



RWBY: CREATURES OF GRIMM

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Ever since recorded history, man and faunus have shared the world of Remnant with a violent species of monsters known as the Creatures of Grimm, soulless beasts that crave the destruction of civilization and all who embrace it. And yet, they have managed to push back against the darkness, carving out corners of safety in this ever dangerous world.

You will not be one of those warriors of the light, Huntsmen and Huntresses who have made it their life's goal to protect humanity and all of their works, but instead yet another body in the dark tide threatening to swallow them whole. You are a Creature of Grimm, an enemy to all of man and faunus. Except you are not one of those mindless engines of destruction, instead possessing a mind and will of your own. Whatever tale you weave during your time here, it is sure to be one remembered by all.

You receive **1000 cp** to help you survive in this world of bloody evolution.

LOCATIONS:

You may begin anywhere freely, or roll a 1d6 to gain an extra [100].

1) Sanus: The largest continent on the planet, it houses both the kingdoms of Vale to the east and Vacuo to the west. The eastern side of Sanus has its fair share of mountains and forested areas, an idyllic place if it were not for the Creatures of Grimm that infest the world. The western side, though, is dominated by a great desert, and is especially harsh to the unprepared.

2) Solitas: The northernmost continent, Solitas is a snow covered land that is dominated by the Kingdom of Atlas, by far the most technologically advanced of the kingdoms. It is considered inhospitable to both humanity and Grimm alike, as it is quite easy to get lost in the frozen tundras and freeze to death, but it hasn't stopped either of them from inhabiting it.

3) Anima: This eastern continent is home to a plethora of different environments, from forests to swamplands to deserts, but it is the kingdom of Mistral that claims ownership. The only unifying factor for all of these environments is the amount of rain, but that only means that there is enough space for a wide variety of Grimm to call home.

4) Menagerie: Menagerie, the only true safe haven for faunus. Though given what you are you should know better than anyone there is no true safety on Remnant. The smallest continent on Remnant, of which two thirds are covered in unforgiving deserts, is filled with those that just can't be left alone. And really can you blame the Faunus for wanting such? Especially considering this hostile land was supposed to be a 'Gift'.

5) Dragon-Shaped Continent: Many areas within Remnant are unknown and untamed. One in particular does not seem to even have a name, and yet it is eerily familiar to the draconic form of the God of Darkness that once walked the planet, and perhaps it is here where Salem plots the downfall of this world? In any case, while any aspiring huntsman would consider this place a death trap, maybe you could feel just at home.

6) Free Choice: No place on Remnant provides true protection against the Creatures of Darkness. As such, you may begin anywhere on Remnant.

FORM:

Grimm come in all kinds of different shapes, so how will you appear?

Avian: It is a fact of life that mankind tends to forget to look upwards for threats, something that you are more than ready to take advantage of. Your form takes after creatures capable of flight, predominantly birds and the like, with their feathered wings and razor sharp beaks. It would be easy to get the drop on any unsuspecting prey, especially since you will always possess the high ground.

Aquatic: All manner of monsters lurk underneath the waves, far from the prying eyes of man and hidden from the light of day. You are but one of those horrors, appearing as a twisted and dark parody of sealife, well adapted to life underwater. Though it may mean that you will have a harder time moving on land, all should fear you in the open waters. After all, there's plenty of space to flee to, it just won't help them.

Insectoid: Many hold a fear of bugs, such as spiders and cockroaches, so it is only natural that some of the most terrifying of the Creatures of Grimm are capable of taking after them. With multiple legs, a bizarre body structure, and as inhuman a visage as any other, you are sure to be an embodiment of all of mankind's worst nightmares, should any be left alive to tell the tale.

Mammalian: From wolves and bears to all other kinds of mammals, they are but one form a Grimm can take, though it is perhaps the most well known one. It does make sense, considering how many Fairy Tales have the Big Bad Wolf as an antagonist? Though of course this can also include a more humanoid shape like what Salem herself possesses. Some of the greatest monsters among the Grimm are those that remind humanity of themselves, after all.

Reptilian: A cold-blooded shape for a soulless killing machine, a truly fitting match. Pitch black scales cover your body, while claws and fangs remain, as ever, your most trusted weapon against the warriors of light. From lizards to turtles to serpents, it is easy to see why such creatures naturally unnerve humanity, and how useful it may be in taking on their shape.

Hybrid: You cannot be easily categorized, not appearing as one of the standard facsimiles of naturally occurring creatures, instead as some mixture of them to create a brand of monster only told in stories and fairy tales. From centaurs to dragons to anything in between, there is no end to the shapes available to the forces of darkness.

Other: Many Grimm are in the shapes of familiar animals. But do not let their appearances fool you for they are no mere animal of flesh and blood. They are pure unbridled nightmares in existence and shape. Feel free to let your body reflect that, being perhaps more deranged, uncanny or eldritch in appearance.



SIZE:

The Creatures of Grimm come in many sizes, from the petite to the enormous.

Small [+100]: Though your powers may be great, it doesn't mean that your stature necessarily needs to match. You are quite tiny compared to the vast majority of Grimm, ranging from the size of an insect to that of a child, but it isn't so bad. Sure, you may not tower over the quivering masses of mankind, but the corners you can crawl into, the hideaways only you can access, are sure to make up for it.

Medium: The only thing of note about your size is how comparable you are to the warriors of light. Ranging in size from a teenager to the humble yet numerous Beowulf, you can easily enter the homes of man and tear them to shreds in their own beds. You may never be the largest of monsters, is that truly a bad thing?

Large [100]: You may now properly tower over mankind, casting them in your shadow as you watch the life drain from their eyes. Being somewhere in size between an Ursa and Nucklevee, you may have difficulty attempting to enter the dwellings of man and faunus in order to drag them towards the slaughter, but why would that be an issue when your goal is to tear it all down?

Huge [200]: You tower over the warriors of light like the walls they think will protect them, larger in size than all but the largest of their creations. From heights comparable to the Goliath to the aquatic Leviathan, all it takes is one good hit for you to snuff out a Huntress' life, leaving them as just another smear on the ground, the natural result of taking on something your size.

Titanic [400]: You are a monster of colossal size, more akin to a walking natural disaster than any kind of creature. When you walk, the ground trembles, as even a single swing could take out a city block without thought. You are comparable to the Wyvern that assaulted the kingdom of Vale and Beacon Academy at least, though you could potentially be as large as Monstra, the Grimm that was instrumental in the destruction of the kingdom of Atlas.

PERKS:

You may discount two perks from each price tier, with discounted [50] and [100] perks becoming free.

Creature of Destruction [Free]: You are a being of darkness, malice given form meant to hunt and tear down the warriors of light and their charges. Your body is not made up of flesh and bones, instead being a mass of black tar held in the facsimile of a living creature. As such, you are much hardier and stronger than your form would suggest, such that a beowulf could rend steel weapons with a single swipe, and making them immune to smaller mundane firearms. All Grimm do share another ability, being able to sense negative emotions such as anger, fear, etc. The stronger the emotions, or the more people that are feeling them, the easier it will be to sense, even from a distance. Post-Jump, you may toggle this ability on and off at will.

Big Ears [50]: My, what big ears you have. All the better to hear your prey with. You will find that your sense of hearing has been improved beyond even the best in the animal kingdom. From the breaking of twigs in a dense forest to the beating of someone's heart, even the slightest whisper can be picked up by you, though it may leave you sensitive to exceptionally loud noises.

Covered in Ash [50]: All Grimm dissolve into black smoke upon death, making it more than a little difficult to dissect or collect trophies from, but there are also those like the Geist that leave a trail of smoke wherever they go. You can now coat yourself in a thin layer of this black smoke, both to slightly hide the specifics of your body as well as giving you a more frightening appearance, like something straight from a nightmare.

