GRIMWILD
COMMUNITY EDITION

NAME

DISTINCTIVE FEATURES

BRAWN **AGILITY** **WITS** **PRESENCE**

BLOODIED **RATTLED**

DESPERATE

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 a character, setting, or scene details within your vantage.

Doubtful details may require a story roll.

BONDS

PALADIN

TRACKERS

CORE TALENT

SMITE

● **OATHSWORN:** You draw power from your **three tenets**. When you add a thorn from ***bloodied***, ***rattled***, or ***desperate***, you also take +1d. Each session, you have **3 smite**. When acting with total conviction, spend it 1-for-1 to drop dice from a task pool after rolling it.

Affirmation: Before each session, state your tenets and discuss how they came up last session. Give ***spark*** to one player who joined a scene involving your tenets. Take 1 less **smite** for each tenet in violation.

[Growth: At levels 2, 4, and 6, gain +1 smite per session.]

PATH TALENTS

○ **AEGIS:** You take +1d when making a defense roll to protect yourself from physical harm. On a perfect, you can also: *keep their attention on you—rekindle hope in an ally—inspire action in a bystander.*

○ **AUTHORITY:** Your presence fills the air with authority. The GM judges an NPC's response, or you can spend ***thread*** to set it: *admiration—obedience—respect—defiance*. You can ***push yourself*** to pull off a ***potent feat of righteous command***.

○ **CHALLENGE:** Once per session you can challenge a foe, taking +1d on all rolls against them, but give them 1 ***suspense***. If they do anything besides confront you, you can ***interrupt*** it. The challenge ends if an ally engages your foe, or your ***interrupt*** result is less than a perfect. You can ***push yourself*** to do it again.

USE

○ **DAUNTLESS:** ***Take spark*** when your roll is ***cut***. Take +1d on story rolls if dropped. On a perfect, ignore it.

○ **DIVINE BLESSING:** You have spellcasting as the *Channel Divinity* talent. Detail your god and choose **1 rite**, a **4d power pool** (per session). You can drop 1d and roll the pool to cast a potent spell. [Prohibited: Cleric]

RITES

○ **GUARDIAN:** Take +1d when you assist on a defense roll. You can also make a defense roll for an ally when they would be affected by an impact move, or **push yourself** to defend multiple nearby allies from a single attack.

○ **REBUKE:** When the GM spends ***suspense*** to prompt an impact move, you take +1d on any follow-up action against the source. On a critical, ***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

PATH TALENTS

BACKPACK

BONDS

deep	*affection*
complex	*camaraderie*
growing	*curiosity*
lowkey	*doubts*
playful	*respect*
tense	*rivalry*

ADDITIONAL TRACKERS

NOTES

TENETS: *mark if in violation. Slash for light, fill for heavy.*

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