is totally unfounded, but the people that live there like the "bad girl" image and have played it up, mostly because it freaks out the snobs in the East Tower. In reality, there is no difference between the two towers, but it makes for good drama. Pets are limited to lapdogs and cats, but a few residents have parrots and finches. Elenor Angley in 703E has a pet cat named Birdie that she thinks is a chicken. She claims it is the reincarnation of her dead husband Norbert. "He's nicer as a chicken," she claims.

Between the East and West tower there is a two story "Community Center" that houses the administration offices, a main lounge, a tv room, a library, meeting rooms, a chapel, and a shuffleboard/games room. The pinball machine by the vending machines in the games room is still one of the most popular attractions for the few men in the community. Outside is an ample parking lot, a pool out back, and a few gardens that have seen better days. The sculpture garden, for example, is an utter ruin and has been closed since the "Great Toga Party Riot of 1998".

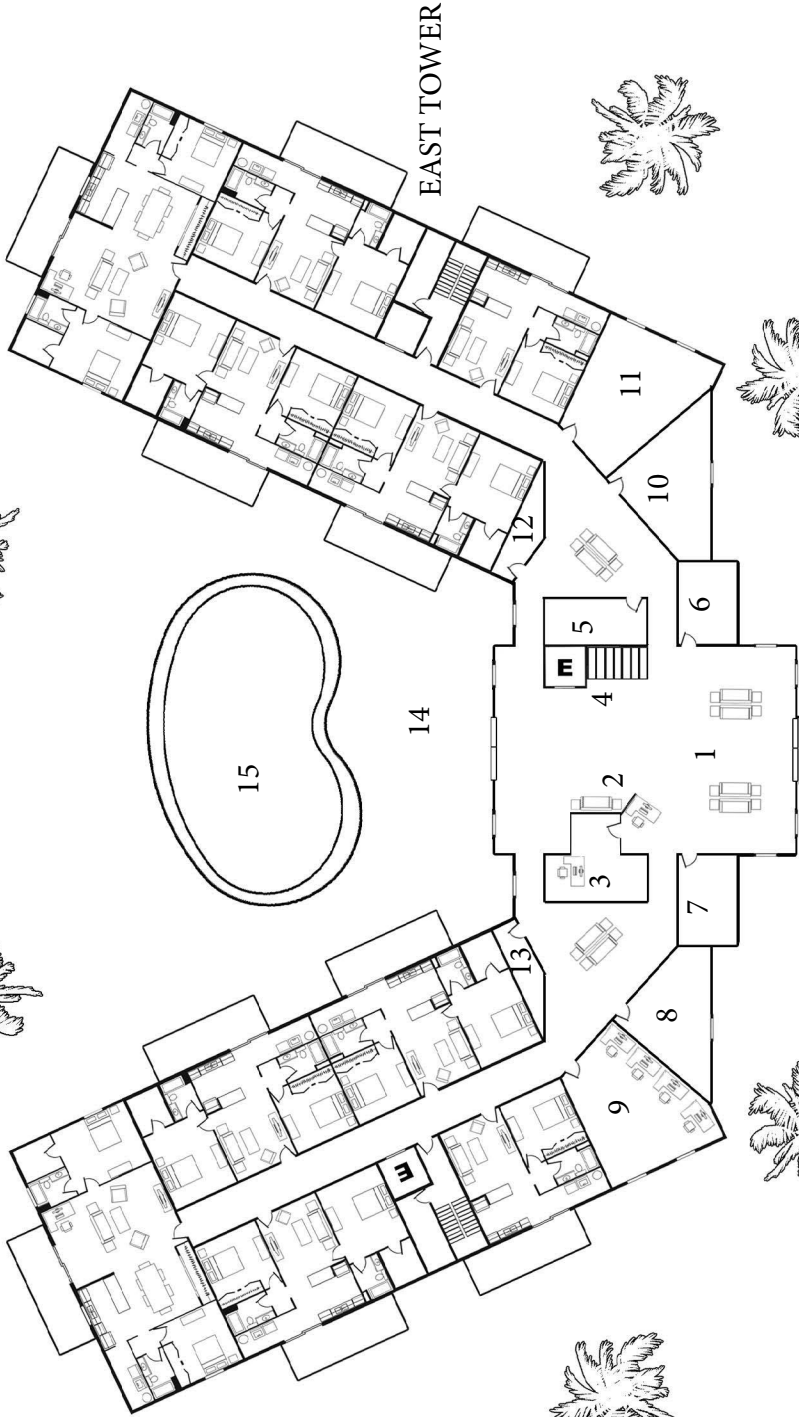


VIDA FELIZ RETIREMENT COMMUNITY



16

WEST TOWER



EAST TOWER

Vida Feliz Retirement Community Gazeteer

Area 1: Grand Foyer: This is a two story tall entrance to the retirement community with marble tile floor and many potted plants. There are several couches and chairs that are usually full of seniors and visitors. This area has the most up-to-date magazines and newspapers, including the last couple of months worth of the Feliz Breeze.

Area 2: Reception Desk: There seems to be a different 18 year old intern at this desk every day. In reality it's Sue and she's been working here for the past 5 years. She just has a really bad memory. She always has a collection of unusual novelty candies in a jar on the desk which she shares with people she's taken a shine to, or who remember her name.

Area 3: Administration Office: Janice McMurphy is the current administrator of the Vida Feliz Retirement Community. She recently celebrated her second year as administrator, rising up from humble beginnings as an intern. Her office has filing cabinets filled with physical files on each resident that include background, criminal record, medical history and many other juicy details. In her bottom drawer is a half-empty bottle of scotch and two tumblers. A safe in the room has over \$2,000 in small bills and some of the resident's valuables. The community has two security guards on duty at all times. They wear beige shorts and golf shirts and have a golf cart to patrol the grounds. When not doing donuts or catching sick air making jumps with the cart in the parking lot, they can be found snoozing on the couches in the front lobby or sneaking smokes out by the pool.

Area 4: Stairs and Elevator to Cafe Feliz: The cafe is more of a cafeteria than a cafe, open at 6 am for breakfast, serving lunch at 11-3, and dinner at 4-9. After 9 pm the cafe is only open for coffee and what can be microwaved out of the vending machines. Every table in the cafe is 'spoken for' with fierce turf wars breaking out if someone is sitting in the 'wrong place'.

Area 5: Nurse's Station: Brock Hayes is the former lifeguard at the Vida Feliz pool. He is now the head nurse overseeing 4 other nurses and 3 interns. There is a nurse on duty 24 hours a day, but Brock only works from 7 am to 4 pm weekdays. All of the ladies think Brock is the best and his suave, muscle-bound demeanor hides the fact that he is only in love with himself. Brock can often be found in the Games Room lifting the free weights or in the cafe, heating up his veggie protein shake in the microwave. The Nurse's Station has a seemingly endless supply of pharmaceuticals of all shapes and sizes just sitting out on open shelves. The nurses and interns are so busy they are unable to monitor the station and the pharmaceuticals are left unattended for hours at a time. Brock isn't the best head nurse, but he's a very popular fixture at Vida Feliz.