Dark Beauty [50]: As unthinkable as it is for the inhabitants of Remnant, there is a type of brutal beauty to be found in the Creatures of Grimm, nightmares made by an artist's hand. You seem to be the exemplar of this unspoken trait of theirs, being aesthetically pleasing to look at despite how monstrous you are. Even scars and wounds only help elevate your savage visage.

Fabled Creature [50]: The Creatures of Grimm have been existing for far longer than humanity, such that it is unthinkable that there could be a world without them. Every story, every myth and fable contain them in some manner, though there has never been one like you. Should you desire to have a legacy like your kin, then tales of your exploits will be spread across every world you visit, typically in the form of myths or fairy tales. It won't be anywhere near as in depth as a scientific essay, and won't perfectly match up with what you can do, but you will undoubtedly have left a mark.

Large Teeth [50]: My, what big teeth you have. All the better to eat your prey with. You are a finely honed machine of death and destruction, and as such must have the proper tools for the job. Your teeth and claws, should you have them, will be sharper than before, cutting through ordinary steel like warm butter, to say nothing of what it could do to a person.

Padded Feet [50]: If sight is the sense most relied upon by humanity and their warriors, then hearing is a close second, and it is just as easily fooled as the first. You will find your movements have been muffled, making less noise than you should. Even if you were the size of a Goliath, you could quite regularly get the drop on your enemies so long as they didn't see you coming.

Sounds of the Soulful [50]: They say art is the expression of the soul, what separates humanity from the Creatures of Grimm, and among those many artforms that they have mastered is that of music. Should you be a fan of what they have created, then you may possess a mental playlist of music from RWBY that you can pull up at any time, as well as acquiring new songs and remixes as time goes on.

Tainted Light [50]: People see the light as their ally, a symbol of all that is good and pure. It is only natural, then, that the Creatures of Grimm would pervert this aspect of the natural world as well. You may now glow with light, emanating from either an appendage or through new markings found all across your body. The light you emit will be equal to that of a torch, and is useful for luring unsuspecting prey right to your maw.

Unfrightened Heart [50]: Fear can kill just as surely as a blade, though while the Grimm are excellent at instilling fear, they themselves do not seem to possess it. Much like many of your kin, you will find that fear and stress is incapable of affecting you, holding you back from what must be done.

Wide Eyes [50]: My, what big eyes you have. All the better to see your prey with. Your eyes are that of a true predator, well suited for catching all within your gaze. Not only can you see clearly a mile away, as though it were right in front of your face, but your sight is not at all hampered by the absence of light. An underground cavern is just as clear to you as a sunny plain.

Bone Armor [100]: As the Creatures of Grimm age, they will slowly grow more bone-like plating across their bodies, offering them greater protection from the warriors of light and their weapons. Not only do you have similarly advanced protrusions, but they are more durable than they should be, making you quite the difficult opponent to harm, especially if they are lacking in firepower.

Empathetic Monster [100]: Humanity is not limited to just negative emotions, also possessing love, hope, contentment, and so on. You are no longer limited to only perceiving the darkness within them, but also their light, capable of sensing their positive emotions with just as much accuracy as you can sense the negative. Love and hate are closely intertwined, the only true antithesis of emotion being apathy.

Extending Limbs [100]: They believe that if they run far enough, get high enough, they will be able to escape your grasp. Oh how wrong they are, much to their horror. You now find that all of your limbs possess an elastic quality, allowing them to stretch up to three times their typical length. This can also be applied to the tongue as well, if you cannot wait to get a taste of your prey.

Death from Afar [100]: Your prey may think your reach is limited, determined by the length of your arms and maw, but they are mistaken if they think you are limited to just those. Whether it be spikes from your back or razor sharp feathers, you can launch a part of your body as a high-speed projectile, moving with enough force to make some bullets jealous. They will fully replenish over the course of a day if used, so there is no fear of ever running out.

Inhuman Might [100]: Many foolishly believe that possessing strength is the key to victory, and yet it is only one small part of the equation, though undoubtedly an important one. Your muscles are filled with a terrible power, making it so then you are nearly three times as strong as before. Even smaller Grimm would find no difficulty breaking boulders or trees, to say nothing of the devastation a larger specimen would be able to inflict.

Soulless Creature [100]: Of all that inhabits the world of Remnant, it is only the Grimm that cannot possess an Aura, believed to be the physical manifestation of one's soul. Even animals and plants may possess it, but not Grimm, yet is that truly such a bad thing? You will find that you are considered soulless even in other forms, the light within you hidden from all that would do you harm, though never at the cost of hampering your abilities. That which does not exist cannot be claimed, stolen or perceived, after all.

Swift Footed [100]: They may think themselves capable of hiding from you, but they will never be able to outrun you. You move with a speed that belies your bulk, being nearly twice as fast as before. This affects not only your movements, but also your attacks, raining down a flurry of blows upon all those who would stand in your way.

Terrifying Visage [100]: The Creatures of Grimm are beasts of purest darkness, the monsters that have terrorized all who live upon this green world of ours. Their impact is impossible to understate, and yet few inspire such dread as you do. Any who look at you will feel a sense of fear and dread, to such an extent that only the courageous or strong willed can resist or ignore it, all others instead running away or stuck paralyzed with fear. You may toggle this ability on and off at will.

Unchained Savage [100]: Many who possess the light of the soul believe that they are better than the Grimm, and as such can easily control or contain such monsters. Their hubris shall be their undoing in the face of you. You now find yourself immune to effects meant to control or usurp your mind and intelligence, as well as a resistance towards those who would puppet your flesh.

Winged Beast [100]: Look to the sky and despair at the shadowed form above, like death from on high carried by malicious winds. You may now claim to be one of those airborne terrors that plague the sky, whether that be with avian or insectoid wings, it matters not, as either way you are capable of flying at speeds equal to your sprint. Should your form already possess wings of some sort, then this will instead enhance your level of control, more akin to the flight of a hummingbird than any raven.

Amphibious Beast [200]: Even as man begins to conquer the land and still struggles to keep its territory, few would dare to wonder what horrors lurk in the deep, unknown depths of the blue ocean. You're one of these aquatic terrors, immune to the immense pressures of the ocean floor and capable of swimming speeds equal to your sprinting on dry land. Should your form already be capable of such surviving under the oceans, then your speed underwater has instead been tripled

Chameleon Skin [200]: It is always the unseen threat that poses the most danger, for how can you predict where they will strike from if you cannot see them? You are one of these trickier enemies, capable of changing your form to achieve a state of near total invisibility, blending in with the background. There may be tricks around this ability, but that would require them to even know that you're there in the first place.

Deadly Venom [200]: Though it is the claws and fangs that pose the immediate threat, it can be easy to overlook how debilitating poison can be in the heat of the moment. You are now quite venomous, capable of producing either a deadly poison that can kill the average person within the hour if left untreated, or spit out globs of acid capable of eating through stone as easily as flesh.

Elemental Breath [200]: Ever since man learned to harness the elemental powers of Dust, it has been an integral part of their arsenal when it comes to combating the Grimm, yet they are not the only ones who can control the elements. From your maw, you can let loose an elemental attack of your choice, from fire to lightning to water. Each one has their own uses, with ice breath being able to freeze opponents solid. You can take this option multiple times.

Ground Breaking [200]: Many look to their sides in fear of incoming danger, even towards the sky in fear of aerial foes, but few remember to look down. It is underneath the ground that you lay claim, burrowing at similar speeds to your sprinting through all but the most hardened and compact earth. In addition to your tunneling, you have gained a minor tremor sense, making it easier to pop out from right under your prey.

