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

FIGHTER

TRACKERS

CORE TALENT

● **WEAPON MASTERY:** Choose a **fighting style** you have mastered: *brawling—dual-wielding—one-handed—ranged—two-handed*. When you fight, defend, or ***assist*** in your style, take +1d. Each scene, you have **2 mastery** to spend when using this style to add a critical effect. [Growth: At levels 3 and 6, gain +1 Mastery per scene.]

MASTERY

Example Maneuvers: *blind—disarm—knockdown—pin down—pull—push—sunder—unnerve.*

PATH TALENTS

○ **ARCANE TRAINING:** You have spellcasting as the Spellcraft talent. You can cast 3 spells and 1 potent spell per session. You know **3 spell theorems**, created with the Spell Crucible, and can learn new spells from scrolls. [Prohibited: Wizard]

USE
POTENT

○ **BULWARK:** Each session, you have a **2d Bulwark** resource pool from armor or other defenses. When you take physical harm, you can roll the pool to ignore the damage.

BULWARK

○ **CONTROL:** Once per session, you can declare a zone that enemies cannot cross without dealing with you. If they attempt to move past you, you can ***interrupt*** them. On a perfect, ***take spark.*** You can ***push yourself*** to do it again.

USE

○ **GOT YOUR BACK:** Once per session, you can assist an ally after they roll a grim. The ally can also roll 1d. On a perfect, you both ***take spark.*** You can ***push yourself*** to do it again.

USE

○ **MEASURED TONES:** When you speak in measured tones, people always stop and listen—you can declare ***low stakes*** if desired. Unless completely surprised, you can ***push yourself*** to ***interrupt*** an impact move initiating aggression. If you change their mind, ***take spark***.

○ **SWIFT RECOVERY:** On a perfect roll with an unmarked stat, clear a ***mark*** on another stat.

○ **TACTICIAN:** Once per session during an intense action sequence, you tag 3 scene elements right away, and 1 later in the sequence. When an ally interacts with a tagged element, you ***assist*** without risk on the roll. If no roll is needed, they ***take spark.*** You can ***push yourself*** to do it again.

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