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

BERSERKER

TRACKERS

CORE TALENT

FRENZY: Once per session, or when you get ***bloodied*** or take ***vex***, you can enter a frenzy for the scene. During the frenzy, you can only take aggressive actions. You:

- Take +1d for each ***mark*** you have and ignore all thorns from ***harm*** and ***marks***.
- **Collateral damage:** *send something flying—smash mooks—throw insults—wreck something.*
- Always get a final action when dropped. On a critical, ignore getting dropped.

You can only exit a frenzy when: *no challenger stands before you—get dropped—**push yourself***.

[Growth**:** At levels 3 and 6, gain +1 free activation of frenzy per session.]

FRENZY

PATH TALENTS

FEARSOME: Your presence instills fear in others. The GM judges an NPC's response, or you can spend ***thread*** to set it: *hostile—nervous—respectful—scared*. You can ***push yourself*** to pull off a ***potent feat of intimidation***.

FLESH WOUNDS: When you would get ***bloodied***, you can instead take a **Flesh Wound**, a ***condition*** that inflicts +1t on all rolls, and is cleared when the scene ends. On a disaster, you take the harm as normal.

WOUNDS

INTO THE FRAY: When you're the first into an intense situation, **5s count as 6s, but 4s count as 1s** on your first roll. You also ***setup*** the first person following you regardless of your outcome.

JOYFUL WARRIOR: On a critical or when ***bloodied*** in battle, you take ***spark*** and can: *clear one mark from each ally—bring a dropped (not dead) ally back into the scene.*

MIGHTY: When given time, you can pull off ***potent feats of raw strength***. You can ***push yourself*** to do it on the spot.

OVERKILL: On a critical when bringing violence, threats, or destruction to bear, you can: *cause an extra secondary effect—roll the related task pool twice.*

WARCRY: Each session, you have **2 inspiration**, as the talent. You can spend one to: *increase an ally's die result by 1 (3 → 4)—calm or intensify a vex response—clear a mark from an ally.* [Prohibited: Bard]

USES

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