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

RANGER

TRACKERS

CORE TALENT

● **QUARRY:** Once per session, you can choose a foe as your **Quarry**—the focus of your hunt. You have a **Quarry die**, a special d6. When you or an ally attempts to research, locate, or attack your quarry, add your quarry die to the roll. If a quarry die rolls a '6', you can add a ***critical effect***.

Survivalist: You take +1d when scouting, wrangling animals, placing traps, and on defense rolls against environmental hazards.

[Growth: At levels 3 and 6, choose +1 Quarry per session.]

QUARRY ☐ ☐ ☐

PATH TALENTS

○ **ANIMAL COMPANION:** You're accompanied by a fiercely loyal animal. Each PC adds a reciprocal bond with it. Choose **3 tricks** and **2 flaws**. You roll 3d for its tricks and 1d otherwise. It has only two damage boxes, marked (for any ***mark***) and hurt (for any ***harm***). It can always exit a scene when hurt. If lost, you can bond with a new animal.
Tricks: *distract—fight—guard—perform—rescue—retrieve—scout—search—track—warn.*
Flaws: *aggressive—clumsy—grumpy—insatiable—jumpy—noisy—overprotective—scary—unruly.*

☐ **MARK** ☐ **HURT**

○ **KEEN SENSES:** Your senses are twice as sharp as normal. You can pull off ***potent feats of tracking*** and and you always notice the presence of living creatures near you, though details are unclear.

○ **RELENTLESS:** You can pull off ***potent feats of traversal*** and can always move at full speed, unhindered by what's in your way.

○ **SCOUT AHEAD:** You gain 1 ***thread*** per session and can spend ***thread*** to flashback to scouting ahead and: *find an escape route—sabotage something—set a trap—survey the area (ask 2 questions)—take out a danger.* Make a 3d montage roll. The GM always takes ***suspense*** in place of an impact move.

○ **THREAD**

○ **SEASONED HUNTER:** You can ***push yourself*** to tell your allies to *Look Out!* and **goad** the GM into spending suspense on a move you declare to attack your party. Anyone involved takes +1d on a defense roll and follow-up action rolls.

○ **SHARPSHOOTER:** When given time, you can pull off ***potent feats of ranged precision***. You can ***push yourself*** to do it on the spot.

○ **TROPHIES:** When you play a key part in slaying a powerful monster, you can take a trophy from it. This acts as a **major expendable arcana**. Use the monster's name, ability, and a function as the touchstones. You also gain 1 major expendable arcana—detail it.

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