Area 6: Ladies Room: This is a standard ladies toilet. There is another just above it off of the cafe.

Area 7: Men's Room: This is a standard men's toilet. There is another just above it off of the cafe.

Area 8: Arts and Crafts Room: This room is always overcrowded and overheated. The air conditioning has not worked in this room since an unfortunate intake of glitter in the late 80s. The Arts and Crafts Room is also the place to play bingo weeknights from 7 pm to 10 pm. The competition is fierce ever since the administration made other forms of gambling illegal. Prizes have ballooned over time and a current prize can range from 30 to 80 dollars (1d6+2 multiplied by 10). There are at least six games a night and the room often has 20-30 residents on a regular bingo night and 30-60 on a special prize Friday night. Fridays are standing room only and the people are right out the door and into the hall.

Area 9: Library/Computer Room: Nobody goes in here ever since Helen Porter declared herself "Head Librarian" and invented something 'better' than the Dewey Decimal System to organize the books. The computers were donated by a local paper company over 10 years ago and, while they can get onto the internet, are very slow and often crash just when you need them. Helen hovers over anyone near or using the computers, but has no idea how to fix them, often just wiggling mouse wires or unplugging and plugging it back in repeatedly. The weekly newsletter "The Feliz Breeze" is put together here, meeting on Wednesday nights to put together their Friday paper. Helen has been banned from these meetings, but she often 'forgets' and sits in anyway, putting in her own two cents.

Area 10: Games Room: The games room originally was a great place to play chess or make a puzzle, but overly intense Risk games turned a place of relaxation into a powderkeg of hate and intolerance. The first couple of fistfights were alarming, but when Rudy Schmidt ended up face down in the pool everyone knew that Games Room was a risky business. Today people are just waiting for the next big blowout and avoid the area like the plague.

Area 11: Chapel: This multifaith chapel is a quiet oasis of calm in the chapel. It's also the best place to make out and is nicknamed "Lover's Lane" by the residents. Many denominations cycle through worship services and Janice McMurphy herself often leads prayer groups in a pinch. This room is considered "holy ground" and can protect inhabitants from evil monsters or the effects of magic.

Area 12: Storage Room: This room contains countless cardboard boxes of seasonal decorations. The community decorates for every imaginable holiday so there is a lot of traffic and box rotation in this room. Each cardboard box has a holiday and a set of dates that the decorations will be displayed written on the side in black

magic marker. Administration keeps office supplies on a set of shelf near the door. There is always a strange, sweet and musky odour in this room.

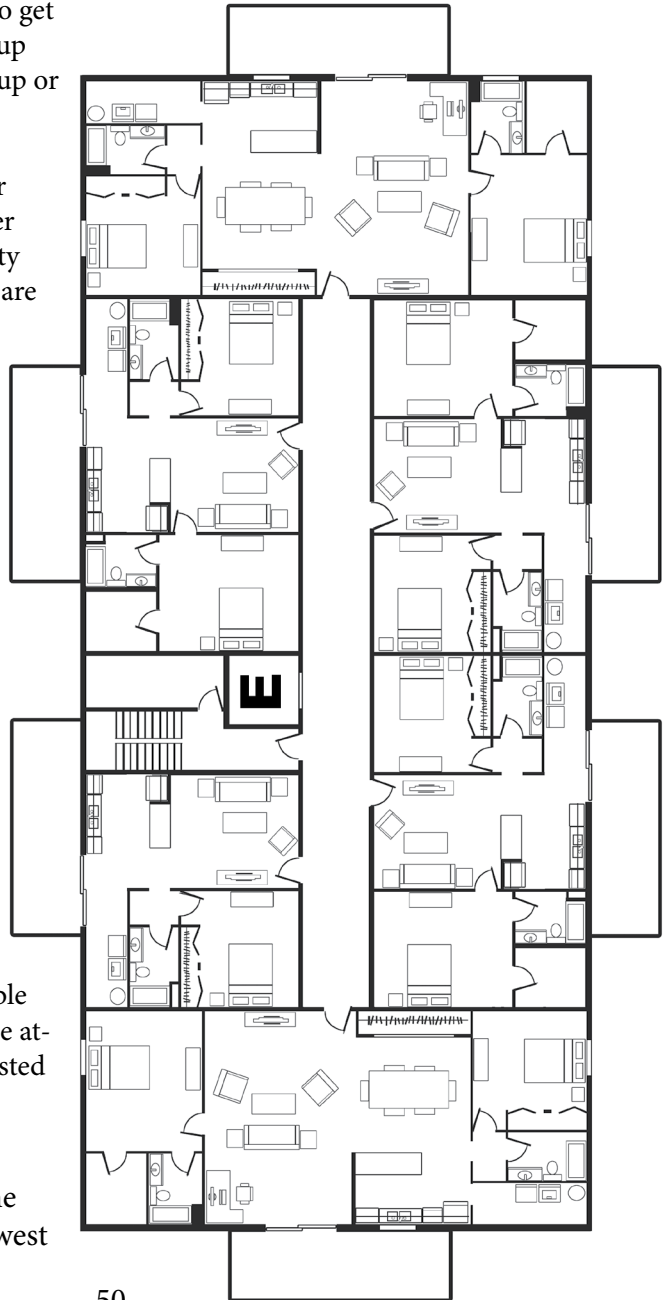
Area 13: Janitor's Closet: All of the cleaning products you would ever need can be found in this locked closet. Jesus Garcia has been the head custodian since 2002 when the old custodian mysteriously skipped town. Jesus gets the job done and insists on calling himself a janitor, not a custodian. Two other custodians tend the building, but Jesus isn't afraid to get his hands dirty, often showing up for even the most minor clean up or repair.

Area 14: Patio: This is a popular meeting place when the weather is nice. There is always a security golf cart parked here. The keys are always in the ignition.

Area 15: The Pool: There is something off about the smell of this pool. One year, after a hurricane, a full sized great white shark was found swimming in it. Other than that, it's perfectly normal and well-maintained by a private pool and grounds-keeping firm employed by the administration.

Area 16: The gardens and walking paths are poorly tended and actually fairly dangerous. Beyond a rusting chain link fence is a rather seedy marina where many questionable and curious activities attract the attention of the police and interested amateurs.

Right: This is the layout of the upper floors of the east and west towers.



