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

ROGUE

TRACKERS

CORE TALENT

● **EXPERTISE:** Choose three skills below as your **skill set**. Take +1d when using a chosen skill. Each session, you have **2 Competence** to represent your focus under pressure. You can spend 1 to pull off a ***potent feat within your skill set***.

Above board: *blend in—charm—investigate—negotiate—network—parkour.*

Below table: *ambush—deception—dismantle—provoke—sleight of hand—stealth.*

[Growth: At levels 3 and 6, gain +1 Competence per session and +1 skill.]

COMP.

PATH TALENTS

○ **DISTRACTION:** On a perfect, you can ***setup*** an ally and pass them the ***spotlight***, even if the GM wants to spend suspense.

○ **ELDRITCH AFFINITY:** You have spellcasting, as the Sorcery talent. You roll Presence to cast and choose 3 from **sources** and **techniques**. You can't cast potent spells, nor do you risk a **magical twist**. [Prohibited: Sorcerer]

SOURCES & TECHNIQUES

○ **LURKER:** On a perfect sneaking past or secretly observing sentient creatures, they: *let a secret slip—give you a golden opportunity*. If caught sneaking, you can ***push yourself*** to stay completely still and avoid detection, but must leave the area immediately after.

○ **MASTERMIND:** You gain 1 ***thread*** per session and can spend ***thread*** to flashback to employing subterfuge or clever preparation to: *make a contact—plant a decoy—prepare reinforcements—set up an* ***interrupt****—swipe or stash a useful item*. Make a 3d montage roll. The GM must take ***suspense*** in place of an impact move.

○ **THREAD**

○ **OPPORTUNIST:** When someone nearby rolls defense, you take +1d on an immediate follow-up. On a critical by a nearby ally, you can ***push yourself*** to add a ***critical bonus***.

○ **POISONER:** Each session, you have a **4d Poisons** resource pool. You have access to the following poisons: *hallucinations—knockout—memory loss—nausea—paralytic—truth serum*. They each take a bit of time to work and are most effective if ingested.

POISONS

○ **WEASEL:** Once per session, if caught in a lie or red-handed, you can weasel your way out—for now. Make a story roll to see if they realize their mistake later. 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