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

MONK

TRACKERS

FLOW

INTERRUPT

CORE TALENT

● **DISCIPLINE:** Never face a disadvantage due to a weapon matchup. Once per session, you can ***interrupt*** with a: *philosophical point—quick reaction—stunning strike*. Each scene, you have **4 flow**. Spend it to:

- Ignore thorns from: *being outnumbered—a single imposing opponent.*
- Attempt a **fluid maneuver**. Before rolling, declare you want to also: *disarm them—redirect momentum—reposition you, them, or both.* On a perfect or messy, it happens.
- Pull off a ***potent feat of mystical grace***, like *running across water* or *falling harmlessly from a great height.* For 1 more **flow**, extend this to those you're touching.

[Growth: At levels 3 and 6, gain +1 flow per scene and +1 interrupt per session.]

PATH TALENTS

○ **HEALING HANDS**: You can heal a ***bloodied*** ally. It clears, but you must make a Presence defense roll against being ***bloodied***—you take their pain onto yourself and must fend it off.

○ **LIGHTNING REFLEXES:** You can always act first, unless completely surprised. You also ignore thorns on Agility defense rolls, except for those from ***marks***, ***harm***, and ***conditions***.

○ **MIND OVER MATTER:** When you take a physical ***mark***, you can instead choose to take a mental ***mark***. When you clear a ***mark*** by rolling it, ***take spark***.

○ **REDIRECT:** On a perfect defense against a physical attack, you can **push yourself** to turn it back on your foe.

○ **RESONANCE:** When you would drop a foe, you can instead keep their lifeforce. They know you hold their fate. In the near future, you can decide to let go, and: *drop them instantly—**take spark** and release them*. One time only on a perfect, you can immediately drop a foe you strike.

○ **TETHER:** Once per session, touch someone to link spirits. You can sense their feelings, speak in their mind, and know where they are. You can ***push yourself*** to: *assist them without risk—take mental damage for them—teleport to them*. If they get dropped, so do you.

○ **THERE IS NO TRY:** When putting your life or something you hold equally dear on the line, **5s count as 6s, and 4s count as 1s**. This generally occurs with ***high risk*** or after being ***bloodied***.

TRAITS	2 YOU ARE & 1 YOU'RE NOT		DESIRES	2 YOU WANT & 1 YOU DON'T	
○ *Brave*	○ *Gentle*	○ *Protective*	○ *Belonging*	○ *Justice*	○ *Renown*
○ *Caring*	○ *Honest*	○ *Quiet*	○ *Glory*	○ *Knowledge*	○ *Thrills*
○ *Confident*	○ *Honorable*	○ *Rash*	○ *Harmony*	○ *Love*	○ *Wealth*
○ *Curious*	○ *Persistent*	○ *Stubborn*	○ *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