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

CLERIC

DEITY

CORE TALENT

● **CHANNEL DIVINITY:** You can call upon your deity to channel their magic. You roll a **rite pool** to cast spells, and that pool and your **god's title** serve as touchstones. Your major rite is a **6d power pool**, and your minor rites are **4d power pools**. They replenish each session. You can drop 1d and roll to cast a potent spell. Spells without ***risk*** are automatically successful, unless potent. [Growth: At levels 3 and 6, gain +1d each rite power pool.]

MAJOR **MINOR** **MINOR**

PATH TALENTS

○ **BLESSED:** Once per session, you can re-roll a roll you just made as your god attempts to intervene. The re-roll is made without any thorns on it. On a perfect, ***take spark***. **USE**

○ **DEVOUT:** Intelligent creatures recognize you as a person of deep honesty and only your most hated enemies would treat you with a lack of respect or doubt your word. You are never seriously injured or killed by an enemy, unless they have no choice. Any creature with speech will always hear you out. This aura is upheld by your unwavering commitment—you must ***push yourself*** to act in bad faith.

○ **HEALER:** You take +1d when you heal someone, with magic or treatment. On a critical, both of you ***take spark***. One time only, you can bring back the recently dead. Common sense takes precedent.

○ **IRON WILL:** Each session, you have a **2d Iron Will** resource pool. When you get ***rattled*** or take ***vex***, roll the pool to ignore it. If the situation allows for it, you can also lash out at the cause or a bystander and: *instill dread in their heart—sow doubt in their mind.* **IRON WILL**

○ **RINGS FALSE:** You always know when someone is lying, though not necessarily the truth. You take +1d on a follow-up if you reveal you know they're lying.

○ **SERMONS:** When given time, you can pull off a ***potent feat of persuasion*** in the name of your beliefs, like *commanding a crowd to bring the duke for judgment* or *showing the goblins the glory of your god*. You can also ***push yourself*** to do it on the spot. One time only, you can make this a ritual-level effect.

○ **SHEPHERD:** When you assist an ally on a defense roll that would leave them ***rattled*** or with ***vex***, you can invoke your bond to take +1d on the roll. On a perfect, you both ***take spark***.

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