Chapter Eight

Encounters

The opponents as written can be taken for face value or, if your campaign is less fantastic and not filled with sci fi or fantasy/horror elements is probably more likely to be full of regular people dressing up as the monster of the week in order to scare people away, hurt others and get away with it, or simply look cool while doing something awful. It's kind of fun to mix things up from time to time to keep the players guessing, even making things seem very real and then, much later, let them find clues or connections that reveal that it was mundane all along. NPCs and monsters "to-hit" bonus is equal to its Hit Dice (capped at +15). A monster with 2 HD attacks with a +2 "to-hit" bonus.

Alien (Extraterrestrial)

Armor Class: 6 [13]

Hit Dice: 2

Attacks: Telekinesis

Special: "Beam Me Up Scotty!" (see below)

Move: 9

HDE/XP: 3/60

Aliens are small, frail, grey humanoids with large heads and big black eyes. They have no visible nose and have a tiny, slot-like mouth. Their motivations are unpredictable and unknown. They can often be found collecting samples from the dumpsters of the finest restaurants one day and combing the aisles for Power Rangers action figures at Toys R Us the next night. They can use a telekinetic power to lift objects as heavy as a pickup truck, often using it to hold up to 6 people in place or send them flying 20 feet doing 2d6 damage (save for half damage). They can be instantly beamed to the mothership if things get too intense.

Android (Tech)

Armor Class: 6 [13]

Hit Dice: 3

Attacks: Pummel or Weapon

Special: Artificial Intelligence (see below)

Move: 12

HDE/XP: 4/120

Androids appear totally human, except they look too perfect. Androids are secretly plotting to kill the humans and replace them with android copies

so that society can continue without the unpredictability and lack of logic of organic creatures. With their Artificial Intelligence they are immune to sleep, mental control or attacks and are immune to fear, always fighting to the death. Androids can be shut down through illogical discussion if they fail a Saving Throw. Rolling a 1 on the Saving Throw destroys the processors of the android and their heads explode.

Attack Nun (Mundane)

Armor Class: 7 [12]

Hit Dice: 3

Attacks: Fists (1d4+2), Yardstick (1d6) or Nunchaku (1d6+2)

Special: None

Move: 12

HDE/XP: 3/60

Unlike regular nuns, attack nuns follow the path of the controversial Saint Roxanne of Aragon who was excommunicated as a heretic for founding an order dedicated to violence and the martial arts. They have taken an additional vow of mayhem and believe that they transcend the bounds of the earth when they are inflicting pain and suffering during a fight. Dressed in a simple black habit, they differ noticeably from regular nuns with their bruised knuckles, bloodied wimples and cruel sneers. Attack nuns live on what they can take from the people they fight, seeing it as a just reward for their divine calling. Some attack nuns hire out their services to the highest bidder and live very well indeed. They cannot use weapons other than yardsticks or nunchaku, most often preferring to fight bare-fisted.



Baba Yaga (Major Demonic Entities)

Armor Class: 2 [17]

Hit Dice: 6

Attacks: Claws (1d6+3), Magic Powers

Special: Claws, Hut (see below)

Move: 9/18 (fly)

HDE/XP: 8/800

Baba Yaga are powerful demonic witches who actively seek out and destroy the bloodlines of witch hunters. They are the Grammas of the demon world, often overseeing a coven of witches and reporting to the witch goddess Hecate herself. Baba Yaga appear even less human than minor witches with major inhuman “tells” that reveal their diabolical nature. Witches usually provide

Baba Yaga with their monthly sacrifice of small children and they are often flanked by 3-6 Harpies who fly ahead and track down their prey. Baba Yaga powers are twice as strong as their witch protégés: flying faster, healing more, and dealing twice as much damage. Choose six special powers (fly, regenerate 2d6 Damage, -4 [+4] AC bonus, 2d6 magical blast, change weather, sleep, paralyze touched target, etc.) for a Baba Yaga. A Baba Yaga hut is a 10'x10' wooden shack on a set of 10' tall oversized chicken feet (AC 5 [14], HP 20 (HD 5)). This hut looks small, but actually has a rustic, but cosy 4-bedroom interior. Fire and holy items do double damage to a Baba Yaga and if they are submerged in water they lose 1d6 Hit Points per round and melt away.



Bad Dog (Mundane)

Armor Class: 6 [13]

Hit Dice: 2

Attacks: Bite (1d6)

Special: Enhanced Senses

Move: 18

HDE/XP: 2/30

There are no bad dogs, just bad owners. Well, there must be a lot of bad owners out there because the streets are foul with stray dogs running hither and yon. It's a disgrace really. They wouldn't be a problem if people today were responsible and took care of their pets.

Boogie Man (Minor Spiritual Entities)

Armor Class: 5 [14]

Hit Dice: 3

Attacks: None

Special: Inspire Fear, Travel Shadow to Shadow, Spectral Blast, Incorporeal Move: 12

HDE/XP: 5/240

The Boogie Man is a manifestation of anxiety of adults, much like the poltergeist is a manifestation of the anxiety of children and teens. It appears as a shadow demon creature with glowing red eyes, a twisted body and bat wings. The Boogie Man does not have a true physical form and exists only as a manifestation of psychic residue in a location where great trauma has occurred. As they have no physical form, they are immune to mundane physical attacks. They will appear to break apart if hit, but then reform and attack the next round. The only power of the Boogie Man is its ability to inspire uncontrolled fear in the hearts of anyone who sees it. The first time a character (not just a gramma) encounters a Boogie Man they must make a Saving Throw (modified by Wisdom) or roll 1d6 on the Meds Table. Subsequent Saving Throws against fear must be made every time the Boogie Man startles the character. This happens, for example, when the monster disappears into the darkness of a shadow and emerges from a shadow across the room. Attacking an area with electrical or magical energy can hurt a Boogie Man, but the players may choose to exorcise it. To exorcise the Boogie Man the characters should bring good cheer and genuine laughter to its "haunt". After 1d6 rounds of light-hearted mirth there is a 75% chance that the Boogie Man will flee to the nearest gloomy place (usually a sewer or abandoned house). If the Boogie Man remains it can launch a spectral blast on the characters three times a day. This attack requires a Saving Throw from everyone within 60 feet of the Boogie Man. Failing this roll results in losing 1d6 Hit Points as the very soul of the target is torn asunder. Succeeding the Saving Throw avoids all damage from that attack. Defeated Boogie Men who drop below zero Hit Points are not truly destroyed. They will re-manifest within 1d6 months of being "destroyed." The only true way to rid the world of the Boogie Man is to reveal it to sunlight where it will take 1d6 damage for each round of exposure.

Career Criminal (Mundane)

Armor Class: 7 [12]

Hit Dice: 3

Attacks: Glock (1d6)

Special: None

Move: 12

HDE/XP: 3/60

The Career Criminal has been around the block a bit, maybe even did some time. They have connections to most of the crime going on in the city and are always looking for “a big score” so they can lay low for a while and plan the next job.

