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.

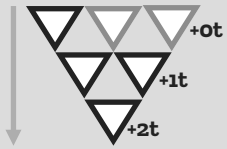
BONDS

PSION

TRACKERS

CORE TALENT

● **AWAKENED MIND:** You have spellcasting ability. Choose two bastions which act as the touchstone for your psionic magic. You can cast spells using Wits, and can make them potent by adding instability, eventually adding increasing ***thorns*** to your future spellcasting rolls. You can't cast potent spells once adding +2t from instability. ***Thorns*** from instability can't be ignored and reset at the beginning of each session. You gain more slots that don't add instability with growth.



Bastions: *biodynamics—clairsentience—metacreation—psychokinesis—telepathy—transposition.*

[Growth**:** At levels 3 and 6, gain +1 instability slot at 0d, and +1 bastion.]

PATH TALENTS

○ **ECHO:** Once per session, you can create a duplicate as a **3d power pool**. It is a second version of you, acting as you with shared knowledge, ability, and resources. You can drop 1d of its pool to have it: *assist you—trade places with you.* ☐ **USE**

○ **FORESIGHT:** You can catch small glimpses of the future. Once per session, you can describe a brief course of action while in a calm situation, and the GM will tell you the result. If there's ***risk***, make a montage roll to see how it would play out. Afterward, you can decide whether to take the action. ☐ **USE**

○ **MIND BLAST:** On a critical on a bastion roll, you don't add instability, instead clearing one. This causes mental collateral damage around you: *confusion—hallucinations—headaches—panic.* One time only, you can make this a ritual-level effect, affecting all within miles. [Psion Only]

○ **PSYCHIC WARRIOR:** You're able to turn your psychic volatility against others. You can create weapons made from pure willpower, using them with Wits. You take +1d to follow up with them when you: *take vex or rattled—increase your instability level.*

○ **READER:** You gain 1 ***thread*** per session and can spend ***thread*** when you first meet someone to know their **foremost surface thought**—they are like an open book to you. If you follow-up on it, it counts as a ***setup***. ○ **THREAD**

○ **TUMULTUOUS MIND:** Your fractured mind bleeds into the consciousness of others. The GM judges an NPC's response, or you can spend ***thread*** to set it: *agitated—confused—paranoid—forgetful.* Once per session, when you would take ***vex***, a nearby creature must take it instead. ☐ **VEX**

○ **SHIFT FORM:** Each session, you have a **2d Shifter** resource pool. You can roll the pool to alter your features and appearance, though you keep the same basic shape. **SHIFT** ☐

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

BASTIONS

- [ ] **BIODYNAMICS • Altering and enhancing your own body.**
- [ ] **CLAIRSENTIENCE • Gaining knowledge from the collective unconscious.**
- [ ] **METACREATION • Creating objects from ectoplasm, pure mental energy.**
- [ ] **PSYCHOKINESIS • Manipulating energy and force.**
- [ ] **TELEPATHY • Mind-to-mind communication, manipulation, and control.**
- [ ] **TRANSPOSITION • Movement and manipulation of space.**