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

SUMMONER

TRACKERS

CORE TALENT

VASSAL

MARK

HARM

● **VASSAL:** You have a connection with a creature from another plane, and are able to call upon and direct it with a **4d power pool**. The pool returns to its max once at 0d, or when you ***push yourself***. It has **1 aspect**, a strange trait defining it such as: *big enough to ride—flight—swarm—a thematic path talent.*

It can take **1 mark** and **1 harm**, with any more breaking the anchors holding it here. Make a 2d story roll to see the fallout before it disappears. You can resummon it every scene. [Growth**:** At levels 3 and 6, it gains +1 aspect.]

PATH TALENTS

○ **BINDING WORD:** Add *contracts* as a wise. If you're present for an agreement, you can make it binding. Both parties know if it's broken, with the defaulting party afflicted by a potent spell, using the contract details as touchstones. One time only, you can make this a ritual-level effect.

○ **FIERCE PROTECTOR:** Once per session, a creature you control can ***interrupt*** an impact move against you. On a grim, they take the impact move instead. Either way, you take +1d on your follow-up against the attacker. **USE**

○ **LEY MAGIC:** Once per session, you can temporarily alter the leylines in the area to: *draw or repel certain creatures—enhance or dampen magic*. When you alter a place like this, you know when others enter the area. You can ***push yourself*** to do it again. **USE**

○ **MONSTER MENAGERIE:** You have a bond with 3 different creatures, all with their own aspects. When you summon a vassal, you can choose which answers the call. [Summoner Only]

○ **POCKET PLANE:** Given time, you can open a hole to a small pocket dimension about the size of a room. You can ***push yourself*** to open it on the spot. If dropped, make a story roll to see what happens inside as the plane collapses. You don't need anchors for planar travel rituals.

○ **PORTAL NETWORK:** Given time, you can: *establish a waypoint in your network—open a portal from one waypoint to another*. You can ***push yourself*** to make a temporary link in the moment, but doing so carries ***risk***. Those around you can use the portal as well. Define how you travel, such as by: *shadows—trees—doorways—dreams.*

○ **SHARED SOUL:** You can merge with your vassal, sharing path talents, aspects, and incoming harm. You can choose to use the power pool or your own stats, and when your anchors break, take +1d on the story roll.

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

VASSAL

NAME

DISTINCTIVE FEATURES

TALENTS