Chupacabra (Cryptid)

Armor Class: 7 [12]

Hit Dice: 2

Attacks: 2 Claws (1d6), Bite (1d6+2),

Blood Sucking

Special: Flight, Voice Mimic

Move: 9/18 (fly)

HDE/XP: 4/120

One of the wacky side-effects of climate change has been the steady northward migration of the Chupacabra from Mexico over the last 40 years. A Chupacabra is a shy monkey-like being about the size of a coyote with small, leathery, bat-like wings. Possessed of uncanny intelligence, the creature can mimic any voice. It flies silently in the night and drops on unsuspecting victims (+2 attack roll). If it can hit with both claw attacks it will bite and hold on, draining 1d6 Hit Points as it sucks the blood of the target each combat round until it is knocked off of the victim or scared away (Morale fail). To knock a Chupacabra off a victim, an attack must be made that does over half of the remaining Hit Points of the beast. It must then attack successfully with both claws if it wants to bite the target again.



Con Man (Mundane)

Armor Class: 7 [12]

Hit Dice: 2

Attacks: Tire Iron (1d6+1)

Special: Alter Reality (page 19)

Move: 12

HDE/XP: 3/60

A good con man can make anyone believe anything and if they are really good, they can move heaven and earth to make what they claim is real to be real. Con men may be male or female. All they really want is to convince people to give them money. They avoid violence and will only fight in self-defense.

Creeping Vines (Cryptid)

Armor Class: 5 [14]

Hit Dice: 3

Attacks: Vine Attack Constriction (1d6)

Special: Animate Plants

Move: 6

HDE/XP: 4/120

Creeping vines are the result of decades of toxic pollution and environmental neglect. These plants climb trees and drop down on their prey. The first attack from a creeping vine is always a sneak attack at +2 doing double damage.

Cultist (Cosmic Horror)

Armor Class: 8 [11]

Hit Dice: 1+1

Attacks: Weapon

Special: Summoning Ritual (see below)

Move: 12

HDE/XP: 2/30

Cultists worship forgotten deities and sleeping elder gods, they seek to make the planet “great again” by resurrecting dead gods and watching them rip the soulless modern world apart with ancient, mind-blasting terror. Cultists seek out magical tomes and fragments of esoteric knowledge in order to summon creatures of unspeakable horror. Roll 1d6 to see what they are working to summon: 1-2 Create a mindless zombie from a recent corpse that can do their bidding, 3-4 Minor Entity, 5 Major Entity, 6 This is the big one: a monstrous Undead God, long forgotten by mortal man.

Edna (Mundane)

Armor Class: 7 [12]

Hit Dice: 2

Attacks: Handbag (1d4)

Special: Bad Back, Offensive, Leather Skin, Cackle

Move: 12

HDE/XP: 2/30

Edna is at it again. She will find out what you are up to and make sure you pay this time. She isn't out to hurt anyone, she just wants to stop them from having fun. It just ain't right the way some people carry on. Edna goes by many names and identities, but she's always around to make life miserable for everyone.

Gang Member (Mundane)

Armor Class: 6 [13]

Hit Dice: 2+2

Attacks: 1-3 Knife, 4-6 Glock

Special: None

Move: 12

HDE/XP: 2/30

The typical gang member does not seem to care about anyone but themselves or their gang. Not just content with random mayhem, the gang is usually running organized crime interests in town and it's just a matter of time before some enterprising grammas run afoul of their evil schemes.

Gator (Mundane)

Armor Class: 4 [15]

Hit Dice: 3

Attacks: Bite (1d6)

Special: None

Move: 9/12 (swim)

HDE/XP: 3/60

Gators are 15 feet of bad attitude that just haven't realized they are shoes yet. They always show up when you least expect them and are always happy to go for a bite.

Harpy (Mythic)

Armor Class: 5 [14]

Hit Dice: 3

Attacks: Talons 1d6+2

Special: Flight, Siren Song

Move: 6/18 (flight)

HDE/XP: 4/120

Harpies are foul scavengers who have the upper torso of a human female and the lower body and wings of a vulture. They have sharp talons and powerful legs, often picking up their victims and dropping them to their doom. The harpy's siren song pacifies any male living creature that hears it, making them unable to take actions for as long as they can hear the song.

Haunt (Undead)

Armor Class: 5 [14]

Hit Dice: 1

Attacks: None

Special: Incorporeal, Frightening

Move: 12

HDE/XP: 2/30

Haunts are spirits of the dead that are trapped in between the land of the dead and our reality. They appear as billowing, transparent sheets in a humanoid form that glow green in the darkness. They can pass through anything except magic and fields of energy and take no damage from regular attacks except magic and energy. Seeing a haunt requires a Saving Throw (modified by Wisdom). Failure requires a 1d6 roll on the Meds Table.

Hell Cat (Minor Demonic Entities?)

Armor Class: 5 [14]

Hit Dice: 1

Attacks: Flurry (1d4)

Special: Mess Up Plans (see below)

Move: 12

HDE/XP: 2/30

Sure cats are cute, fluffy pets, but they can be quite a handful, especially the evil ones. Hell cats are regular household cats, but they have been possessed by a horrifying demon. The hell cat's true mission in life seems to be to mess up the plans of a grandma: whether it be shredding important documents, ruining a carefully prepared meal, or peeing where they shouldn't.

Hell's Grannies (Mundane)

Armor Class: 6 [13]

Hit Dice: 3

Attacks: 1-3 Knife, 4-6 Glock

Special: Leather Skin, Offensive,
Deafness, Driver (motorcycles)

Move: 12

HDE/XP: 3/60

Hell's Grannies are a tough street gang of old British women who particularly like to terrorize strapping young men. When they are not scrawling "Make tea, not love" on neighbourhood walls, they are driving their motorcycles through the mall, stealing orders from the drive thru, and roughing up anyone who gets in their way.



Hobo (Mundane)

Armor Class: 8 [11]

Hit Dice: 2

Attacks: Knife (1d6-1)

Special: Fearless

Move: 12

HDE/XP: 2/30

Hobos are impoverished vagabonds who wander the land seeking work and a hand-up. Most hobos are simply poor homeless people, but a small percentage bravely work to help defeat the forces of evil at work in the land. An even smaller group act as the eyes and ears of diabolical secret forces at work in the world: illuminati agents, government spies, lizard folk, or secretive alien overlords.

Krampus (Major Demonic Entities)

Armor Class: 2 [17]

Hit Dice: 9

Attacks: Sticks (Stun), 2 Claws (1d6+3)

Special: Snow Storm, Bag of Holding (see below)

Move: 12

HDE/XP: 11/1,700

Krampus are horned demonic creatures from European folklore that punish bad children by hitting them with bundles of birch twigs and in some cases put them in a sack and carry them off to hell. The enchanted twigs hurt, but do no actual damage, stunning the target for 1d3 rounds. The bag itself is an impressive bag of holding that is bigger than it looks, magically holding 10x5x3 feet of material, but never exceeding 1,000 pounds of weight. The bag only ends up weighing 50 pounds no matter what is inside. Krampus can also summon freak snowstorms no matter what time of year or weather. This snowstorm only lasts a few minutes, but obscures visibility and makes the ground treacherous. The Krampus will use the storm as a cover to hide its movement and can make surprise claw attacks that are at +2 to hit and do double damage. If the target is able to make an Intelligence-modified Saving Throw, the Krampus may still attack, but loses all surprise bonuses.

