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

WITCH

TRACKERS

CORE TALENT

● **WORDS OF POWER:** You understand the ancient magic inherent in the world. You have spellcasting ability, rolling Presence to cast using any 2 **words of power** as the touchstones. When you use a word, **burn it**—you can't use it again until the next session. Given time, you can make this spell potent. You begin with 6 words of power from the crucible. Spells without ***risk*** are automatically successful and don't burn words, unless potent.

Ritualist: Take +1d when completing ritual ***invocations***, and you can use relevant words of power as anchors.

[Growth: At levels 2, 4, and 6, gain +2 words of power.]

PATH TALENTS

○ **BAILIWICK:** You are known to other witches by a title and the power inherent in your magical domain—your Bailiwick. Choose 1 **word of power**. You can burn any other word to use it, and on a critical, you regain the use of all words.

○ **EVIL EYE:** You can roll Presence to hex someone with: *dread—clumsiness—confusion—forgetfulness—misfortune—sleepiness*. Decide when it takes effect: *now—soon—much later—specific trigger*. This magic only works on someone once.

○ **FAMILIAR:** You manifest a small magical creature. You can communicate telepathically, use its senses, and send it on simple tasks, making a story roll to see how it goes. You can also ***push yourself*** to cast a spell through it. If your familiar takes damage, it vanishes and reappears at the start of the next scene.

○ **HERBALISM:** Before each session, use the herbalism crucible (pg. 85) to make two herb names. Each session, you have **1 trivial** and **1 minor potion**, chosen when they're used. The name is the touchstone. One time only, you can have **1 major potion**.

☐ TRIVIAL
☐ MINOR

○ **HOMELY HOVEL:** Given time, you can bless a homestead to overflow with power. You get ***outside help*** on all rolls while on its grounds. Choose two **wondrous traits** to give it such as: *traveling—ritual anchor—healing—caretaker*. You can only have one homestead like this at a time.

○ **SOOTHSAYER:** Once per session, you can tag a spirit in the local area. They offer a **3d Spirit** pool rolled as bonus dice when you or an ally invokes their domain. They may ask for aid in return. Spirit domains include things such as: *rivers—the night sky—art—furry critters*.

SPIRITS ☐

○ **WONDER MAGNET:** You can cause **wild surges** on *any* action, as the magical twist in Sorcery. When it triggers, make a 3d story roll for the results. On a perfect, ***take spark***. When strange things happen, they happen to 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

WORDS OF POWER

spirit	*grace*	*wither*	*path*	*star*	*color*
wall	***sleep***	*fire*	*gate*	*storm*	*wind*
absorb	*pain*	***adapt***	*break*	*dream*	*sun*
ward	*luck*	*shape*	***reduce***	*compel*	*silence*
might	*vigor*	*vex*	*open*	***obscure***	*cloud*
blood	*grave*	*time*	*move*	*ask*	***ice***
read	*puzzle*	*call*	*lost*	*plant*	*life*
reveal	***guide***	*shackle*	*bind*	*sea*	*hunt*
secret	*stone*	***trick***	*voice*	*growth*	*travel*
message	*fable*	*speak*	***kindred***	*weather*	*beast*
memory	*know*	*aid*	*sanctum*	***food***	*instinct*
light	*truth*	*rebuke*	*blend*	*bird*	***poison***

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BACKPACK

NOTES