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

WARLOCK

PATRON

CORE TALENT

PACT: You have magic bestowed by a patron, allowing you to make a story roll (usually 3d) to wield their magic as a weapon, or ask to channel a potent magical effect using their nature as the touchstone. They gift you an **Eldritch Talent**—a changeable path talent manifesting with your patron's trappings. Given time to commune, you can change an Eldritch Talent.

You also have an **8d Patience** pool, representing service to your fickle patron's desires. Roll the pool when you ask for a potent magical effect, change an **Eldritch Talent**, or otherwise displease them. At 0d, your patron will give you a visit to *clear up the issue*, then the pool resets.

[Growth: At levels 3 and 6, gain +1 Eldritch Talent.]

PATIENCE

PATH TALENTS

USE

AFFLICTION: Once a session, you can place your hands on another to heal your ***harm*** by transferring the injury. Allies can roll defense to resist this effect. Talk with your GM about transferring other maladies, such as ***conditions***.

BLOOD RITUALS: Take +1d on a ritual's invocation and replace any one of its anchors with yourself. When you complete a ritual in this way, ***take spark***.

KNOWING GAZE: When given time, you can stare into someone's eyes and learn: *the price of their loyalty—their biggest fear—their greatest desire—their next move—what they're hiding—whom they serve.* This gaze only works on someone once. You can ***push yourself*** to do this on the spot.

MAGUS: You weave blade and magic together. Once per session, you can enchant your weapon, giving it a trait such as: *flaming—pulverizing—seeking.* While using it, you can end the enchantment to produce a potent effect with it. You can add your weapon as a touchstone on spells.

OTHERWORLDLY FORM: You can turn into a floating, dispersed form, flavored after your patron's trappings. Choose three things you can do in this form: *appear barely visible—fly high in the sky—interact with objects—move swiftly—slip through small gaps—speak.*

VISIONS: You can open your mind to seek forbidden knowledge. Ask the GM a specific question. The answer may be cryptic or twisted, but it will never be a lie. Make a defense roll against ***rattled*** after the answer.

WAYFARER: You can ***push yourself*** to teleport. The further or less familiar, the less precise. Max range is two days' ride away. Make a story roll if you can't see the destination or take allies you touch with you.

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