Hardy Survivalist [200]: The people of Atlas, so proud and arrogant, thought they were safe, confident that the Grimm simply couldn't endure in the extreme temperatures. Despite what they believed, all it took was time before the Grimm were happy and ready to flood Mantle by the hundreds. You have adapted quite well towards surviving in harsh environments, leaving you unbothered by the heat or cold. Only prolonged exposure to the most extreme temperatures could prove fatal to you.

Mysterious Monster [200]: Scientists have long been driven mad or despairful at how they only are faced with more and more questions the more they discover about the Grimm. In a similar vein anyone that hopes to study you will find their efforts be for naught. All undesired attempts to study and understand you or your abilities will find no progress beyond the basics. Only with your permission could anyone glean the truth about how your powers work.

Pack Mentality [200]: When one thinks of deadly Grimm, they often overlook the Beowulf. But what it makes up for in lacking the strength of an Ursa or the flight of a Nevermore, it makes up the difference with the fact that it is never alone. Whether it is two or twenty that stand beside you, you will find your ability to work in large groups is nearly seamless, synergizing all of your skills while reducing your weaknesses.

Sonic Screech [200]: The sound of the Creatures of Grimm alone is enough to send the common person running away in terror, their dark chorus inspiring fear ingrained into them since before recorded history. To have weaponized it, releasing sonic blasts that can shatter glass as easily as it can push back the more durable of your foes, is a terrible thing to think about.

Nature's Curse [200]: Dust has been one of the most important weapons of humans and faunus when it comes to fighting against the Grimm, yet it can so easily be turned against them like so many of their other tools. Like the giant Grimm known as Monstra, your body has been implanted with a single type of Dust, granting you elemental powers. For example, implanting Gravity Dust could allow you to fly. This option may be taken multiple times for different Dust infusions.

Alpha [400]: It is a precious fantasy that all are created equal, though reality has hammered in time and time again how unfair it truly is. You are a prime example, though for the better, as you stand above your kin as a paragon of what they could have been. Regardless of what subspecies of Grimm you are, you are considered the ideal of that, such that if you were to be an Ursa fighting another Ursa, there is no doubt that you would emerge as the victor. This will also apply to any other race you are a part of in the future, a true alpha amongst the mediocre.

Breeder [400]: From your body oozes a familiar black tar, that from which all of the Creatures of Grimm originate from. Through it, you are given a terrible power indeed, the ability to create Grimm of your own. The larger and more powerful the Grimm in question, though, the longer it will take, though it does become easier the larger that you yourself are. It may take a while for an Ursa to spawn more of itself, but it would be child'splay for something the size of the Wyvern.

Elder [400]: Welcome to a world where only the strong endure, and strength is only gained through time and patience. Just as the strongest Grimm, you can get more powerful as you age. Among your kin your age will also be felt as will be your power, earning you respect and obedience from Grimm and similar monsters if you are old enough. If they will not learn to respect their elders, give them a reason why.

Hybrid [400]: The Creatures of Grimm have shown to be able to combine with others in a demented mockery of symbiosis, granting them new abilities. From the skeletal black arm owned by the newest Fall Maiden to the repurposed corpse known only as the Hound, there is now another example. You. You are now capable of fusing your various forms with that of a Grimm, not only granting you the capabilities of your Grimm form, but combining them to create an even stronger abomination. You would be a true monster, one feared by all who gazed upon the twisted mockery of light you have become.

Leech [400]: Is this natural, to feel so hollow and empty inside? Is that why the creatures of darkness prey on those who carry light within them, in an effort to fill that which cannot be satiated? Regardless of the philosophical quandary, you possess a truly dreadful ability, one that is sure to keep others awake at night. Simply by being around you, you can slowly drain away a target's willpower and emotions, using them to heal yourself from whatever wounds you may have. This process is greatly sped up should you be able to actually touch them, leaving them as empty, still husks compared to the bright and lively people they were once before.

Merged [400]: Some Grimm are not alone in their existence. The Nuckelavee is one such example, being a nightmarish mixture of a horse and an imp fused together at the waist. A second consciousness is now inside of you, one that is obedient to you and your goals, working in seamless harmony with you to achieve them. As such it can move your body to react to things you didn't notice, such as sneak attacks or an enemy striking you while you're blinded, and could potentially use your body in its entirety when you are unconscious.

Mutated [400]: There are those rare few madmen that think the Grimm are something to be controlled, with one in particular having caused the downfall of an entire city in this mad pursuit, but it is madness that has yielded results, you being the prime example. Green crystals and markings are on your body, as a sign of how you surpassed your brethren, though you are not limited to just those colors. Even as a normal Beowolf, you would be stronger than an Alpha of your kind, one capable of firing these crystals as spiked projectiles. Lastly you can even self-destruct should you be defeated, though it is perhaps for the best to have some way to come back if you want to make real use of this.

Possession [400]: Who said a Grimm only has to rely on what they themselves have been gifted with? It is a preposterous notion, especially since a Grimm like you could turn the very world against your enemies. You share a similar ability to that of the Geist, being able to take control of inanimate objects like rocks or trees and using them like extensions of your body. With time, power, and practice, you may even learn to possess individuals, so long as you can overpower them in both will and strength.

Adaptation [600]: Humanity believes that it is their ability to adapt to new situations that is one of their greatest strengths, yet it is something that is shared with their dark enemies, albeit on a more physical level. You, though, are the paragon of that ideal, possessing an adaptive regeneration that not only closes your wounds right before your eyes, but also makes it so then whatever harmed you beforehand will have less of an effect, and in some cases developing an immunity towards it. So long as you survive, your bloody evolution will appear limitless, no matter what you may end up facing.

Conversion [600]: There is nothing more antithetical to modern sensibilities than people willing to look to the Grimm as allies, and yet there are a few twisted minds who have done just that and so much more. Whether they are willing or not, you may coat others in the black tar inherent to all Grimm, transforming them fully or just giving them the abilities of one, should you want them to retain their minds. They may start off as powerful as a typical newly spawned, but time and experience will change that. At the very least, you can mark them as people the Grimm should ignore or assist.

Darkness [600]: For as much light as there is within humans and faunus, so too is there much darkness hiding within their hearts. It is that darkness which draws the Grimm towards them, and it is what will give you power. By drawing upon ambient negative emotions and similarly dark energies, you can use these to fuel your growth in power, rising above what you once were. This can either be a temporary boost which offers more power, or a smaller but permanent boost.

Light [600]: An impossibility, one that goes against everything that the inhabitants of this world knows. Within you is not the typical dark void inherent to all Grimm, but instead the light of a soul, manifest as Aura! Though it may only be on par with that of a Huntsman Academy initiate, you can access the strength and protection of Aura to help assist you in any number of ways, and can even awaken a Semblance in time. For a soulless creature to possess the power of a soul, and if they were capable of spreading it to the other creatures of darkness...

Royalty [600]: The Black Queen is no longer the only one who bears an ebony crown. You share a power thought only to belong to one other, that being able to command and control the creatures of darkness like you could your own limbs. You can enforce your will upon the Grimm and command them telepathically, only requiring them to be in range for your decrees to reach them. Should there be a world without the Creatures of Grimm, unthinkable as it is to those who have only known life on Remnant, or you are unable to create your own, you could instead command similarly mindless or destructive creatures.

Tarnished Silver [600]: The Silver Eyes, the gift by the God of Light, are legendary in their ability to destroy the Creatures of Grimm, though only a handful of them seem to exist at any given time. How terrifying would it be if Grimm managed to surpass such weaknesses, to render humanity's greatest weapon all but useless? Through some way you have become highly resistant to the power wielded by the Silver Eyes, to the point where it would harm you no much better than any normal wave of energy. This kind of resistance also applies to any other racial weaknesses you may possess.

