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

DRUID

TRACKERS

CORE TALENT

● **WILD SHAPE:** Shift into any familiar beast form by using a **2d Wild Shape** resource pool, replenishing each scene. You take on the form's physical qualities and feral instincts, moving stat points to represent this (min 1, max 3). You lose access to your own physical talents. Drop 1d before rolling for each **wild talent**, such as: *aquatic—smaller than a cat—bigger than a bear—flight—a thematic path talent.*

[Growth**:** At levels 3 and 6, gain +1d to your Wild Shape pool per scene.]

WILD SHAPE ☐

PATH TALENTS

○ **AUGURY:** You can read the world around you and interpret its signs. Before each session, roll 2d and record the results. These are your **Omens**. During the session, you can replace any rolled d6 (by anyone) with an **omen** result, then erase it.

OMENS ☐☐

○ **AWAKEN:** Once per scene, you may awaken a living natural feature—plants, animals, fungi, or the like—within or nearby the scene. It gains awareness and purpose, forming a **3d power pool** you can direct, guided by its nature. One time only, you can make this a ritual-level effect.

○ **KINDRED SPIRITS:** You can speak with all manner of wild things. When you meet, they know of you. Make a story roll for their attitude, or spend ***thread*** to establish a ***bond***. When you call, those nearby will answer. You always sense the presence of hidden dangers in places teeming with wildlife.

○ **PRIMAL GROWTH:** You can move through any natural terrain quickly and without issue. Once per session you can grow, wither, or shape: *crops—dense foliage—entangling vines—fungi—poisonous spores*. You can ***push yourself*** to do it again. You don't need anchors on plant or harvest rituals.

☐ **USE**

○ **PRIMORDIAL BONDS:** You have spellcasting ability, using raw elemental power (**Fire**, **Earth**, **Air**, or **Water**) as the touchstone, and casting spells with Presence. On a critical using an element, charge it. Spend it to cast a potent spell with that element.

A. ☐ ☐ **E.**
F. ☐ ☐ **W.**

○ **TRUE SHAPE:** Choose 1 beast form. If it has no **wild talents**, you can shift into it without using a wild shape pool. If it has **wild talents**, you drop 1d less than normal when you shift into it.

○ **WINDCALLER:** Your voice carries on the winds over great distances. Once per session, you can summon or dismiss, but not control: *dense fog—extreme temperatures—heavy rain—snowfall—storms—strong winds*. You can ***push yourself*** to do it again. You can perform weather rituals without anchors.

☐ **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

WILD SHAPE FORMS

	BRN	AGL	WIT	PRS
	☐	☐	☐	☐
	☐	☐	☐	☐
	☐	☐	☐	☐
	☐	☐	☐	☐

BACKPACK

NOTES