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

BARD

TRACKERS

CORE TALENT

● **INSPIRATION:** Each session, you have **3 inspiration** you can use to bolster the spirits of those around you, and influence your foes.

You can spend inspiration to: *increase an ally's die result by 1 (3→4)—calm or intensify a **vex** response—clear a **mark** from an ally.*

You can also spend inspiration and roll Presence to: *pull off a **potent feat of emotional influence**—**interrupt** an impact move—clear **rattled** from an ally.*

[Growth: At levels 2, 4, and 6, gain +1 inspiration per session.]

INSPIRATION

PATH TALENTS

○ **BARDIC LORE:** You gain any 3 wises and 1 extra ***thread*** per session. You take +1d on any story rolls pertaining to what you know or story details you add. **THREAD**

○ **DYNAMIC ENTRANCE:** You can always appear in a scene exactly where and when you want, limited only by your physical capabilities. Make a 3d story roll to describe your entrance and its effect.

○ **FOLK HERO:** You can spend **inspiration** and ***spark*** interchangeably. If your ***spark*** die comes up as a 6, you regain it. Tales of your heroism are told throughout the area; track their spread with campaign pools. [Bard Only]

○ **FORKED TONGUE:** When given time, you can tell ***potent lies***. You can ***push yourself*** to do it on the spot.

○ **FRIENDLY FACE:** In any new town or district of a city you go to, you can always: *know someone useful—quickly make a friend—be recognized by a fan.* They'll gladly do you a reasonable favor. ***Take spark*** if you promise to pay them back.

○ **JACK OF ALL TRADES:** You take +1d on montage rolls and have a **3d power pool** to represent the smattering of knowledge from your travels. **JACK**

○ **WORDPLAY:** On a perfect defense roll when the situation allows for verbal quips, you make them: *embarrass themself—let a secret slip—focus on or lose track of you.* Once per session, you can goad the GM into spending ***suspense*** on conversation. **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

BACKPACK

NOTES