Curse of Immortality [1000, No Discount]: So the Black Queen was not the only one who received this terrible curse from the God of Light. Like her, you have become ageless and immortal, capable of restoring yourself to your prime no matter how much damage you receive. Bullets, explosives, Dust, Semblances, magic, even destroying your entire body at once won't be enough to keep you dead, as you would simply return with a shimmering golden light. Additionally, your mind won't let you forget anything, retaining all that you experience like a steel trap. Only those with the strength to match The Brothers, divine beings capable of wiping out all life on the planet with a wave of their hand, are capable of bypassing it. Another way would be through completely destroying your soul, as even a single remaining shred would see you return once more. This is a truly lonely existence, one that would drive most to any deplorable means in order to be rid of it. Are you sure you desire to willingly embrace such a fate?



ITEMS:

You will receive an additional [300] to spend in this section only. You may discount two items from each price tier, with discounted [50] and [100] items becoming free. You may freely import any related items you own at your discretion.

Grimm Mask [Free]: An alabaster mask, one meant to invoke your grim image. Regardless of if you are of a common breed of Grimm, like a Beowulf or Nevermore, or something more unique and fantastical, it will fit perfectly over your head no matter what form you take, hiding your identity. Other than that, it is a mundane mask.

Colorful Volumes [50]: Though you may be lost in the dark, there is a lot of color and light to be found, often to be found in the stories shared with others. You now possess all of the volumes of the RWBY series, as well as any side content, books, and official merchandise one could purchase. Some may be very confused if you were to show them this, but at least it will keep you entertained.

Fairy Tales [50]: Tell me, what is your favorite fairy tale? Is it the story of little red riding hood encountering the big bad wolf, snow white and the poisoned apple, a romantic tale like that of beauty and the beast, or perhaps goldilocks and the three bears? No matter what you prefer, you will find a book filled with a surprisingly large collection of fairy tales and local legends from this world. In the future, you will receive similar books, only related to that world instead.

Grimm Aesthetics [50]: There is a haunting beauty inside of the Grimm and their appearance, as well as the place from which they originate. Should your black heart yearn for this familiarity, you may change the aesthetics of your Warehouse and owned properties to take on a dark aesthetic, similar to the castle owned by the Black Queen.

Hunting Trophies [50]: Grimm do not make the most viable trophies, their slain carcasses just fading into blackened dust. Some Huntsmen prefer to have a reminder of their foes however and that is where this Item comes in. This is a collection of statues, paintings and other accessories from all the beasts and monsters you encountered and slain on your journey. Though for your stay here it will remain rather monochrome, worlds beyond are bound to have much more colorful monsters.

Memorial of Dread [50]: Though dreaded they may be, the creatures of Grimm seem to inspire a sort of macabre beauty that ends with a variety of statues or similar for certain species. You now possess a series of statues of you in your various forms, as well as those of your Companions, and will receive new ones as you gain new forms or companions. Who knew the Creatures of Grimm could possess vanity?

Scroll [50]: A tool utilized by humans and faunus, this piece of technology can be used for any number of purposes. It can call others, connect to the CCTS, monitor one's aura, play games, and a large number of other uses that one may find helpful, especially since it will never run out of energy. One must question the utility of one in the hands of a Grimm, though.

Useless Paper [50]: Modern society is built upon the back of trade and commerce, and though you may find it difficult to take part in it, there isn't anything stopping you from collecting. As it is, you will receive a monthly stipend of 10,000 Lien, which you can convert to other currencies should you feel the need. No monster is complete without their very own hoard.

Wicked Wardrobe [50]: Who said just because you are on the side of darkness you cannot be fashionable? You now own an outfit of your own design that reflects the Creatures of Grimm, black as the darkest shadows and stylized bones as accessories. You may decide to have all your clothes and armor take similar appearances, should you so choose.

Dark Replacement [100]: A skeletal arm, with clawed tips and an oily feel. You can now conjure these parasitic arms to your side through the summoning of a crimson glyph, useful for holding down your opponents and inflicting pain upon them. You are not just limited to arms, capable of conjuring other limbs, as well as being able to graft them onto others, though they are only as strong as the wielder's original limb.

Forbidden Cave [100]: Quite the home you made yourself here, one that has quite the sinister history. You now possess a sizable cave, one decorated with tribalistic murals depicting you and those you have faced in battle. It gives off an ominous feeling, deterring any who would trespass upon your property, an effect that is amplified while you are within. A perfect place to get some peace and quiet.

Grimm Profile [100]: Man always tries to learn more about its eternal enemy, trying to pass down said knowledge of the various types of Grimm to future generations so they may have an easier time slaying them. You now own a thick book detailing all of the various species of Grimm, their strengths and weaknesses, typical habits and behaviors as well as standard strategies for dealing with them.

Huntsmen Primer [100]: All huntsmen and huntresses are taught to utilize their Aura, their soul manifest, to fight back against the Creatures of Grimm, though there are more uses to it than just protection and semblances. This thick book details all of the various uses and techniques possible with Aura, as well as a number of ways detailing how to unlock and even increase it. Not much use to a Grimm, though.

Metal Cages [100]: It is well known that the Creatures of Grimm do not take kindly to imprisonment, quickly dying in captivity within just a day or two. Still, there are uses for them, which I'm sure you'll soon make use of. These ten cages were built to hold something with the strength of an Ursa, though they can easily be turned towards holding those who had designed such devices.

Rusted Collection [100]: Do you enjoy looking at the rusted remains of the tools of your fallen enemies? This is a collection of dented, broken and rusted weapons from warriors you bested, though they are little more than poor and damaged replicas, not possessing any unique properties the original may have had. They make for an interesting collection and harvestable resource, at least. You will gain one damaged weapon for every enemy you defeat.

Seer Network [100]: As proven by the CCTS, communication is a very powerful and very useful tool to have on your side, though one not easily accessed by the Creatures of Grimm. Thankfully, you have your own method in the form of Seers, floating jellyfish-like Grimm that can project images and sounds to each other across vast distances. You own an entire herd of them, allowing you to communicate with others regardless of where you may be.

Wicked Throne [100]: An obsidian throne, meant to invoke the feeling of dark authority and dread, as well as being surprisingly comfortable. When you sit upon this throne, you will appear more imposing and fearsome to those who gaze upon your form, an effect that lasts up to a day. It can also allow you to, when placed within a structure, allow your voice to be projected all throughout the building, as well as a bit further beyond.

Apathetic Farm [200]: Man always seems to think that they can triumph over your kind, even use you to their advantage, such as with this example. A mundane looking farm, fully furnished and with a plentiful harvest without any effort on your part. Within the catacombs beneath it, however, is a pack of Apathy whose presence drains away the willpower and motivation of any unwanted visitors or guests of your choosing, to the point where they don't even feel like moving, starving themselves to death in their own beds out of sheer indifference.

Criminal Family [200]: Many forget that for as dangerous as the Grimm are, humanity is just as liable to turn on each other if given the chance, some even siding with the forces of darkness. You now have a strong tie to some local criminal organization, such as a White Fang cell or the Parrot Gang, granting you a whole host of new opportunities for those more inclined towards illegal activities. This will benefit you in future worlds as well, making it much easier to join and advance in the ranks of the various criminal factions you're sure to encounter.

Desecrated Ruins [200]: There is a reason that there are few villages outside of the main Kingdoms, and even then they stick relatively close to those walled bastions of civilization. You now lay claim to one of the many, many abandoned villages to be found on Remnant, a peaceful place for you and your fellow Grimm, but an unnerving, eerie place that is better to avoid entirely for all others.

