GRIMWILD
COMMUNITY EDITION

NAME

DISTINCTIVE FEATURES

BRAWN AGILITY WITS PRESENCE

BLOODIED RATTLED

DESPERATE

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

WIZARD

TRACKERS

SPELLS

POTENT

CORE TALENT

● **SPELLCRAFT:** You have spellcasting ability. You roll Wits to cast and the **spell theorem** you are casting serves as its touchstone. Each session, you can cast 4 spells and 2 potent spells. You choose which **spell theorem** to use when you cast, interpreting it as you see fit. Spells cast with no ***risk*** require no roll and don't count against your limited number per session, unless potent.

You begin with 5 spell theorems and can freely learn new ones from studying and experimenting with scrolls, **consuming** them. [Growth: At level 2, 4 and 6, gain +1 spell and potent spell per session, +1 spell theorem.]

PATH TALENTS

POTIONS

○ **ALCHEMIST:** Each session, you have a **4d Potions** resource pool. You can have a **trivial potion** and roll the pool, or drop 1 and roll for a **minor potion**. You know recipes for your **spell theorems**, plus two more. Learn new recipes by sacrificing potions.

○ **ARCHIVIST:** You gain **2 minor**, and **1 major arcana** that you've either found or created. When you roll an arcana's power pool, you drop 1 fewer die unless it's the last.

COMP.

○ **COMPONENT POUCH:** Each session, you have a **2d Components pool** to help focus your magic. When you get a messy or grim on spellcasting, you can roll the pool to increase a die result by 1 (3→4). Describe what reagent helped.

○ **COLLEAGUES:** In every city, some towns, and the occasional dungeon, you can find a powerful, eccentric wizardly colleague who owes you a favor—or maybe you owe them one. If you go out of your way to meet and catch up, ***take spark***, and they may trade theorem research with you.

COUNTER

○ **COUNTERMAGIC:** Each session, you have a **2d power pool** you can use to ***interrupt*** hostile magic. On a perfect, you can turn the magic back on the source.

USE

○ **MASTERED THEOREM:** Choose one of your **spell theorems**. You take +1d when casting it and gain 1 extra potent spell casting of it per session. Your name becomes linked to it, and it begins to spread in popularity throughout wizardry—track it with campaign pools.

○ **SPECIALTY SCHOOL:** Choose the arcane school of your focus. All of your **spell theorems** now have it plus another school. When casting, choose which school to use. When you get a critical with this arcane school, ***take spark***.

TRAITS	2 YOU ARE & 1 YOU'RE NOT		DESIRES	2 YOU WANT & 1 YOU DON'T	
○ *Brave*	○ *Gentle*	○ *Protective*	○ *Belonging*	○ *Justice*	○ *Renown*
○ *Caring*	○ *Honest*	○ *Quiet*	○ *Glory*	○ *Knowledge*	○ *Thrills*
○ *Confident*	○ *Honorable*	○ *Rash*	○ *Harmony*	○ *Love*	○ *Wealth*
○ *Curious*	○ *Persistent*	○ *Stubborn*	○ *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

SPELL CRUCIBLE

STYLE	***binding***	*soothing*	*grasping*	*shielding*	*curious*	*shadowy*
	flaming	***slow***	*dire*	*petrifying*	*ethereal*	*majestic*
	alluring	*silent*	***dazzling***	*piercing*	*sense*	*frenzied*
	cryptic	*withering*	*primal*	***toxic***	*thunderous*	*prismatic*
	freezing	*shredding*	*false*	*harmonic*	***molten***	*wild*
	mesmerizing	*unseen*	*expanding*	*swift*	*phantom*	***whispering***
ESSENCE	***oil***	*earth*	*lore*	*spirit*	*ash*	*barb*
	crystal	***air***	*fire*	*lightning*	*acid*	*memory*
	slime	*spore*	***shroud***	*stasis*	*sound*	*water*
	light	*star*	*trick*	***siphon***	*thought*	*rift*
	gravity	*smoke*	*sight*	*mist*	***bloom***	*poison*
	echo	*death*	*bone*	*mirror*	*emotion*	***growth***
FORM	***beacon***	*servant*	*vision*	*sentinel*	*ray*	*spray*
	ring	***crown***	*bond*	*shift*	*guide*	*embers*
	chains	*word*	***step***	*gate*	*wall*	*bolt*
	eye	*aura*	*gust*	***tendril***	*wings*	*wave*
	lock	*shield*	*swarm*	*pillar*	***claw***	*dream*
	bubble	*hand*	*dance*	*explosion*	*anchor*	***field***

Abjuration—Conjuration—Divination—Enchantment—Evocation—Illusion—Necromancy—Transmutation

THEOREMS KNOWN