Mothman (Cryptid/Tech)

Armor Class: 6 [13]

Hit Dice: 3

Attacks: Pummel (1d6+3)

Special: Mothman suit (armour and flight)

Move: 12

HDE/XP: 4/120

The Mothman appears as a seven foot tall winged creature with glowing red eyes that can easily keep up with a speeding car. It has been suggested that the Mothman is everything from a mutant crane to a vengeful spirit, but the reality is even more strange. It is, in fact, a relic of the 20th century cold war. After a late 1960s sighting in West Virginia, there were a few independent sightings of the Mothman until the late 1980s. After that, there were no sightings until 2010 in Palm Beach Florida (or wherever your local campaign is taking place) when the bird enclosure of the Palm Beach Zoo was opened late one night. The culprit was cornered by police and found to be a tall winged humanoid with glowing red eyes. Further sightings have fueled the local interest and it always seems to be up to some kind of

environmentally conscious mischief. But recently more than one Mothman has been spotted at the same time. People have even started making a quick buck running Mothman tours of the local woodlands. In reality, the Mothman suit is secret cold war government super soldier gear. It was discovered in the storage locker of a retired military man from West Virginia by an unscrupulous relative and he has been using it to commit mischief crimes ever since. He has been joined by a force of mysterious Mothman suit wearing men who seem bound and determined to find his identity and kill him. The true identity of the Mothman squad is left for the imagination of the GM and/or players.

Poltergeist (Spirit)

Armor Class: 5 [14]

Hit Dice: 1

Attacks: 1d4 Tossed objects (1d6) per round

Special: Incorporeal

Move: 12

HDE/XP: 2/30

A poltergeist is a manifestation of anxiety of children and teenagers. It has no visible physical form and is known only for what it can do than what it looks like. It is actually a manifestation of psychic residue that resides in a location where great trauma has occurred. Without physical form, they are immune to physical attacks. The only power of the poltergeist is its ability to move and toss objects. Getting rid of a poltergeist is rather difficult as it is not a living creature, but a residue of psychic trauma. Attacking an area with electrical or magical energy can hurt a poltergeist, but it is more efficient to exorcise it. Exorcising a poltergeist from an area requires a battle of wills. The gramma must challenge the poltergeist immediately after it acts. There is a 75% chance that the poltergeist will simply slink away and hide, but if the challenge is accepted then a challenged Task roll is made against a 2d6+2 roll. If the gramma succeeds, the poltergeist is overcome and will not bother the world again. Only one challenge per 24 hour period is allowed. If the gramma fails she loses 1d6 Hit Points and she must roll 1d6 on the Meds Table. The poltergeist will then be emboldened and double the number of attacks per round until the characters flee or die. Don't mess lightly with a poltergeist.

Pooka (Mythic)

Armor Class: 5 [14]

Hit Dice: 4

Attacks: Telekinetic Strike (1d6)

Special: Invisible, Incorporeal

Move: 12

HDE/XP: 5/240

Pooka are large invisible and incorporeal rabbits wearing basketball uniforms that may appear to any one person at a given time. The Pooka is a trickster, leading travellers astray and making life miserable for anyone who they believe is worthy of their trickery (read: everyone). Pooka also love to pester people, claiming they can see the future and making them buy countless useless lottery tickets or bet on sports games that never work out. Since they are only ever visible to one person, the rest of the world often ridicules the “lucky person” or “mark”. A grandma who encounters a pooka has been chosen as a target for some kind of transgression such as littering, sassiness, or general unruly behavior. As it is a spiritual being it takes quite a bit of energy to affect the mortal world. The pooka can use a telekinetic-like force to move objects, turn steering wheels, use weapons, or even hit characters 4 times a day. Pooka are immune to normal attacks, but can be hit with magical or energy attacks (including electrical). While not necessarily evil, the pooka is a serious annoyance with its chaotic ways.

Skunk Ape (Cryptid)

Armor Class: 5 [14]

Hit Dice: 4

Attacks: Pummel (1d6+3)

Special: Hide in Nature

Move: 12

HDE/XP: 5/240

A Skunk Ape is a bigfoot-like creature that lives in the swampy wilderness of the southern states. Identified by its foul smelling glandular secretions, the Skunk Ape is normally a shy and peaceful creature that keeps away from human beings. A Skunk Ape can be almost invisible if they choose to hide in nature. If forced to fight they will try to hide and let their target approach them and then surprise attack (+2, double damage) from hidden. If the home of a Skunk Ape is threatened or destroyed, the creature will unleash a seemingly random wave of mayhem on any nearby human settlement until something horrible happens and then it will slink away to the swamps again to start over.

Spider Plant (Cryptid)

Armor Class: 5 [14]

Hit Dice: 2

Attacks: Bite 1d6

Special: Webbing

Move: 6

HDE/XP: 2/60

This mutant spider plant feeds on small animals, but will defend itself from larger foes without fear. Spider plants first cover their targets with webbing and then bite them when they are immobilized. If the player is hit by webbing they must make a Saving Throw (modified by Strength) or else they are immobilized for 1d6 rounds, or until they are rescued. Those who make a Saving Throw can move 5 feet per round and continue to attack.

Undead God (Major Cosmic Entity)

Armor Class: 1 [18]

Hit Dice: 20

Attacks: Stomp (3d6), Magical Blast (30' radius area, 6d6)

Special: Horrifying Visage (see below)

Move: 20

HDE/XP: 20/4,400

Standing well over 30 feet tall, this relentless animated corpse of a forgotten, dead god seeks nothing but destruction on the modern world. Much less powerful when it was alive, it still can ruin your day if it shows up. Anyone (not just grammas) looking at the horrifying visage of the rotting god must roll 1d6 on the Meds Table. The character must then roll a Saving Throw (modified by Wisdom). If failed, the character is cursed with the condition described on the table permanently. If successful, the condition only lasts for 1d6 weeks and will go away after bed rest and some strong tea. It is up to the GM to determine if the character must be retired or not after this encounter. This is a very rare and dangerous encounter and is usually the result of some lucky cultists finally being able to do what they need to do without meddlesome grammas ruining everything.