Grimm Oil [200]: A glass jar filled with the black tar that spawns the Creatures of Grimm, though turned towards a different purpose. If a Grimm such as yourself were to consume it, then it will restore your health and stamina, while normal humans and faunus will find it a potent poison that kills within a minute. It could be turned towards other purposes, but these are the main two. This will replenish weekly.

Huntsman List [200]: The defenders of humanity play a vital role in these times, hunting down your kind with as much fervor as they can. But why should they be the only hunters, possessing entire libraries on your kind's capabilities? You can now even the playing field, possessing a list of all official huntsmen and huntresses, including their appearance, weaponry, fighting styles, place of origin, strengths and weaknesses, and so much more. With the right application of this information, you could cripple entire kingdoms. This will update in future worlds, giving you deep knowledge on the most notable warriors and people of interest.

Mechashift Weapon [200]: From shotgun gauntlets to high-caliber sniper-scythes, the warriors of light have made so many interesting weapons to bear against the Creatures of Grimm, each as unique as the owner. So too can you own one of these weapons, perhaps a trophy from a past kill. It can be of your own design, though typically possessing a melee form and ranged form, though some exceptions do exist. This could even be a copy of a weapon you're familiar with, like a certain sword and shield combo used by a blonde knight.

Negative Orbs [200]: Yet another attempt from man to manipulate the Grimm, a canceled secret project headed by Atlas. These dozen orbs are capable of storing negative energy, and releasing it will attract the creatures of darkness. In theory, a way to distract them, giving survivors enough time to evacuate and flee, though it could easily be turned towards the opposite. They will replenish their energy over time, and can be used to attract other evil and destructive creatures, should Grimm not exist.

Sweet Ride [200]: Humanity, ever looking to indulge in their sloth, have devised a number of ways to avoid walking long distances, with this being a prime example. This vehicle is powered by a near endless supply of Burn Dust, and can go over two-hundred miles per hour when pushed. Whether it's a sports car, van, motorcycle, boat or anything in between, it would be bizarre to see a Grimm driving one, to say the least.

Cursed Armor [400]: A set of dust enhanced, atlassian steel armor, made to resemble an Arma Gigas and once used by the man who founded the Schnee Dust Company. Due to the alterations made to it, it can easily house a Grimm capable of possession, giving it the perfect vessel to pilot. Even if you are not capable of such an ability, it can easily be used as normal armor, one that will encase those that strike you in ice, immobilizing them unless they can break out of it.

Black Queen Virus [400]: Man pretends to have bested their eternal enemy with their genius and technology, so how is it that a small virus like this can turn it all against them? This Scroll holds within a perfect replica of the Black Queen Virus Cinder used to turn Atlas Military against humanity at the Battle of Beacon. It can be installed into any machine or data interface, giving you a backdoor through which you have full access or take control. Once infected, it is nigh impossible to detect even by the most advanced security softwares devised by humanity.

Dust Shipments [400]: Ever since it was first discovered, Dust has been an invaluable asset to humans and faunus, driving away their enemies as surely as it makes their daily lives just a tad easier. And yet, why should it be only they that can harness the power of nature's wrath? You now receive monthly shipments of all types of Dust, both in crystal and powder forms, though some types are obviously more common than others, enough to fill a massive Warehouse. What could you do with so much Dust...

Flying Whale [400]: An utterly massive beast, one that could block out the sun, its size could only be comparable to entire cities. This creature, bizarre as it may be, can be used as a mobile base of operations, filled with rooms and prisons, even landing platforms for any airships. It is completely loyal to you, flying anywhere you direct it. Should you wish, you could even attach any property to this beast, so long as it can fit inside, though that shouldn't be much of an issue.

Mountain Glenn [400]: The largest tomb in all of Sanus, and a humbling reminder of the hubris of humanity, meant to be an extension of Vale. This mountain is absolutely crawling with long decayed corpses and the Creatures of Grimm, from the ruined city above to the deep, winding tunnels that riddle it. Filled with all manner of hidden nooks and crannies, it's the perfect place to hide away, especially considering that the Grimm will never harm you or yours, turning their ire towards only intruders and your enemies.

Nightmare Realm [400]: A run in with a Nightmare Grimm has given you something quite special, that being your very own dreamscape, a mental landscape that is shaped by your mind and experiences. Yours is different from those typically created by the Nightmare Grimm, instead offering a safe haven for when you slumber. Not only does it protect your dreaming mind from invasions, but you can train any mental skills or talents far faster than normal within this realm as you sleep, and wake up in the morning refreshed and more deadly than before.

Atlesian Archive [600]: All tools serve their intended purpose, and bear no more sin than what their creators impose upon them. Yet, it is always so deliciously ironic to turn the creations of man against them, their once saving grace turned into their worst nightmare. You now possess a massive database detailing all of the technological achievements found on Remnant, from mecha-shift weapons to advanced animatronics to even how to build city states meant to hold off an eternal horde of monsters from all directions for as long as possible. All of that is contained within, just waiting to be utilized.

Divine Relic [600]: The Four Relics were a final gift from the God of Light to humanity, each one embodying a different concept. Knowledge, Choice, Creation, and Destruction. Each relic possesses incredible power, though that does come with the caveat of drawing Grimm to it like moths to a flame. You have found yourself in possession of one of these Relics, or perhaps a copy. Should any of them have temporal limits, like the Relic of Knowledge needing one hundred years to ask additional questions, they will reset after each Jump instead.

Evernight Castle [600]: What would an Evil Queen be without a castle to rule from? Much like Salem's own seat of operations, you have a castle to call your own. Though haunting from the outside it is a place of luxury for you and any of your allies, and contains an invaluable asset. An entire library of knowledge, preserved ever since the Gods long ago left this world. From history to fiction to magic, it is a look into a past long forgotten, though there is one last thing of note. A certain book, one not even known to the Black Queen, containing a ritual meant to unlock the power of magic in others.

Grimm Lake [600]: Grimm are not born as other creatures are, but instead spawned from pools of black tar created by the God of Darkness long before this world was ever known as Remnant. You now claim ownership of one of these dark pools, a massive lake from which the Creatures of Grimm will emerge from forevermore. You are in full command of what emerges from this lake, from standard Beowolves to winged Beringel to titans like Monstra, though the larger and more powerful they are the longer it will take to emerge. You can even halt its production all together, if you don't wish to flood the world in darkness.

Parasitic Sleeve [600]: Throughout her eternally long life, the Black Queen of the Grimm has found many ways to make the creatures of destruction even more twisted and terrible, though few are as dreadful as the Beetle held within this sleeve. While wearing it, one is capable of launching the Beetle forwards, attached to the sleeve through black webbing. When it strikes a target, it can steal any supernatural power they possess and transfer it to the wearer. Of course, the more powerful they are the longer this process will take, potentially even disrupted and leaving you with only a portion, and at the moment you are normally unable to acquire Aura, but it is still a potent tool that will make your enemies retaliate if attacking you is even worth it. This can optionally be made a part of your body.

Shattered Moon [600]: High above the sky lies the moon, a broken remnant of what it once was, not that there are many here able to imagine it not shattered. Should you never wish to part from such a sight, you are free to take this alongside you on your journeys. When the Brothers left long ago, the God of Darkness shattered the moon, imbuing numerous chunks with his essence, similar in nature to Dust, though these dark crystals possess their own unique properties. You may harvest as much of this as you are able, for it will replenish monthly. Do not fear the broken shards of this falling to the planet, though, as it will hold itself relatively together for as long as it is under your control.

Remnant [1600, No Discount]: If you are hesitant to part from this world, yet desire to continue on to other places, there is a way. The entire planet of Remnant may be taken with you, though it will obviously come at a high cost. Still, it may prove worth it, as not only do you receive a barren version of the planet, devoid of all intelligent life, but all of the resources you harvest will replenish after a year. This includes the substance known as Dust, which can be used to cause elemental effects and can be used outside of the atmosphere, unlike normal. Additionally, you can decide if this version of Remnant is inhabited by the Creatures of Grimm or not. You will not abandon this world like those who created it.

