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

SORCERER

TRACKERS

CORE TALENT

● **SORCERY:** You have spellcasting ability. You roll Presence to cast and combine at least 1 **source** and 1 **technique** as touchstones. Your spells always carry ***risk*** and require a roll. You can ***push yourself*** to cast a potent spell. When casting, rolling two or more 1s (thorns included) triggers a **magical twist**. Choose any 4 from Sources and Techniques (at least 1 of each) and how your twists manifest below, or talk to the GM to make your own.

Magical twists: *wild surge (2d story roll for effect)—take vex—curse (+1 suspense).*

Sources: *blood—decay—flame—frost—lux—shadow—stone—tempest.*

Techniques: *attack—create—defend—enhance—hinder—influence—transform—traverse.*

[Growth: At levels 2, 4, and 6, gain +1 new source or technique.]

PATH TALENTS

○ **ELDRITCH GROWTH:** Intense magic has twisted your body. You gain a permanent physical feature like *metal-rending claws, fiery breath, or venomous fangs*.

○ **MAELSTROM:** You open yourself fully to the maelstrom of raw magic. When you cast a potent spell, **5s count as 6s, but 4s count as 1s**. When rolling two or more 1s (including these 4s), you trigger a **magical twist**, as Sorcery.

○ **MAGIC SENSE:** You always notice magical effects near you, and take +1d when you disrupt them. Given time, you can *discern their details* (ask 2 questions).

○ **METAMAGIC:** Twice per session, you can alter your magic as it flows through you, modifying the effect or casting by giving it an extra touchstone: *controlled—distant—intense—lasting—subtle—quick*. **USES** ○○

○ **SPELLEATER:** Each session, you have a **2d Spelleater** resource pool. When you suffer from magic, you can roll the pool to ignore the effect. When the pool drops to 0d, your next action is potent. **POOL** □

○ **WISPS:** Two small magical motes float around you. Give them 2 traits such as: *annoying—melancholic—mesmerizing—petty—troublesome—whimsical*. You can **sacrifice** one to have it act independently, making a ***story roll*** if needed. They return each session. **WISPS** ○○

○ **WRATH:** When a nearby ally takes ***harm*** or is dropped, you take +1d and potency on your next action, if you immediately lash out.

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

WILD SURGE CRUCIBLE

skin	*temperature*	*icy*	*smoke*	*rain*	*lightning*
gust	***sparks***	*rattle*	*tremor*	*color*	*scent*
ground	*fire*	***water***	*light*	*debris*	*flicker*
creatures	*growth*	*boom*	***effect***	*steps*	*levitation*
cloud	*invisibility*	*gloom*	*distortion*	***metal***	*eye*
shadow	*clock*	*twist*	*laughter*	*breath*	***hum***
birds	*whispers*	*glowing*	*illusion*	*rapid*	*whirlwind*
smell	***static***	*hunger*	*image*	*emotion*	*glimmer*
lifted	*change*	***phrase***	*shock*	*sound*	*echo*
shattering	*scatter*	*feeling*	***pop***	*brief*	*shimmer*
shift	*size*	*surface*	*agitation*	***apparition***	*sparkle*
notes	*vision*	*voice*	*mark*	*glow*	***dazzle***

NOTES