Witch (Minor Demonic Entities)

Armor Class: 5 [14]

Hit Dice: 2-4

Attacks: Claws 1d6, or Weapon

Special: Magic Powers (see below)

Move: 9

HDE/XP: 3, 4, 5/60, 120, 240

Witches are not human beings, but demonic entities that have taken human form. There is always a “tell” that reveals that the witch is not human such as a tail, cloven feet, forked tongue, small horns, goat eyes, tiny wings, or clawed hands. Witches must capture and consume young children, draining their life force at least once a month to maintain their presence on this material plane. Witches can cast magical effects such as magic missiles and fly on brooms. The exact nature of the witch’s powers are up to the GM, but generally give them one special power (fly, regenerate 1d6 Damage, -2 [+2] AC bonus, 1d6 magical blast, etc.) per Hit Dice of the witch. Fire and Holy items do double damage to the witch and if they are submerged in water they lose 1d6 Hit Points per round and melt away.

Young Tough (Mundane)

Armor Class: 8 [11]

Hit Dice: 1+1

Attacks: Knife (1d6)

Special: None

Move: 12

HDE/XP: 4/120

Young Toughs hang out on the street at all hours. Sometimes they are even on the bus being rude and making people nervous. Don’t they have families or jobs? What is this world coming to?

Zombie (Undead)

Armor Class: 8 [11]

Hit Dice: 1

Attacks: Pummel (1d6)

Special: Immune to sleep or charm

Move: 6

HDE/XP: 2/30

Zombies are single-minded undead reanimated by Vodun necromancy or mysterious toxic chemicals. They are cursed to follow the orders of their creator or wander the earth aimlessly inflicting mayhem for all eternity.

And I'd Have Gotten Away With It Too If It Weren't For You Meddling Kids!

Things in Gramma World aren't always what they seem. What appears to be a full-fledged Krampus might turn out to be someone dressed up in a costume with a lot of elaborate gadgets and special effects. Monsters can still be as fantastic and dangerous as they've always been during game play, but upon defeat may reveal an even stranger truth: they were mundane all along. This keeps the players guessing and keeps the campaign grounded into some kind of reality. Alternatively, you may choose to throw reality to the wind and make the campaign a gonzo fantasy world of killer androids and mythical creatures. Either way is fun, but one rule should hold true for whatever range of weird you choose: nobody ever believes you. Even though you have a skunk ape in the freezer, the press will find a way to discredit your discovery and the government will move in to confiscate the evidence. The powers that be don't like it when the population is in a panic so it's just easier to cover up the truth or simply ignore what's right in front of them.

It's best to let your players guide your decisions about what is real and what is fake. Often times the paranoid fantasies of a table of role-players are far more interesting than any adventure that can be dreamt up by a harried Game Master. Go with the flow and let the players drive the bus once and a while.



Chapter Nine

What's in Nana's Purse?

d100	Item
1	Wedding cake wrapped in a Kleenex
2	All of the buttons
3	Hairpins
4	Credit Cards found on the bus
5	Roll of ten \$20 bills
6	A handful of dog treats in a plastic baggie
7	Pens on chains stolen from the bank
8	Cellophane wrapped hard candies
9	Avon makeup kit
10	Saccharine packets from 1977
11	Bottle of hot sauce
12	Key ring with keys from where Nana used to work
13	Checkbook for a bank that ceased to be in the S&L crisis of 1989
14	Painkillers (gain 1d4 HP after use)
15	Batteries (50% chance they still work)
16	Flask of booze
17	A pair of fresh pants
18	Lottery tickets (need to check these)
19	A smaller purse
20	The biggest screwdriver ever
21	Lint roller
22	Perfume from Avon
23	Flashlight
24	Can of generic club soda
25	Nylons
26	Hand fan
27	Stapler
28	Hand sanitizer
29	Public transit pass (current)
30	Condiment packets (lots of vinegar)
31	Plastic cutlery set and a napkin

32	Moist hand wipes
33	Scotch Mints (50% they are moth balls)
34	Cat toys
35	Disinfectant spray bottle
36	Desiccated mandarin oranges (50% edible)
37	List of enemies
38	Frying pan
39	Goldfish in water in a plastic bag
40	Salt and Pepper shakers
41	Old bottle of medicine (roll 1d6 on meds table for effect)
42	Sticky notes pad
43	Package of crayons (one of them is a birthday candle)
44	Moth Balls (50% they are Scotch Mints)
45	Pocket umbrella
46	Hand Lotion
47	50 cent roll of pennies in a sock
48	Bottle of baby food (beef)
49	\$25 in Postage Stamps
50	Library card
51	Package of cinnamon-flavoured toothpicks
52	Flyers for the big sale downtown
53	Bingo cards
54	Picture of Grandpa (the scumbag) with lipstick kisses on it
55	Rain bonnet
56	Scientific calculator
57	Handgun
58	Dry socks
59	Disposable camera
60	Romance Novel (best parts have folded pages)
61	Religious literature
62	Promotional USB drive (what's this for?)
63	A perfectly good ham sandwich wrapped in tinfoil
64	Tape measure
65	Coupons (save 1d00 percent off)
66	Feminine hygiene products

67	Garage door opener (25% chance of working on any garage)
68	Fancy party earrings
69	Bag of homemade granola (with chocolate chips!)
70	Mace/pepper spray
71	Handful of toy green army men
72	Plastic shopping bag full of plastic shopping bags
73	Free reward coffee card
74	Combat knife
75	Wet socks
76	Sunglasses
77	Holy Bible
78	10 8x10 B&W glossy photos of self
79	Monogrammed hankie
80	Spare dentures
81	Pocket calendar with today's date circled
82	Cough syrup bottle
83	White gloves
84	Video store membership card
85	Lockpick set
86	Koran
87	Reading glasses
88	Rosary
89	Used tissues
90	Hairspray bottle
91	Bar mitzvah photos of godson from 1980
92	Package of adult incontinence pads
93	Duct tape
94	Book of Mormon
95	Pack of smokes
96	Lighter
97	Package of matches
98	Portable DVD player (with DVD of Beaches)
99	Package of 2 lightbulbs
100	Harmonica

Gramma Names

Use the following tables to help create old-fashioned sounding names for your gramma character:

Roll d100	First Name	Roll d100	Surname
1	Abigail	1	Abbas
2	Adelaide	2	Abbot
3	Agatha	3	Alexander
4	Alberta	4	Allen
5	Alina	5	Anderson
6	Amelia	6	Badowski
7	Anabelle	7	Baker
8	Anastazy	8	Beekman
9	Angelica	9	Benes
10	Audrey	10	Brown
11	Beatrice (Bea)	11	Brundle
12	Beatrix (Trixie)	12	Button
13	Bernice	13	Chernov
14	Bertha	14	Cooper
15	Beryl	15	Cote
16	Betty	16	Cruz
17	Beverly	17	Cunningham
18	Blanche	18	Devereaux
19	Brunhilda	19	Diaz
20	Camilla	20	Dimaggio
21	Cassandra	21	Dubois
22	Charlotte	22	Dvorak
23	Clara	23	Farrokh
24	Cordelia	24	Filipovic
25	Daisy	25	Finn
26	Della	26	Fitzpatrick
27	Dinah	27	Gagnon
28	Doris	28	Garcia
29	Edie	29	Goldfarb
30	Edith	30	Gomes
31	Edna	31	Gruber
32	Eileen	32	Guerra