COMPANIONS:

Pack of Grimm [50/100/200]: The Creatures of Grimm are rarely found by themselves, always more nearby ready to tear into flesh of man and faunus. As such, you may now import or create 1, 4, or 8 companions respectively. Each companion will receive 800 cp to spend on perks and items, and can take any size for free with the exception of **[Titanic]**, though it is discounted. You could alternatively use this to have canon characters become companions, but they will still need some convincing to join you.

Horde of Grimm [300]: The numbers of the Creatures of Grimm are unending, as is their craving for destruction of all things that humanity has created. As such, you may now import as many companions as you desire. Each companion will receive 800 cp to spend on perks and items, and can take any size for free with the exception of **[Titanic]**, though it is discounted.

Army of Darkness [Free]: No matter where you go, or where you hide, it is inevitable that you will find anywhere free of the Creatures of Grimm. Just as the Grimm are numerous, so too are those that are willing to follow you from world to world. Perhaps it is time to reward their service with power. You may import as many of your followers as you deem fit, granting them new forms and powers.

Tiny Monster [Free]: The Creatures of Grimm are meant to be terrifying, the enemy of all humanity, and yet this one is an obvious exception. Only the size of an ordinary house cat, this adorable Grimm would much rather spend its days laying around receiving headpats and love from you and your companions. It's exact form is up to you, but it's sure to be a tiny terror to any of your furniture.

Blue Panther [50]: An exceptionally brutal killer and always eager for a fight, this Grimm closely resembles a panther, though it being the size of a truck and the large streak of blue on its head and back make it stand out quite a bit. But if you need something killed, or a strong opponent to test your might on, it will always be willing to lash out, indulging in its primal urges.

Cursed Lightning [50]: What a vile existence this youth had forced upon him, believing something like him doesn't belong to this world. Not much older than any other student at a hunters academy, his fighting prowess and martial arts skill could have done much in the defense of man. However inside his very blood, shown by a mark on his arm, is a curse he hates to possess. At least partially a Grimm and able to have feathery Wings erupt from his back that one might mistake for a Faunus trait, his other side which is ever attacking his sanity just wants destruction and oblivion.

Devilish Dominator [50]: This well dressed woman with red hair always exudes a presence of control and authority, even as she looks the creatures of darkness in the eye. And what does she have to fear, when she possessed the curious Semblance of being able to command Grimm to a degree. To you she has almost taken a liking to, and thinks you may hold the key to make her perfect world come true.

Lightning Mouse [50]: What an adorable little mouse! To think something this cute could be a Grimm, when all you could want to do when looking at it is to rub its red cheeks. Don't let its size fool you, though, as this rodent has great power over electricity, on par with highly potent and refined Lightning Dust. Anyone underestimating it is bound to receive a shocking surprise.

Nine Tailed [50]: What a fearsome and mighty Grimm in the shape of a Fox. Its dislike for humanity is as strong as in any Grimm though also rooted in the hatred man directed at it. It might surprise you to know it is capable of possession and, given enough time, he could grow to be as tall as a Wyvern and fire off devastating orbs of energy that could destroy a city, though that will take quite a while.

Rebellious Creation [50]: Humanity has developed so many marvels of technology, even going as far as to make Artificial Intelligence. In their hubris, they must have never considered their creation to turn against them. This 'failed' AI was abandoned by its creators and, now with a quite powerful intellect and a body made of the most durable atlassian steel, it sees only one solution for peace; the elimination of all life. As such, it only makes sense to ally with a Grimm like you.

Black Hound [100]: Potentially one of the most horrific monstrosities that the Black Queen has ever conceived, this canine Grimm contains within its core the corpse of a silver eyed faunus, explaining its human-like intelligence. Even without that, it is a potent foe, one capable of quickly adapting to whatever obstacles stand in its way, in addition to its stealth, potent senses, and incredible physicality.

Fall Maiden [100]: A woman who always yearned for two things; to be feared and to be powerful. For that she has thrown her lot in with darkness itself and willingly became a monster. After hearing about just what you are and what kind of power you could potentially gain, she immediately decided to follow you. Cinder is already possessing the full powers of the Fall Maiden in addition to her other skills, though she is rather petty at times and finds it easy to hold grudges.

Beacon Students [200]: Quite the interesting choice of allies, considering that these eight individuals have made it their career to hunt down the Grimm. No matter how you justify it, the ones known as Team RWBY and Team JNPR hold an impressive amount of potential, already matching some fully trained huntsmen and huntresses despite only being in their first year of Beacon, to say nothing of the silver power possessed by one.

Inner Council [200]: It isn't about what you can do, it's who you know, people whose skills can supplement yours and excel in areas you are weak in. Even the Black Queen has her court, which has agreed to stay by your side. Arthur Watts, a technological genius. Tyrian Callows, an assassin as deadly as he is devoted. Hazel Rainart, stoic and sturdy. Tock, a phenomenal tracker. And Vermillion Raddock, who uses his opponent's strength as his own. All of them standing above the average Huntsmen, and all useful to have by your side.

Queen of the Grimm [300]: The last remnant from a bygone age, wielder of true magic and cursed defier of the Gods. The Wicked Witch herself, Salem, is the very embodiment of dread in this World. She has waged war against the reincarnating Ozpin and all life for countless years, the Grimm themselves as her most reliable allies. What did you do to make one like her interested in you? In any case, while she yearns for death, or used to at least, she is now joining you on your strange journey.

SCENARIOS:

Grimm Eclipse

There once was a genius known as Doctor Merlot, who wanted to control the Creatures of Grimm while also enhancing them, to the point where it required two whole teams to take down a single enhanced Deathstalker. No one even knows if he perished after the destruction of his island. Well, no one but you.

At some point, this maddened doctor will manage to capture you, seeing you as a prime test for his new creations, possibly even something to experiment on yourself. You will be subjected to an island filled with all manner of dangerous robots and enhanced Grimm, all of whom will go after you with murderous zeal, regardless of your ability to control normal Grimm. You must fight through all that Doctor Merlot sends your way, culminating in a clone of your Grimm self, only enhanced and with cybernetics implanted! Even if they don't possess all of your equipment, it will prove to be a challenging fight. Tear down this 'superior' version of you and confront the doctor.

Rewards:

Doctor Merlot believed that he could create a better version of the Creatures of Grimm, a better version of you. He learned quickly though that you are **The One and Only** Jumper, something that cannot be copied or mimicked. No matter what your enemies may attempt, all attempts to do so will simply fail. You can allow your allies to be an exception, but you can quickly take them back at a moment's notice.

The **Mysterious Serum** that the mad doctor worked on is something special, capable of enhancing ordinary Grimm beyond even their Alpha variants. You now possess three massive vats filled with this replenishing green liquid, which can be used on any creature to make them more physically capable as well as resistant to being controlled or manipulated. You will also receive notes detailing how to make more of this serum.

Finally, there are none who may lay a better claim to **Merlot's Island** than you, after dispatching that cheap copy of yourself. Separate from all of the kingdoms with only a single dock, it has been solely dedicated to the advancements of science, for better or worse. Within the extensive laboratories, filled with all standard and highly-specialized tools found on Remnant, any research done here will develop at a much faster pace than before. You will likewise never need to worry about running out of energy or materials for your research. Finally, should you have spared him, you may take Doctor Merlot with you as a companion.

