GRIMWILD
COMMUNITY EDITION

NAME

DISTINCTIVE FEATURES

BRAWN AGILITY WITS PRESENCE

BLOODIED — DESPERATE — RATTLED

MARK: +1t TO STAT, THEN CLEAR | **HARM:** +1t CONNECTED STATS

CRITICAL: GREATER EFFECT—SECONDARY EFFECT—SETUP—SPARK

CONDITIONS +1t RELATED

daunted *strained* *unsteady*
winded *battered* *confused*

VEX: FIGHT—FLIGHT—FREEZE—FREAKOUT

BACKGROUNDS & WISES

SPARK (+1d)

TAKE SPARK:

- *roll a disaster (grim cut by thorn)*
- *introduce a tangle*
- *resolve or move on from story arc*
- *quarrel with an ally*
- *ally changes bond with you*

THREAD

SPEND THREAD:

Establish character, setting, or scene details within your vantage.

Doubtful details may require a story roll.

BONDS

ARTIFICER

TRACKERS

CORE TALENT

● **INFUSION:** You harness the power of creativity. You know 6 **touchstones** from the arcana crucibles, and have created 3 **major arcana** using them. Anyone can use them with the most relevant stat (as arcana), though it always carries ***risk*** for those other than you. Given time, you can: *disassemble and rebuild them using any touchstones you know—pull off a* ***potent feat of mechanical ingenuity***. You can ***push yourself*** to do it on the spot.

Engineer: Take +1d at creating, repairing, or destroying mechanisms and arcana. You can also **deconstruct** arcana to learn their touchstones, destroying them in the process.

[Growth**:** At levels 2, 4, and 6, gain +1 major arcana and +2 learned touchstones.]

PATH TALENTS

○ **ANIMATE OBJECTS:** Given time, you can bestow a semblance of life into objects, giving them a **2d Animated** power pool. They can only act within their nature or with simple one-word commands. They can roll 1d of their power pool to ***assist*** you. You can reliably command up to three of these at a time, with others following their nature.

○ **ARTIFICIAL PARTS:** You have enhanced replacement body parts. Choose 3 benefits for them: *built-in weapon—detachable—independent—keen sense—storage—strong*. Each perk can be activated once per session to take +1d on a related roll. They also have a drawback: *noisy—horrifying—unreliable—power source*.

○ **GRENADES:** Each session, you have a **3d Grenades** resource pool. You have access to the following bombs: *entangle—force—fiery—gravity—obscuring—stun*. These grenades affect multiple targets or an area.

GRENADES ☐

○ **MAGNUM OPUS:** You're in the process of creating a **mythic arcana.** It has a 6d power pool as normal, but before each session, roll 3 random touchstones. Each time, you can choose 1 touchstone to lock in, never rolling for it again.

○ **MISCHIEF MAKER:** You can overload arcana to create a potent effect with it. Make a 2d story roll as the magic goes haywire. Add +1t to the story roll each time you've used this before, clearing them each session.

MISCHIEF ☐☐☐

○ **TRAP MAKING:** Given time, you can set potent traps, with an effect based on the style*: blade—collapse—entangle—fire—poison—alarm*. ***Push yourself*** to deploy a trap on the spot. On a perfect when triggered, ***take spark***.

○ **WANDSLINGER:** You have a specialized wand and can use it to fire the following bolts of magic using Wits: *acid burst—force blast—ice shard—inferno bolt—static charge—stun beam*. Once per session, you can cause a ***secondary effect*** (as a critical) related to the type.

☐ USE

TRAITS — 2 YOU ARE & 1 YOU'RE NOT

○ *Brave*	○ *Gentle*	○ *Protective*
○ *Caring*	○ *Honest*	○ *Quiet*
○ *Confident*	○ *Honorable*	○ *Rash*
○ *Curious*	○ *Persistent*	○ *Stubborn*

DESIRES — 2 YOU WANT & 1 YOU DON'T

○ *Belonging*	○ *Justice*	○ *Renown*
○ *Glory*	○ *Knowledge*	○ *Thrills*
○ *Harmony*	○ *Love*	○ *Wealth*
○ *Honor*	○ *Power*	○ *Wisdom*

STORY ARCS

CHARACTER

GROUP

EXPERIENCE

ADDITIONAL BONDS

BONDS

deep	*affection*
complex	*camaraderie*
growing	*curiosity*
lowkey	*doubts*
playful	*respect*
tense	*rivalry*

ADDITIONAL TRACKERS

PATH TALENTS

ARCANA

BACKPACK

TOUCHSTONES KNOWN