33	Eleanor	33	Hassan
34	Ellen	34	Helman
35	Enid	35	Herzog
36	Esther	36	Himmelstein
37	Ethel	37	Hoffman
38	Eumphemia	38	Jackson
39	Evelyn	39	Janson
40	Fanny	40	Johnson
41	Fay	41	Jones
42	Florence	42	Jorgensen
43	Frances	43	Jovanovic
44	Gabby	44	Jung
45	Gertrude	45	Karloff
46	Gladys	46	Karlsson
47	Hazel	47	Katz
48	Helen	48	Katzenberger
49	Helga	49	Kennedy
50	Henrietta	50	Kim
51	Hildegard	51	King
52	Ida	52	Kowalski
53	Imogen	53	Kravitz
54	Irene	54	Kwon
55	Judith	55	Lane
56	Leeanne	56	Lebowitz
57	Leszek	57	Lee
58	Lidia	58	Lemieux
59	Lillian	59	Lipshitz
60	Lucretia	60	MacDonald
61	Lucy	61	Machado
62	Mabel	62	Maloney
63	Madeline	63	Martinez
64	Mae	64	McGillicuddy
65	Marjorie (Marge)	65	McKaine
66	Martha	66	Mikhailov
67	Maude	67	Moreno

68	Mavis	68	Morris
69	Mildred	69	Murray
70	Millicent	70	Nylund
71	Miriam	71	O'shea
72	Mitzi	72	Park
73	Muriel	73	Petrillo
74	Myrtle	74	Petrov
75	Nancy	75	Pokorny
76	Natasha	76	Popov
77	Nigella	77	Radic
78	Olga	78	Ravenwood
79	Olive	79	Robinson
80	Opal	80	Rodriguez
81	Pearl	81	Rosini
82	Penelope	82	Ross
83	Petra	83	Roy
84	Phyllis	84	Salinger
85	Rebecca	85	Saltzman
86	Rita	86	Saunders
87	Ruth	87	Schmaltz
88	Sally	88	Schwartz
89	Sheila	89	Sheppard
90	Shirley	90	Smith
91	Sofia	91	Sokolov
92	Thora	92	Spencer
93	Ursula	93	Tanner
94	Vera	94	Taylor
95	Vesna	95	Torres
96	Virginia (Ginny)	96	Tremblay
97	Vivian	97	Tucker
98	Wanda	98	Washington
99	Wilhelmina (Minnie)	99	Watson
100	Winifred (Winnie)	100	Zbornak

Adventure Construction Tables

Use the following tables to throw together Gramma World adventures on the fly. These tables will provide some seeds of adventures, it's up to you to flesh out the details and connect the dots to make the adventure make some sort of sense. Fill it in like a Mad Lib. Who (1) is doing What (2) to Whom (3). In the meantime, there will be several encounters in various locations. Flesh these out as needed keeping and ignore results that provide more confusion than inspiration.

1. Who?

2d6	Result
2	Rival of a PC
3	Evil Twin/Doppelganger of a PC
4	Organized Crime
5	Androids
6	Cultists
7	Con Men or Common Criminals
8	Secret Society
9	Mythic Monster or Cryptid
10	Supernatural Entity or Event
11	Corporation/Government Intrigue
12	Powerful Opponent (4 HD or higher)

2. What?

2d6	Result
2	Steal
3	Defend
4	Destroy
5	Investigate
6	Frighten
7	Rampage
8	Revenge
9	Capture
10	Kill
11	Rescue
12	Create

3. Target?

2d6	Result
2	Villain/Monster
3	Corporation/ Government
4	High Technology
5	Costumed Crimefighter
6	Magical Artifact/ Holy Relic
7	Innocent Victims
8	Organized Crime
9	Dangerous Weapon
10	Alter Ego Friends/Family
11	City/Base of Operations
12	Celebrity/Politician

There are usually one to three sessions per adventure. Some story arcs may be more long term and take place over and between several unrelated adventures.

There will often be one to four scenes per night. You may need to modify this as time permits or if the players find something fun to distract them. For each scene roll on the Scene Table:

d66%	Scene
11	PCs challenged
12	Rivals/In-fighting
13	Corporate or Government Espionage
14	PCs Attacked
15	Destruction and Mayhem in community
16	Capture/Escape/Rescue
21	Chase/ Getaway
22	Gather Clues/ Evidence
23	Riots/Looting
24	Terrorist Attack
25	Something is Lost or Stolen
26	Lab Accident
31	Disease/Illness
32	Mysterious Goings On
33	Form Alliance
34	Monster Sighting
35	Natural Disaster
36	Opponent Testing PC's Threat Level

- 41 Protect a Target of an Opponent
- 42 Crime in Progress
- 43 Aftermath of Crime Spree/Violence
- 44 Cryptid or Monster Attack
- 45 Android Encounter
- 46 Crime Spree
- 51 Rampaging Mayhem/Violence
- 52 Kidnapping
- 53 Theft/Robbery
- 54 Hidden Room/Location Revealed
- 55 Alien Encounter
- 56 Supernatural Encounter
- 61 Major Accident
- 62 Stolen Magic
- 63 Random Meeting of helpful characters (allies)
- 64 Stolen Item used for a Dangerous Purpose
- 65 Animal Attack
- 66 Roll Twice

Where?

d66% Location

- 11 City Streets
- 12 Back Alley
- 13 Subway/Bus/Trains/Planes
- 14 Sea/Lake/River
- 15 Mall
- 16 Suburbia
- 21 Shops/Businesses
- 22 Forest
- 23 Park/Theme Park
- 24 Bank/Financial Institution
- 25 Waterfront/City Limits
- 26 Offices
- 31 Highway/Roads
- 32 Hidden Location/ Secret Base
- 33 Residence
- 34 Industrial/Factory
- 35 Ruins or Caves
- 36 Warehouses
- 41 Sports Facility

- 42 Military Base
- 43 School /University/College
- 44 Slums/ Inner City
- 45 Government Building
- 46 Police Station/Jail/Asylum
- 51 Wilderness
- 52 Hospital
- 53 Bridge/Monument
- 54 Nightclub/Bar/Restaurant
- 55 Hotel/Motel
- 56 Church/Graveyard
- 61 TV/ Radio Station
- 62 Library/Research Facility
- 63 Fields
- 64 Farm
- 65-66 Retirement Community

Sometimes the players need a curve ball to keep things exciting. Roll on this table to complicate scenes.

