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

# SWASHBUCKLER

**TRACKERS**

**PANACHE**

**INTERRUPT**

## CORE TALENT

● **PANACHE:** You wield the spotlight as well as any blade, allowing great feats of charm and skill. Each scene, you have **2 panache** to fuel your derring-do. Before making a roll, you can spend **panache**, removing that many thorns. If you remove all thorns, they become **panache dice** instead, *increasing* the final result level on a 7 or 8. When one of your rolls is ***cut*** by a thorn, you gain 1 panache (ignoring your max).

**Quick Wit:** Once per session, you can ***interrupt*** an impact move with a: *humorous quip—quick flourish—timely distraction.*

[Growth: At levels 2, 4, and 6, gain +1 panache per scene.]

## PATH TALENTS

○ **AUDACITY:** When you act with pure reckless abandon, **5s count as 6s, but 4s count as 1s** on a follow-up. Regardless of the outcome, those around you are briefly struck by: *awe—bewilderment—panic—excitement.*

○ **FANCY FOOTWORK:** On a perfect when you fight to ***setup*** an advantage or otherwise improve your positioning, you can roll a related task pool by: *seizing an opening—unnerving your foe.*

○ **IMPROVISE:** Once per session, you can describe your creative use of your surroundings to take +1d. These improvised weapons and tools often stretch the bounds of reality with their use. You can ***push yourself*** to do it again. **USE**

○ **LUCKY:** Each session you have a **1d Luck** pool. You can roll it as a bonus die after any roll you make and story rolls related to you. On a grim, ***take spark***. **USE**

○ **NATURAL MOXIE:** Choose two skills from the Expertise talent (pg. 74). Take +1d when using these skills. [Prohibited: Rogue]

○ **PROVOKE:** Once per session, through insult, boast, or challenge, you can goad the GM into spending suspense on an impact move targeting only you. You take +1d on the defense roll, and on a perfect, they: *are compelled to keep lashing out—leave an opening—are utterly embarrassed.* **USE**

○ **THE LEGEND OF...:** Many recognize you as a hero, others as a cad and ne'er-do-well. Track tales of your exploits with campaign pools. When you play into it by: *leaving a calling card—saying your catchphrase in a dramatic moment—indulging a fan,* ***take spark.***

## 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