Of Destruction and Creation

The Fate of Remnant has hung in the Balance for countless years. Will the light of the soul be snuffed out against the endless tide of darkness? Or shall it prevail, burning away all that would bring about the dying of the light? In Remnant's long history, such a question has continued on with no conclusive answer for centuries. At least, not until you came along.

There are two paths laid before you. The first is the easiest, one that you were meant to fulfill, the destiny you were born into. You must bring about the destruction of all of humanity, man and faunus alike. Tear down their Kingdoms, desecrate their homes, and leave none alive to tell of the story. Let darkness and destruction finally reign supreme within this broken world.

The second path, though, is infinitely more difficult, for it goes against your very nature, though that certainly hasn't stopped you before. You must work towards a brighter future for all, including the Creatures of Grimm. You must somehow reform the Grimm, change their fate from the creations abandoned by the god. Perhaps you will convert them into a new species of Grimm, embracing darkness in name only or made wholly of light, or creating an entirely new version and waging war with the destructive originals. Perhaps combining them with that of humanity, those who bear the light of the soul, could be enough, finally finding a balance and harmony between the two. Or perhaps you could carve out a new path, one of your own making.



If you wiped out all of humanity, you will receive the following rewards:

So it is done, this world now ruled over by the creatures of darkness and destruction. For drowning Remnant in the blood of man and faunus, the **Bloody Evolution** you have undergone is surely quite the prize. Your mere presence is that of ruin and destruction, which will see your abilities boosted, growing more powerful whenever you use them for the purposes of destruction. Who knows how powerful you may become.

Deep within the hearts of the dragon shaped continent, you will find a rather special corpse, one that is ancient beyond recognition, only discovered once the last of humanity has been erased. This **Primal Grimm Corpse** seems to be the first Grimm the God of Darkness made, one that fossilized rather than fade away like is usual for their kind. Somehow, it seems like it was capable of every ability possessed by modern Grimm. I wonder what could be done with this...

In any case what you have done should not be forgotten and since no one else would use it, why not take the **Dead World** with you? It is now a lifeless husk of a planet where no life can bloom, not even plantlife, simply stripped clean of everything and lacking any natural resources. Those that land on it however will know that something catastrophic happened here. A perfect place for the Creatures of Grimm.

If you have redeemed the Creatures of Grimm, you will receive the following rewards:

A difficult path, but one that is most rewarding for those who walk it. In your defiance of your destiny, bringing forth a brighter future for all, you have been named as the **Grimm Redeemer**, a most fitting title. Your mere presence is that of kindness and positivity, such that only the most black hearted individuals won't immediately find you charming upon first meeting. What is truly gained with this, though, is your ability to bring creatures towards the light, to see right and wrong. You do not control them, but simply encourage them to be better than they are. Even the most violent and destructive of monsters could learn to embrace peace and kindness with you there to teach them.

The new **Grimm of Light** will also be able to come with you, either the redeemed old Grimm or the ones you created. They will be loyal followers, and allies of all humanity and similar species allied with the light. Or they could simply bask in their new state of being, living simply and peacefully.

Finally, you will be able to set up a **Sanctuary**, a designated area that is imbued with the spirit of peace and harmony, one that will keep all hostility and conflict to a minimum. If you do not own a property that could be imbued with this enchantment, then you will instead receive a village around the size of Kuroyuki that has already been sanctioned.

Bury the Light

Is it any wonder the Grimm exist only to destroy when their creator was never truly appreciated? Even in ancient times people only prayed to the God of Light and only the Witch dared to meet him, though as a last resort. The rules are ever in the favor of the light, both now and back then, with the God of Light even sending Ozpin down to shape humanity in clear violation of what they had agreed upon earlier.

But now it is even more outrageous, a course of action that flies in the face of the Brothers' previous agreements, severely affecting the course of this world. Around the time Team RWBY would for the first time be formed, the God of Light decides to possess the body of Ozpin, looking to shape this world back towards what he thinks is the right path. This is not done out of the goodness of his heart, but instead in an effort to turn worship back towards himself. The first step is the eradication of all of the Creatures of Grimm.

The God of Darkness is nowhere to be found, strangely enough. Even if he weren't, there is a great chance that the God of Light will see you as a serious threat to eliminate should he find out about you and your nature as a Jumper. Whether it's out of necessity for your survival or for the freedom of humanity, your goal is to bring death to this deity. One that was previously capable of wiping out all sapient life on the planet of Remnant, creating divine artifacts, wielding mastery of magic, life and death. The only advantage that you have is that he is currently taking it slow, working through proxies. It would be more than a herculean task, but potentially well worth the risk.



Rewards:

You have proven the dominance of Darkness over the Light, snuffing out the life of the older Brother. As his divine blood flows out of his borrowed body, it flows to you, elevating you far beyond what you once were. You have become the successor of the **God of Darkness**, with all the power that one would expect from such an existence. Your body has become pure darkness, ageless and capable of morphing into any shape you so desire. You also possess an immense amount of magical power to throw around, with a certain affinity towards darkness, destruction, and choice, though it would take quite some time for you to master it. Eventually, though, you would be able to wipe out all life on a planet with a wave of your hand.

You will also find that you now possess a new attachment to your warehouse in the form of a familiar dragon shaped continent. Indeed, the **Land of Darkness** is now yours, a place where your already powerful might is increased to new heights, in addition to being guarded by an army of Grimm, all of whom now follow your every whim and command. Within the heart of these lands is the Shrine of Darkness, a place built for your worship and protected from all forms of scrying, even those of other gods.

Finally, there is also the matter of the divine corpse, which has been reshaped upon your ascension. It is no longer the dead body of a god, but is now the **Relic of Light**, a golden object that can alter itself to whatever form you desire. The true purpose of it, though, is in its capacity towards creation, specifically those of magical artifacts. By imbuing them with a concept, like wisdom or choice, it grants them phenomenal powers beyond what would ever be capable of mortals.



DRAWBACKS:

Continuity [+0]: Have you, perhaps, been to this world that lies under a broken moon? If so, then your actions are sure to have been remembered, perhaps even changing the course of history like one would rewrite a story, whether it be for good or ill.

Supplement Mode [+0]: Should you desire something more from your stay here, then you can use this as a supplement for another RWBY Jump. Alternatively, you could use this to traverse another world, separated from the world of Remnant entirely. What could a Creature of Grimm achieve in a world of reapers and hollowed souls?

Adorable Monster [+100]: Aww how cute you are! Who could possibly be afraid when looking at the Grimm equivalent of a plushy. You are just too adorable in the worst possible way. You don't inspire any fear at all, and yet in spite of that will still be treated as a threat to humanity.

Black Hearted [+100]: Grimm are ever so fond of negative emotions, attracted to despair and fear alike. So it was that in becoming like them, you have lost something dear, something precious. Any positive emotions, love, joy, happiness are things you simply cannot process. Even the most intense explosion of love could barely leave an impression on you during your time here, leaving you to stew in your negativity.

Extended Stay [+100]: Ordinarily, you would be spending at least ten years here before being given the choice to stay here or move on. Now, you must stay an additional ten years before being given the choice. This drawback can be taken multiple times, but you will only benefit from taking it up to five times.

Graphical Downgrade [100]: This is a world filled with all manner of color and fantastical abilities, ones that simply boggle the mind. Unfortunately, you don't get to experience any of it, instead having the world appear as a slightly janky 3D internet series. Movements look weird, there are times when things look grainy or low rez, and no one seems to be affected by this but you.

Pack Animal [+100]: The true danger of Grimm lies in their numbers. A single Grimm is usually slain unless they are anything like a Titanic Monster and you best learn to rely on your brethren. Your powers are considerably weakened when you are fighting alone, barely a tenth of what you could normally do. Only if you have hordes of fighting capable allies around you, will your full danger show itself.