D66% Complication

- 11 Romantic Interest
- 12 Unwelcome Visitor
- 13 Red Herring/Distraction
- 14 Media Investigation
- 15 Turncoat/Betrayal
- 16 Secondary Encounter
- 21 Helpful NPCs
- 22 Meddling NPCs
- 23 Government Meddling
- 24 Work/Professional Problems
- 25 Unreliable Technology (stalled car, faulty ammo, etc.)
- 26 Relationship Problems
- 31 PCs blamed for a crime (framed or confused law enforcement)
- 32 A Friendly NPC thinks the PCs are Criminals
- 33 The Opponents are Actually Doing the Right Thing
- 34 Another set of bad guys suddenly attacks or meddles with the PCs
- 35 Weather Event: Hurricane, Tornado, etc.
- 36 Weather Event: Weather System (Thunderstorm, Blizzard)
- 41 Mysterious stranger(s)
- 42 Friendships and loyalties are tested

- 43 A Friendly NPC is in Danger Because of the PCs
- 44 Dangerous Surroundings (fire, earthquake, etc.)
- 45 Plot Twist: The Opponents are Not the Main Threat/Problem
- 46 A Mystery Ailment Hits One Random PC. Roll 1d10+1d20 on
(1-3 Physical, 4-6 Mental) Condition Table
- 51 Alternate Reality Story (the world is different now in some way)
- 52 Time Travel or Alternate Reality Travel
- 53 PC or NPC has a New Found Celebrity
- 54 Legal Issues
- 55 Loneliness Drives a PC or NPC to do Something Stupid
- 56 PC's Words or Actions Anger a Former Ally
- 61 The PCs Need the Help of a Difficult NPC
- 62 A random PC must roll on the Meds Table and Suffer the Effects for
This Scene.
- 63 The Stars are Right! Everything Has Been Predicted
- 64 Each PC should Roll for a Random New Condition (1-3 Physical,
4-6 Mental) for this scene only
- 65 No Matter How Serious it Seems, Play This Scene for Laughs.
- 66 Roll twice on this table

Example:

A group of grammas living at a retirement trailer park get the following results: Who? Monster or Cryptid, What? Rampage, Target? Corporation, Scene One: Corporate or Government Espionage, Where? Hospital, Complication? Loneliness, Scene Two: Crime in Progress, Where? Hospital, Complication? Red Herring/Distraction Scene Three: Chase/Getaway, Where? Slums/Inner City, Complication? Plot Twist: Opponents are not the major bad guy.

With these results, the GM decides that the Grammas have a terrifying encounter with a group of harpies terrorizing a local grocery store. The creatures fly off leaving a trail of damage and frightened locals. The manager was targeted by the creatures and recieved a nasty gash across his back. He seems to know more than he lets on and as the police finish their investigation in a dismissive way as he is taken to the hospital. In an attempt to find out more information the characters go to the hospital to find more information from the manager. Bored and lonely, waiting for the nurse to allow visitors, the characters wander the halls and stumble across an open window. A Code Gray (violent/security alert) comes over the hospital P.A. and if the characters go investigate they will be overwhelmed by harpies. Two

of them are carrying the manager away (dressed in nothing but a hospital gown). The rest (one for each PC) will attack to let the kidnappers escape. If the PCs manage to rescue the manager the monsters will fly off to a slum/inner city area. If they take the manager, they will fly to a collapsing, abandoned factory in the inner city. Arriving at the factory for the final scene, the PCs will notice that the building is closed off because of a collapsing roof. Depending on what happened earlier, they either want to a) rescue the grocery store manager before the monsters kill him or b) find the location of the harpies in order to stop/kill/capture them. When the players arrive they will find the harpy's living area in the rafters of the collapsed factory building. The harpies seem to be helping the manager get into a ceremonial robe of some kind. They do not seem to be concerned about tending his wounds. They seem to be preparing him for something. Eventually they lead him to a chanting witch who is preparing for a sacrifice. The poor manager shares a matrilineal bloodline of a rival witch and this witch wants him out of the picture. In the meantime, she hopes to summon more harpies to build her army for a coming struggle with an approaching Baba Yaga. Stopping the witch will be difficult as she is a 4 Hit Die opponent and has 4 specific witch powers (one per HD). A successful sacrifice will summon 1d6 more harpies.

Final Notes

Compatibility Notes

This game is compatible with Swords and Wizardry White Box rules and most other games based on that core system. Other OSR and original edition games material is compatible with a bit of tweaking and can provide a wide range of supplemental content in the form of equipment, opponents and character classes. If you wish to include classes and races from other Swords and Wizardry White Box rulebooks make sure to get permission from the GM first to make sure it fits into the campaign concept.

What About Grampas?

It is entirely possible to play a grampa instead of a gramma character. Just make a note on the character sheet and name your character as you wish. It's only fair that if someone wants to play an elf that a player could choose to play a grampa instead of a gramma. The GM and players should not forget to joys of playing a group of cohesive protagonists that have a built-in connection to fellow Player Characters.

Default Setting

The default setting for Gramma World is the retirement culture of the state of Florida, but the campaign could be set anywhere such as Arizona, Nevada or Connecticut. Florida, with its year round temperate climate and reputation for mysteries and unusual criminal activity, it seemed like a perfect default setting. Feel free to situate your campaign wherever you see fit.

Realism vs Gonzo

The default setting takes some liberties with pushing the limits of reality and including aspects of fantasy, science fiction or horror. The key is to make the gonzo elements seem mundane or normal in the context of the setting. Monsters are then unmasked in the final moments of the episode and the sanctity of what is real is preserved once again.

Thank You For Being a Friend

Players should be given multiple chances to work together as a united force against the unknown. Making the PCs all mutual friends solves the age-old problem of how the characters know each other and why would they all work together in an adventure.

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GRAMMA WORLD

Name: _____
Player: _____

Attributes:

STR _____
Modifier

INT _____
Modifier

WIS _____
Modifier

CON _____
Modifier

DEX _____
Modifier

CHA _____
Modifier

Background: _____
Standing: _____
Languages: _____

AC [AAC]	Hit Points	Meds
-----------------	-------------------	-------------

Saving Throw	Money
---------------------	--------------

Level	Total XP	Needed
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Pre-Existing Conditions:

Equipment:

Conditions:

Weapon	To Hit	Damage	ROF	Range	Ammo	Notes
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

“Thank you for being a friend...”

It's the fall of civilization as we knew it. Shambling hordes of zombie-like mall walkers and bingo fanatics struggle for control of the post-retirement world. Strange new technologies and questionable moralities have created a bizarre new world of adventure, mystery and danger.



As this game is compatible with other Swords and Wizardry: White Box and original role-playing game products, there is a wide and deep pool to fish in for ideas and resources. Having the characters defending a retirement home from a horde of invading orcs and/or mutant squirrels sounds like a really fun night of action and adventure. The system is deliberately old school and designed to get everyone playing the game quickly.



Donny/16