Threat to Man [+100]: Grimm and those with Soul are fated adversaries, hostility ranging back from way beyond this age. Every being with a soul will see as you are; a Creature of Grimm. Trust and friendship, no matter what you do, is unachievable for you with those that wield souls. Even just gaining their tolerance, of being seen as the sole monster with a heart of gold, is nothing more than a delusional fantasy.

Violent Urges [+100]: As a Grimm, it is in your very existence to destroy and despoil life and all its creations, to have an endless craving for destruction. Like a constant nagging voice in your head, you will feel such an urge. Everything that has a soul or has been built by a being with a soul will awaken within you a desire to destroy it. It can be resisted, but wouldn't it be better to simply follow your nature?

Wild Voice [+100]: The gift of communication, from the CCTS to simple speech, is a wonderful thing that allows one to express their ideas and innermost desires to others with ease, though sadly it is something only reserved for humans and faunus. Though there is the rare Grimm that is capable of speech, like the Hound, you are not one of them. Only able to express yourself through grunts and roars,

Enemy of the Kingdom [+200]: The Kingdoms are the last bastions of life in Remnant but they aren't as complacent as it may seem. Especially Atlas with all its military strength. You have been categorized as a threat to an entire Kingdom, meaning as soon as someone knows about your current location they will send hordes of Huntsman and soldiers at you, perhaps even escalating to entire war fleets should you prove more capable than expected.

Forgotten Legends [+200]: The origin of the Creatures of Grimm and the Age of the First Humanity has long been forgotten to the passage of time. Whether you knew of this long buried history before entering or not is a moot point, for that and so much more has been removed. You will have no knowledge of the series known as RWBY beyond the basics, though that won't stop you from looking for answers.

Light of the Soul [+200]: Fascinating what powers, bordering on the arcane renewed, can come from humans and faunus alike. Alongside Dust one of the greatest tools against the Grimm and one you are right to fear. Aura and Semblance based abilities are vastly more effective against you, your soulless nature reacting to it as if it was a tailor made weakness. Should you use **[Supplement Mode]** to bring forth grimm in a world that lacks Auras and Semblances, you instead just gave that world a whole new power system.

Lone Beowulf [+200]: Unity is a dangerous thing, be it in the form of devouring hordes or capable teams of huntsmen and huntresses. Even Salem herself knows this and keeps humanity divided, though for you such advantages are no longer possible. Any fight or confrontation you find yourself in you have to prevail alone, with any allies you have never coming to your aid until the battle itself is over.

Primitive Mind [+200]: The Creatures of Grimm are seen as a horde of mindless monsters, intent on destroying all that humanity has created. As such, they are never seen utilizing the tools and weapons of their enemies, and neither shall you. You are incapable of utilizing all but the most simple of weapons and machinery. Anything else just seems to sputter out and fail after any amount of time under your control.

Strength Does Not Bring Victory [+200]: Many fools think that it is only physical power that means anything, that they need only rely on their strength of arms to overcome any obstacle. You will thoroughly have such a notion beaten out of you by the time you are done here, as your physical strength is exceedingly low in comparison to what it should be. A Beowulf would only be able to hit with the force of an ordinary child, to give an example.

Technological Triumph [+200]: Technology is one of the few things man has over Grimm, typically powered by Nature's Wrath incarnate. Their power is undeniable, with certain warriors using highly advanced weapons, or even utilizing robots and drones in combat. Unfortunately for you, you will find that the weapons developed by humanity are nearly twice as effective against you, ignoring whatever armor you may have on your person. A thrown rock may not mean much, but a grenade is another story.

Weak Point [+200]: Some part of your body doesn't seem as mighty and imposing as one might expect. Maybe years of battle have left a large scar somewhere on your person, or your stinger is surprisingly sensitive to attacks, or perhaps you have been blinded. In any case attacks directed at this point will do more damage than on any other portion of your body.

Black Hound [+300]: The Hound, one of the most terrifying creations of Salem, while also being the most pitiable. A piloted corpse of a man, trapped within Grimm tar and forced to obey his Queen's every order. You are in a similar state, being a normal person trapped within this Grimm vessel, every moment filled with agony, as if you were constantly drowning in a sea of needles. The worst part is that you are unable to release yourself from your imprisonment.

Grimm Child [+300]: Some of the worst kinds of Grimm are those that can take over one's body, puppeting it while the mind still processes everything the monster forces it to do. Unfortunately, your attempt at such a thing has gone very poorly, as you and some random person on Remnant are now fighting for custody over the same body. You both have access to the same powers and tools, and must either take full control, or exist in harmony with them by the time you are meant to leave, otherwise you will end up failing your Chain.

Lost in Darkness [+300]: The Creatures of Grimm have managed to dominate this world and drive those with souls to despair, nearly pushing them towards extinction. This was all accomplished with only what they are naturally spawned with, and sheer unending numbers. You will be much like them, having all outside powers and abilities stripped from you, leaving you with only your Body-Mod, your mundane skills, and whatever you purchased here.

Mindless Destruction [+300]: It is a well known fact that as a Grimm gets older, they become both more powerful and more intelligent. Even then, your mind would easily be the brightest among the creatures of destruction simply by nature of what you are. Such an advantage has been ripped away from you, your higher thought processes removed and forced to rely on your bestial instincts and base cunning. With this, you have truly become a beast.

Prized Agent [+300]: The Wicked Witch herself Salem is the only being left in the world who can truly force the Grimm bow, even taking on the title of the Black Queen. Why did you think you would be spared? From the moment you've entered Remnant, she has unlimited access to your mind, your thoughts and memories. If that weren't enough, she could at any point take control of you, reducing you to yet another piece on the board, though a very valuable one.

Silver Warrior [+300]: Those rare few that are born with silver eyes have the potential to become some of the greatest warriors to face the Creatures of Grimm, wiping out hordes of them with just a glance. One such warrior has dedicated their entire life to hunt down a single Grimm; you. Though they are weak and inexperienced right now, with time they will quickly grow in power, becoming an ever deadlier threat.

Traitorous Animal [+300]: You were not originally a Creature of Grimm, instead being one of those with the light of a soul within, no matter how dull? No, you are merely masquerading as one, something that your kindred can sense. No matter where you go, the creatures of darkness will treat you as if you were a human or faunus, eager to tear you to shreds and resistant to all methods you may have to control them.

Wolf in Sheep's Clothing [+300]: During your time here, you would bear the form of a Creature of Grimm, a being made of darkness and destruction. Now, though, you must instead don a more familiar form, that of a human. For the remainder of your time here, you have been reduced to just another regular person, cut off from your Grimm abilities. You will also be unable to gain an Aura as well, as you are still a creature of darkness at your core. At the very least, your kin won't see you as any different, and won't go out of their way to attack you.



ENDING:

Stay: You have found solace underneath that broken moon, a place to finally call home.

Go Home: This world of bloody evolution has made you weary, desiring the place you once called home.

Continue: When one story ends, a new volume awaits, the journey continuing ever onward.

Notes:

-Your form is completely up to you to design, whether that's being a member of a preexisting variant of Grimm or one of your own choosing. Either way, it will become an Alt-Form Post-Jump.

-**[Tarnished Silver]** will apply to other racial weaknesses you end up getting, making it so then Vampires would only get a bad sunburn from being under the Sun.

-There is nothing detailing magical creations like the Relics or Vaults in the **[Atlesian Archives]**, with the closest to proper magitek being how to utilize Dust.

-The **[Grimm Pool]** is around the same size as Lake Urmia, found in Iran.

-Companions are based on Chibi Grimm, Grimmjow, Jin Kazama, Makima, Pikachu, baby Kurama (Naruto), and Ultron.

-When in doubt, fanwank.

-Have the day that you deserve~